FREQUENCY™

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 peripherials 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.**

FreQuency™ Tips and Hints

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US 1-900-933-SONY (1-900-933-7669)
$0.95/min. auto hints, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge

Within Canada: 1-900-451-5757
$1.50/min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day 7 days a week This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical supoprt, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM PST.

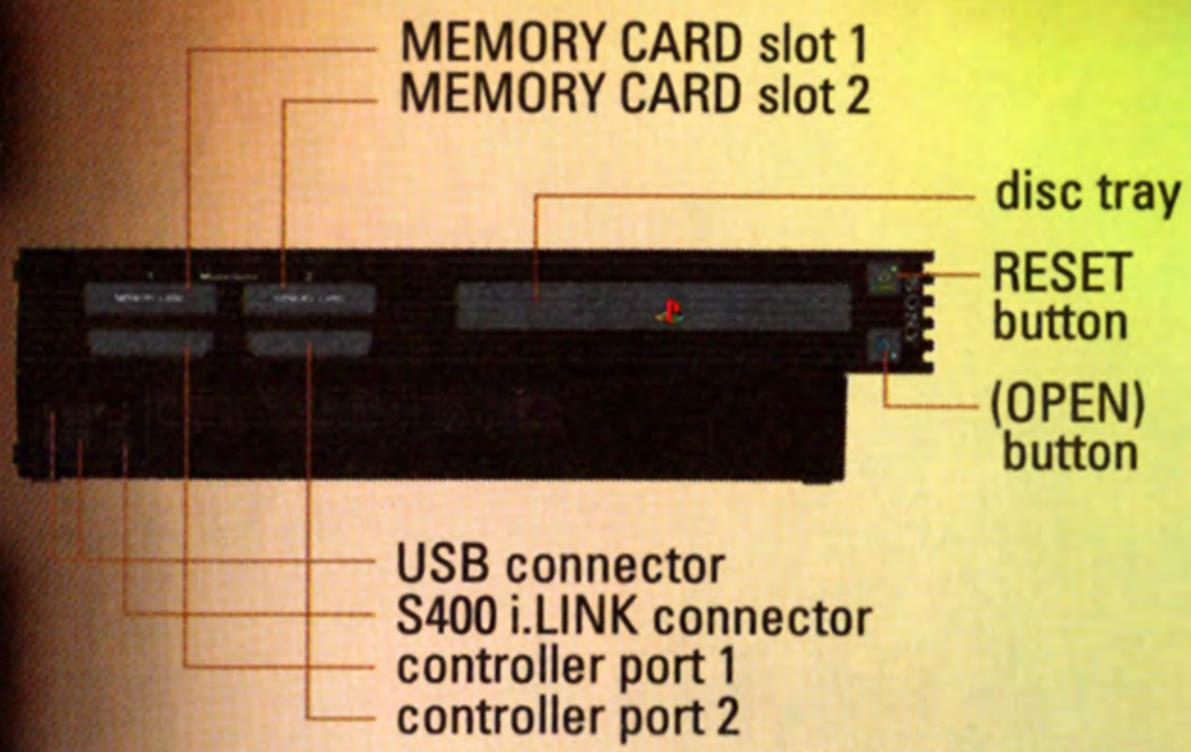
PlayStation 2 Online www.scea.com

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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SETTING UP YOUR CONSOLE



Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the STANDBY/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the FREQUENCY™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate.

Note: FreQuency supports analog and DUALSHOCK™ / DUALSHOCK™2 analog controllers, but not digital-only controllers.

Follow on-screen instructions and refer to the manual for information on using the software.

Memory Cards

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

- Use Memory Card (8MB) (for PlayStation®2) slot 1 for Solo play.
- To copy game data from one Memory Card (8MB) (for PlayStation®2) to the other, use Memory Card (8MB) (for PlayStation®2) slots 1 and 2.

Multitap and Memory Cards

In Multi Mode, you may use Memory Card (8MB) (for PlayStation®2) slots 1 & 2 for 2 player games. For 3 & 4 player games, use the Multitap in Controller Port 1, and insert up to four Memory Cards in

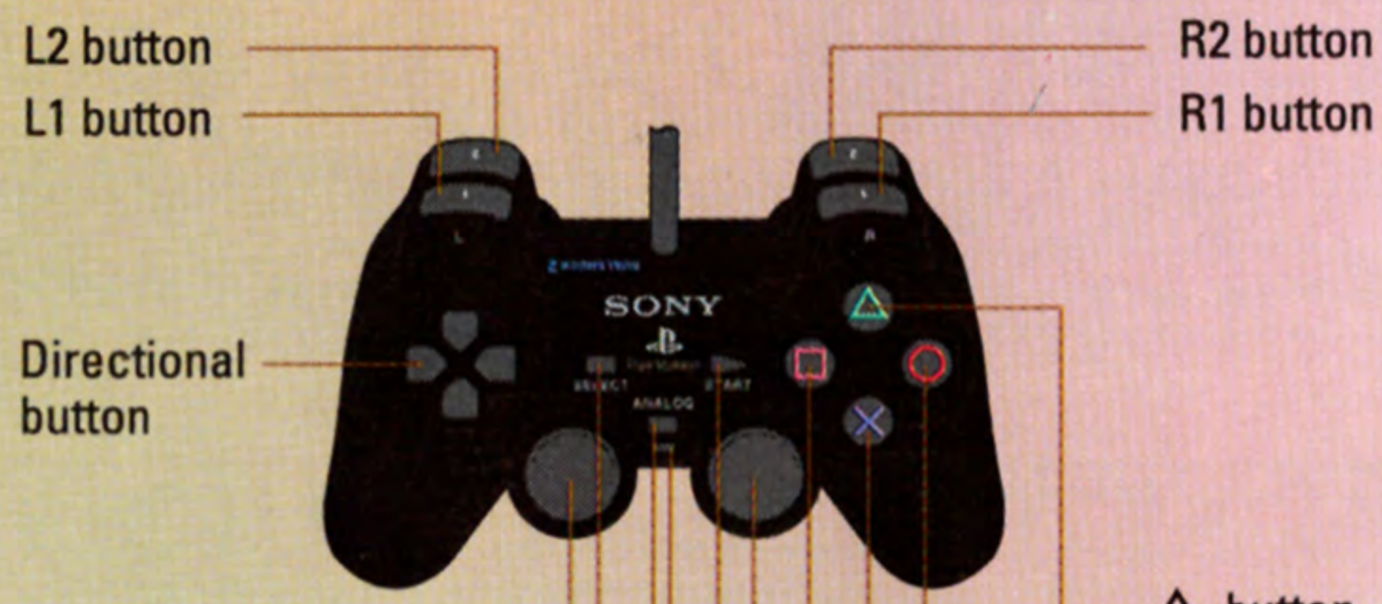
Memory Card (8MB) (for PlayStation®2) slots 1-A, 1-B, 1-C and 1-D.
For information, see "Saving and Loading Game Data" on page 31.

Multitap (for PlayStation®2)

For a 3 & 4 Player game, use a Multitap (sold separately). Each player will need a controller. Connect the Multitap to Controller Port 1 of the PlayStation®2 computer entertainment system. Then connect the controllers to the controller ports on the side of the Multitap. You cannot use the Multitap in Controller Port 2. When the Multitap is connected to Controller Port 1, you cannot connect a controller to Controller Port 2.

CONTROLS

Menus



Start/Pause game..... START button
Select menu item ..... Directional button
or left analog stick UP/DOWN/LEFT/RIGHT
Confirm Selection ..... ⊗ button
Back to previous screen ..... △ button
Refresh Memory Card (8MB)
(for PlayStation®2) display on Options screen ..... ◎ button
Display virtual keyboard where it's accessible ..... ◎ button

Game Mode

Change tracks ..... ⟷

Play axe and scratcher, change pitch ..... left analog stick

Activate notes and samples ..... L1, R1, and R2, or □, △ and ○

Deploy Powerup ..... ⊗ button

Remix Mode

Activate/De-activate loop tool ..... ⬇

Toggle Advance to new section/Repeat Section ..... ⬆

Erase current bar in Remix Mode ..... ⊗ button

Erase whole track in current section in Remix Mode ..... Tap ⊗ button twice

Highlight effects ..... right analog stick UP/DOWN

Turn on effects..... Press right analog stick in (R3)

HITTING THE NOTES

The real challenge in FreQuency is capturing notes fast enough by pressing the correct button as a note passes under the ACTIVATOR. You may find that using only the □, △ and ○ buttons with a thumb (or even fingers) is not fast enough at the higher skill levels. Try these recommended methods for Normal and Expert players:



Method 1

- Left note – L1 button
- Center note – R1 button
- Right note – R2 button

Method 2

- Left note – □ button
- Center note – R1 button
- Right note – R2 button

FEEL THE MUSIC!



You're a FreQ, a DJ soaring through musical cyberspace darting from one track to the next as you feverishly bring music to life note by note and instrument by instrument. FreQuency spins you into a world of musical creation, visual excitement and intense competition. Jam with pulsing rhythms while weaving your own musical creations into the mix as you see and hear your music explode to life.

In Game Mode, survive by quickly activating tracks to keep you and the music alive. Activate the drums, bass, guitar, synth, vocal, and F/X tracks to reveal a song. As the tempo increases, so does the pressure as you frantically activate more complex tracks.

In Remix Mode, remix samples from the major techno, rock, house, drum 'n' bass, hip-hop, trance and turntable stars featured in FreQuency. Then take your new creations and plug them into the Game Mode competition. You can even organize and play your creations in the FreQuency Jukebox.

You've hit the right frequency with some of the greatest tunes and talent in the digital music universe. Now, try to harness and mix every pulsing bassline, hypnotic drumbeat, guitar riff and scratch. You have the music and the machine. Now find out if you have what it takes to be the biggest FreQ at the party.

THE MAIN MENU

1. Check out the cut-scene and game demo. When the TITLE SCREEN appears, press the START button to display the Main Menu.
2. Press the Directional button or left analog stick UP/DOWN to highlight a selection and press the ⊗ button.



Tutorial

Learn the basics of FreQuency gameplay. Highlight GAME MODE or REMIX MODE and press the ⊗ button. Follow the training program's direction.

Solo

Play Game Mode or Remix Mode in 1 Player games.

Multi

Compete in 2, 3 or 4 Player split-screen games.

Note: For 3 & 4 Player games, use Multitap (for PlayStation®2) (sold separately).

Options

Set game options. Press the Directional button or left analog stick UP/DOWN to highlight a setting and press the ⊗ button.

Press the Directional buttons UP/DOWN to highlight an option and press the ⊗ button.

Game Setup

Audio

Select STEREO or MONO depending on your system.

Vibration Function

Turn vibration function ON/OFF on a DUALSHOCK 2 analog controller or DUALSHOCK analog controller.



Player Setup

Configure each controller for SOLO or MULTI modes. Press the Directional button or left analog stick LEFT/RIGHT to select the controller number you want to change and press the ⊗ button. Press the Directional button UP/DOWN to select a function and LEFT/RIGHT to select a button option. To complete the configuration you must make a button assignment for all controls displaying a "?". When you are finished, press the ⊗ button to save your new configuration to the Memory Card (8MB) (for PlayStation®2). Press the ◎ button to restore the default controller configuration.

Memory Card (8MB) (for PlayStation®2) Setup

Access the Memory Card (8MB) (for PlayStation®2) to copy or delete FreQuency campaigns or remixes.

See "Saving and Loading Game Data" on page 31.

FreQuency Credits

Meet the creators of FreQuency.

Game Mode Screen



FreQuency Activator

This activates notes as they approach on the selected track. As notes pass into the activator, press the correct button to catch the note. Hitting the button at just the right time is essential. Hitting a sequence of notes activates the track and charges the Energy Meter.

Energy Meter

Keep the Energy Meter charged by activating tracks. When the meter is green, you are making progress. When it turns orange, your energy is getting low. When the meter is completely drained, the game is over.

Song Location Meter

The Song Location Meter highlights the section of the song in which you are playing. To survive, you must travel the length of the song.

Score

The longer you remain in the song by activating progressively more complex tracks, the higher your score. You also score more points for activating more complex patterns than simpler ones.

Note

Press the correct button as the note crosses your activator. Timing must be perfect to catch the note. Activate notes in order to activate the whole track of a song.

- Left note – L1 or ▢ button.
- Center note – R1 or △ button
- Right note – R2 or ◎ button

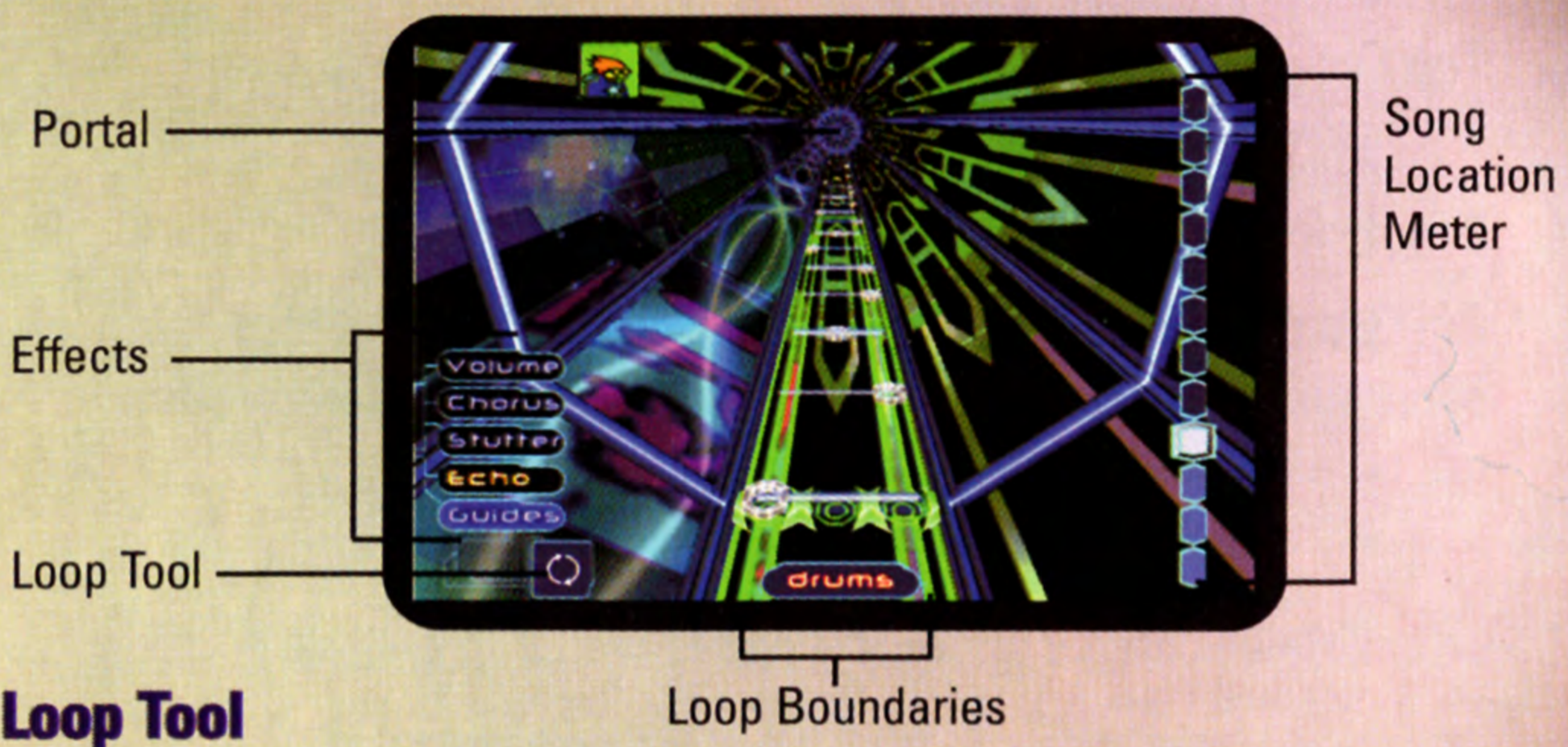
Powerup Note Inventory Display

Powerup Notes increase your note catching abilities and multiply your score. See "Solo Game Powerups" on page 17.

Portal

Portals mark the boundaries between song sections. When you advance through a section, you move up one position on the song location meter.

Remix Mode Screen



Loop Tool

With Loop Tool ON, play two bars of music and they will repeat throughout the section. With Loop Tool OFF, play every bar of music in a section. Press the Directional button DOWN to toggle the Loop Tool ON or OFF.

Loop Boundaries

The green rectangle on the track marks the boundaries of a loop where your patterns are recorded.

Effects

When playing the FreQuency Activator or Scratcher, the effects alter the mix. Experiment with each to see how it affects each

track of a song. To turn on the effect, press the right analog stick UP/DOWN to highlight an effect. Then press the right analog stick (R3) in. The highlighted effect will change color from black to blue.

See "Playing Remix Mode" on page 18 for information on effects.

Portal

Portals are the divisions between each section of a song.

- To advance, press the Directional button UP once anytime before entering the portal and you will begin a new section. The words "Advance to Next Section" will appear. Your position will also advance on the Song Location Meter.
- If you want to remain in the current section, do not press the Directional button UP. If you have already pressed it, press it again to toggle back to "Repeat Section".

Song Location Meter

The Song Location Meter highlights the section of the song you are remixing.

Playback

Press the SELECT button to listen/view your Remix in playback mode. You will not be able to edit your Remix when in Playback mode.

FREQUENCY INSTRUMENTS

FreQuency Activator

Use the FreQuency Activator to activate notes in Game Mode. By pressing the correct button just as a note passes under it, you activate the note. Activate the required number of notes consecutively and the whole track is activated. When a track is activated, the activation alert flashes on-screen. You can then move to the next track by pressing the Directional button LEFT/RIGHT.

In Multiplayer Mode, each activator is color-coded.

- Player 1 – Green
- Player 2 – Purple
- Player 3 – Yellow
- Player 4 – Red



Scratcher

When you move to a freestyle track in both Game Mode and Remix Mode, the Scratcher may appear. This instrument allows you to create turntable noise. Move the left analog stick right and left to create a sound with the Scratcher. Press the ▢ button or L1, △ button or R1, or ○ button or R2 button to change the sample that is recorded when you scratch.



Axe

Use the Axe to play musical notes by moving the left analog stick right and left. Press the ▢ button, △ button, or ○ button to play certain notes. You will hear the Axe in its different forms as a Synthesizer or Guitar.





Game Mode is the competitive game in FreQuency. Each FreQ starts out on a campaign through the game activating tracks in songs to survive. The more tracks you activate, the longer you stay in the game, which results in a higher score. You must capture two bars of music at a time to score and unlock the music in the whole track. Miss one note in a two-bar section and you score nothing. In the beginning, the songs are fairly easy to master. But as you progress through the campaign, capturing tracks becomes feverishly complex.

Notes

Press the button that matches the position of the note on the track at the exact time it passes through your activator.

See "Hitting the Notes" on page 6.

Tracks

Several tracks make up a song. There are drum, bass, instrument and voice tracks that must be activated, among others. When you activate one track, quickly switch to the next track (Directional button LEFT or RIGHT) and attempt to activate the next track.

Active Bar Alert

When you miss a note in the current bar, you can no longer score in that two-bar area and it becomes inactive. Look ahead, and you will see that the next pair of active bars have a color cast (green in Solo Mode or the controller color code in Multi Mode) alerting you to the next pair of bars active for capture. You may decide to switch tracks or hold position in the current track. Keep your eye on the upcoming bars for powerups.

Skill Level

FreQuency Game Mode has three skill levels based on the number and complexity of the songs.



Easy

Beat 15 beginner level songs, including three bonus songs.

Normal

Beat 20 songs that present a moderate challenge, including four bonus songs.

Expert

Beat 25 mind-numbing songs, including five bonus songs.

Bonus Songs

Each stage in each skill level contains a bonus song. Beat the bonus stage score in each stage to unlock the bonus song. The bonus stage score is the sum of all the song scores in the stage.

Score

Gain more points for more complex patterns captured. Higher scores allow you to unlock bonus songs in each stage.



Stages

FreQuency is divided into five stages. Each stage contains a number of songs. At the beginning of the game, Stage 1 contains four unlocked songs you must beat to unlock the next stage. All other songs at the higher stages are locked. You can see which songs are locked or unlocked by looking at the Lock Icon that appears on the song art of any selected song. As you unlock stages in Game Mode, they become available in Remix and Multi Mode play as well.

Arenas



Arenas are where you ride through the song tracks. As you progress through the game, more arenas become available. You will be able to select an available arena immediately before entering each game. As you unlock arenas in Game Mode, they become available in Remix and Multi Mode play.

- There are eight Solo arenas.
- There are four Multi arenas.

Bonus Points

You receive a bonus point multiplier as you activate tracks sequentially without making mistakes.

Player Stats

When you win or lose a game, the Player Stats screen appears to show how well you did with the song.



Score

This is the score for the last song.

Song

This is the last song you competed against.

Skill

This is the skill level you chose at the beginning of the game. As the skill level increases, there are more notes to catch and the Energy Meter drains at a faster rate.

% of level complete

This is the measure of how far you made it through the song as shown on the Song Location Meter during the game.

Phrase capture accuracy

Percentage of two-bar phrases that are captured in an entire song.

Hottest streak

This is the number of consecutive tracks activated without error.

SOLO GAME POWERUPS

In a Solo game, catch Powerup Notes to help you capture notes more quickly or multiply your score.

Catching Powerup Notes

There are Powerup Notes throughout the game. Capture all the Powerup Notes in a bar and win the Powerup. After you capture a Powerup Note, it appears in your inventory. Your Powerup inventory holds only one Powerup at a time.

Deploy Powerups

Press the ⊗ button to deploy a Powerup on a specific bar of notes.

The Powerups



Auto-catcher

Deploy on a panel of free notes to catch them all automatically.



Multiplier

Deploy Multiplier at any time and watch it double the score you receive for the next eight bars.

PLAYING REMIX MODE



In Remix Mode, you compose your own sounds by synthesizing and sampling music. Your new creation can be saved to a Memory Card (8MB) (for PlayStation®2) and loaded through the Load Remix option on the Remix Screen or loaded as a Custom Game through the Custom option in the Game Mode. Take the Tutorial for Remix Mode to familiarize yourself with track switching, instruments and looping.

Creating a Remix

1. Select SOLO on the Main Menu. Then select REMIX and NEW REMIX.
2. Select a song from an unlocked stage.

Note: You must have unlocked a stage in Game Mode to select it in Remix Mode.

3. Press the Directional button or left analog stick LEFT/RIGHT to choose a song you want to use for your remix and press the ⊗ button to open the Arena screen.
4. Select an arena to begin your remix session.

Note: You must have unlocked an arena during Game Mode to select it in Remix Mode.

Playing Notes

Instead of pressing buttons to catch pieces of a song as in Game Mode, you are pressing buttons to lay down pieces of the song, which are remixed by you to create a new song.

Effects

Use Effects to create whole new sounds or slightly alter existing ones. To turn on the effect, press the right analog stick UP/DOWN

to highlight the effect. Then press the right analog stick (R3) in. The highlighted effect will change color from black to blue.

The Effects vary depending on the music or sound you want to alter. Experiment with Chorus, Stutter and Echo to create interesting new mixes.



Volume - Adjusts the mix level of your track.

Chorus - Makes your sounds fuller and wider. Chorus works best in stereo.

Stutter - Rapidly changes the volume of your track to create a "gate" or "stutter" effect. Try it on vocals and certain melodic instruments.

Echo - Sounds repeat themselves to create an "echo" or "reverberation" of the original sound.

Guides - Turn Guide Notes ON/OFF. Follow the Guide Notes to create a quick mix that sounds similar to the original version of the song.

Overdubbing

Once you lay down some notes on a track, you may add notes to that track when that section of the song loops around again.

Erasing Notes

If you change your mind, you can erase a bar of notes or a whole section on a track. To erase one bar, press the ⊗ button once. To erase all the notes on one track in one section, press the ⊗ button twice quickly.

Switch Tracks

After you lay down the notes on one track, switch tracks by pressing the Directional button LEFT/RIGHT and begin creating more music.

Advancing Through Sections

You can begin a new section or repeat the section you are in by pressing the Directional button UP. Just before entering a Portal, press UP on the Directional button and make sure your choice of ADVANCE TO NEXT SECTION or REPEAT SECTION displays on-screen just prior to entering the portal. The Song Location Meter on the right of the screen shows which section you are in at any point in the remix session.

Saving a Remix Mode Title

1. Press the START button when in a remix to enter the Pause screen.
2. Press the △ button to exit and open the Save screen.
3. The game will give your remix a default title. Press the ✕ button to save your track.



Renaming the Remix

If you want to rename your remix before saving it:

1. Press the ◎ button when the Save screen is displayed to open the virtual keyboard.
2. Select the BACKSP key (L2) to remove the current name.
3. Type in the new name by selecting each letter and pressing the ✕ button.
4. Select ENTER (◎ button) to enter your new name. Press the ✕ button to save the new remix to Memory Card (8MB) (for PlayStation®2) slot 1.

Note: You will not be able to save a remix to your Memory Card (8MB) (for PlayStation®2) if you have not inserted it prior to startup.

Jukebox Playlist

Use the Jukebox to play your saved remixes or any of the factory-created remixes from the songs of FreQuency. Create a playlist of your favorite tracks and save them.



Create a Playlist

1. Press the Directional button LEFT/RIGHT to access a list of saved remixes or factory remixes.
2. Press the Directional button UP/DOWN to highlight a remix and press the ⊗ button to enter it on your playlist.
3. The selected remix will appear in the My Playlist panel.
4. When you're finished creating your playlist, press the Directional button RIGHT to the Edit or Done option.

Note: A Jukebox playlist may contain up to 50 remixes.

Edit

- To sort your list, press the L1 or L2 button.
- To remove a playlist entry, select it and press the ⊗ button.
- To clear your list, press the ▣ button.

Done

- Save Playlist to Memory Card (8MB) (for PlayStation®2) slot 1. When you save a new playlist, it will overwrite the previously saved playlist.
- Play Random – The Jukebox will choose the order in which to play your playlist.
- Play in Order – Your remixes play in the order displayed in your playlist.

Loading a Custom Remix to the Game Mode

You can load any remix you created to the Game Mode.

1. On the Game Mode Stage screen, select CUSTOM. Previously saved remixes and factory remixes will load and display.
2. Highlight one and press the ⊗ button to display the Arena screen. Select an available arena.

Tips to make a Good Custom Song

- Follow the Guide Notes if you need help making your song sound like the original mix.
- Make sure each track and section has enough notes on it for people to have fun while playing in Game Mode.
- When making a multiplayer remix, take time to listen to what others are doing, so your tracks fit the mix.
- Try turning off Loop Mode and adding some cool drum fills at the end of a section to create a transition to the next section.

CREATE THE FREQ, YOUR DJ ALTER EGO

A FreQ is your on-screen DJ alter ego. You can create a FreQ at the beginning of the game and edit his or her appearance on the FreQmaker screen anytime. Use the FreQ to identify and reload saved game campaigns.



Select a Basic FreQ

Note: To save FreQ data you must be using a Memory Card (8MB) (for PlayStation®2). If you are playing without a Memory Card (8MB) (for PlayStation®2), the Pick A FreQ screen appears. You will be able to make changes to your FreQ, but your creation will be lost when you reset or power down.

FreQuency comes with 20 basic FreQs. The first time you play FreQuency, the Create Your FreQ screen appears. If you just want to select a FreQ and start playing:

1. Press the Directional button or left analog stick LEFT/RIGHT to select one of the basic FreQs and press the ⊗ button.
2. On the keyboard screen, enter up to 12 letters or numbers to name your FreQ. To remove a letter, select BACKSP (L2) and press the ⊗ button. When you have the name you want, select ENTER (◎ button) and press the ⊗ button.

See "Virtual Keyboard" on page 32 for a full list of quick controller keys.

Note: FreQuency is not USB Keyboard compatible.

Create a Unique FreQ From Scratch

Select CREATE NEW FREQ. Then select FREQMAKER. FreQs are created with pieces called "stamps". You can place multiple stamps of the same type on the FreQ canvas. Each FreQ may consist of a maximum of 16 stamps.

Select basic attributes . . . . . .Directional button or left analog stick UP/DOWN

Highlight stamp in Attribute field. . . . . Directional button or left analog stick

Add stamp to FreQ Canvas . . . . . .⊗ button

Change position of selected stamp . . . . . .right analog stick

Move selected stamp to the front . . . . . .R1 button

Move selected stamp to the back . . . . . .R2 button

Change color of selected stamp . . . . . .◎ button

Set color. . . . . .right analog stick LEFT/RIGHT/UP/DOWN, + ⊗ button

Delete a stamp (From Edit Field) . . . . . .▣ button

Reset stamp to center of canvas . . . . . .L2 button

Body, Head and Face

Select each one of these to create the basics of your FreQ.

Details and Logos

Add earphones, a swatch of hair or a special symbol to make your FreQ distinctive.



Name

Name your FreQ on the virtual keyboard.

1. Type in name by selecting each letter and pressing the ⊗ button. Select BACKSP key (L2) and press the ⊗ button to remove letters.
2. When you have the name you want, select ENTER (◉ button) and press the ⊗ button.

Randomize

Press the ⊗ button if you'd like the FreQmaker to create a random FreQ for you.

Modify a Basic FreQ

On the FreQmaker screen, you can tweak your selected FreQ.

1. Select MODIFY BASIC FREQ or FREQMAKER and press the ⊗ button to open the FreQmaker screen.
2. Press the Directional button or left analog stick UP/DOWN to select an attribute and press the ⊗ button to enter the field for that attribute.
3. Press the Directional button or left analog stick to highlight an attribute stamp and press the ⊗ button to place it in the FreQ canvas at the upper right of the screen.

Mutate

Press the ⊗ button repeatedly to try various mutations of your selected FreQ.

Edit

Select this to fine tune your FreQ. As you place each attribute stamp of your FreQ on the canvas, that feature will be stored in the Edit field. When you select EDIT and press the ⊗ button, any attribute stamp you have selected will appear in the field, giving you the ability to modify it on the FreQ canvas. Select the attribute stamp you want to edit and make changes while viewing the FreQ canvas.

Save Your FreQ

Select SAVE and your FreQ will be saved to Memory Card (8MB) (for PlayStation®2) Slot 1. All saved FreQs are available for Loading. Each saved FreQ is associated with a saved campaign, including your game progress through the skill levels and stages.

Load Your FreQ

At the beginning of a new game, if you have saved FreQ data, the Load Your FreQ screen will appear. Press the Directional button or left analog stick LEFT/RIGHT to highlight the FreQ you are going to play as and press the ⊗ button. All Memory Card (8MB) (for PlayStation®2) information stored with that FreQ will be available during gameplay.

THE PAUSE SCREEN



Press START to pause the game. Pause screen options vary depending on the game mode you are playing.

Resume

Press the START button to resume play.

Quit

Press the △ button to quit a game or end a remix.

Restart

Press the ✕ button to start the song over from the beginning.

Controller Configuration

Customize your controller settings. Press the □ button to open the configuration screen. Press the Directional button or left analog stick UP/DOWN to select an action. Press the Directional button or left analog stick LEFT/RIGHT to cycle through the button control options to assign a new button. You must make an assignment for all controls. Press the ✕ button to confirm changes and close the screen.

Game Settings

Press the Directional button or left analog stick UP/DOWN to highlight a setting and LEFT/RIGHT to change the setting. You can also access these settings from Options on the Main Menu.

See “Setting Options” on page 9.

Up to four players can compete in Game Mode or collaborate in Remix Mode. Button controls are the same as Solo play.

Note: For 3 & 4 Player games, use Multitap (for PlayStation®2) (sold separately).



Start a Multiplayer Game or Remix

1. On the Main Menu, select MULTI.
2. Select MULTITIPS to get a quick tutorial on gameplay. Press the ⊗ button to continue through each tips screen and return to the Multi Select Number screen.
3. Select the number of players.
4. Each player selects a FreQ and presses the ⊗ button. When all players have selected, the Multiplayer Select Mode screen appears.
5. Any player can select GAME or REMIX and press the ⊗ button to advance to the Arena selection screen. Player 1 must select an Arena to launch Game or Remix play.

Multi Game Mode

Multiplayer is a head-to-head race through the song. Win by scoring the most points during the competition. The Song Location Meter is positioned at the center of the screen. Don't worry about losing energy. Just hammer out drumbeats, guitar licks and vocals to stay ahead of everyone else. In Multi Game Mode, each player must capture the song one bar at a time. This differs from Solo play where capturing only two bars will activate a track.

Each player's activator, FreQ, name, score, notes and panels are color-coded.

- Player 1 – Green
- Player 2 – Purple
- Player 3 – Yellow
- Player 4 – Red

Multi Game Over Screen

When the song ends, the scores are posted on the Game Over screen. The song and skill level are also displayed here.

- Select PLAY AGAIN for a rematch.
- Select NEW GAME to start over from the Song Select screen.

Multi Game Powerups



Catching Powerup Notes

There are Powerup Notes throughout the game. Capture all the Powerup Notes in a bar and win the Powerup. After you capture a Powerup Note, it appears in your inventory box at the bottom of the screen. You may only hold one powerup at one time. If you have a powerup in your inventory and you capture a new powerup, it will replace the one in your inventory.

To Deploy Powerups

Press the ⊗ button to deploy your Powerup. Powerups can be deployed upon your opponent's activator or upon a specific bar of notes.

The Multi Game Powerups



Auto-catcher - Deploy on a panel of free notes to catch them automatically.



Freestyler - Deploy on an Axe track or Scratcher track, then freestyle on that track to get more points.



Crippler - Deploy upon another player's activator and watch the sparks fly.



Neutralizer - Deploy on your opponent's captured track to zap their points and free up the track.



Bumper - Deploy upon another player's activator to bump them to the back of the line.

Who's in the Lead

Multi Game Mode demands intense concentration while you keep your eye on a track. FreQuency has two ways of telling who the leader is with a quick glance.

Activator State

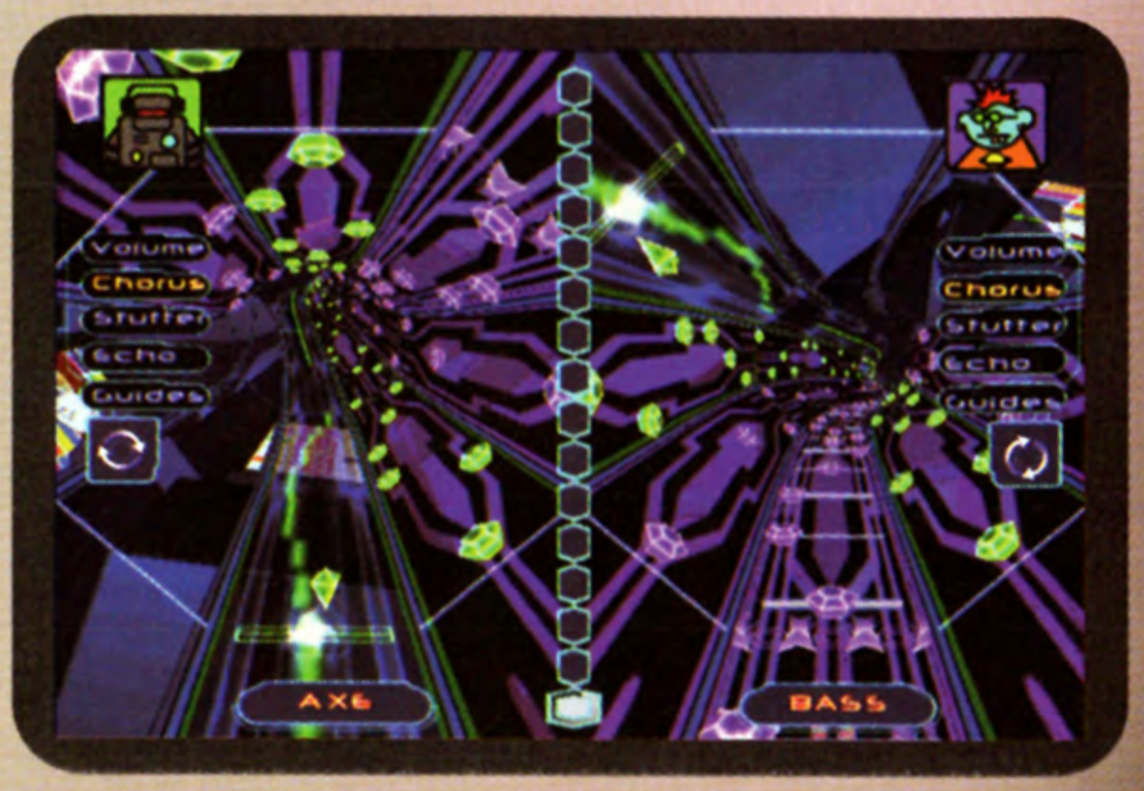
The leader's activator glows distinctively.

Score Highlights

The lead player's score becomes highlighted and begins to pulse.

Multi Remix Mode

Multi Remix Mode functions the same as the Solo Remix mode with added dynamics. You can create and collaborate with other players. Players compose their own music on separate tracks in the same section.



You may add effects to each other's tracks, but may only delete your own tracks.

- Player 1 controls the advance to the next section.
- The first player to lay down a note on a track takes possession of it.
- To delete a whole track, press the ⊗ button twice. The track then becomes available to other players.

See "Playing Remix Mode" on page 18.

Saving a Remix in Multi Mode

When you quit a Remix session, the End Remix screen appears. Each player may save a remix to a Memory Card (8MB) (for PlayStation®2) if he already has it inserted prior to startup. To save remixes, each player must press the ⊗ button. Player 1 will have the first opportunity to save the remix, followed by the remaining players in numerical order.

Each remix is saved individually to a file on that player's Memory Card (8MB) (for PlayStation®2). The Save screen will then reappear for the next player to save a remix.

Controller # 1 – Memory Card (8MB) (for PlayStation®2) slot 1

Controller # 2 – Memory Card (8MB) (for PlayStation®2) slot 2

Using Multitap

Controller # 1 – Memory Card (8MB) (for PlayStation®2) slot 1-A

Controller # 2 – Memory Card (8MB) (for PlayStation®2) slot 1-B

Controller # 3 – Memory Card (8MB) (for PlayStation®2) slot 1-C

Controller # 4 – Memory Card (8MB) (for PlayStation®2) slot 1-D

Press the ○ button (when it is your turn to save) to open the virtual keyboard. Name your remix, select the ENTER key and press the ⊗ button to return to the Save screen. Press the ⊗ button to save or press the □ button to discard the remix.

See "Virtual Keyboard" on page 32.

Saving Game Data

If a Memory Card (8MB) (for PlayStation®2) is inserted in slot 1, FreQuency auto-saves your game progress at the completion of each game. The Memory Card (8MB) (for PlayStation®2) is only accessed upon startup, reset, on the Memory Card Screen, and when auto-saving.

What is Saved

- A maximum of eight FreQ campaigns is saved. Each saved FreQ campaign contains your FreQ, its name, your game progress and scores in each skill level.
- Option settings include controller configuration, game settings, and one Jukebox playlist.
- Saved Remixes – Save up to 200 remixes.

Deleting Saved Game Data

You can delete FreQ campaigns or an individual remix. Each is stored separately. To access a file:

1. Select Options from the Main Menu.
2. Select Memory Card (8MB) (for PlayStation®2) from the Options screen.
3. Select the Memory Card (8MB) (for PlayStation®2) slot number.
4. Select FreQs or Remixes.
5. Select the file you want to delete.
6. Press the ■ button to delete a file.

Copy a FreQ Campaign or Remix

1. Select Options from the Main Menu.
2. Select Memory Card (8MB) (for PlayStation®2) from the Options screen.
3. Select the Memory Card (8MB) (for PlayStation®2) slot number from which you would like to copy.
4. Select FreQs or Remixes.
5 Select the file you want to copy.
6. Press the ● button to copy file.

You may copy to and from Memory Card (8MB) (for PlayStation®2) slots 1 & 2 only.

VIRTUAL KEYBOARD

Name your FreQ or Remix using the Virtual Keyboard. Press the Directional button or left analog stick to select a key and press the ✕ button to enter a character. Select the ENTER key when you have completed the name. You may also use the quick controls below to speed up entries.



Select Type ..... ✕ button

Enter ..... ○ button

Back/Exit ..... △ button

Space ..... □ button

Edit Cursor Left ..... L1 button

Backspace ..... L2 button

Edit Cursor Right ..... R1 button

Shift Uppercase toggle ..... Press left analog stick L3 in

Caps Lock toggle ..... Press right analog stick R3 in

THE MUSIC IN FREQUENCY

Unlock these tracks Stage by Stage.

- Songs unlocked in the Game Mode become available for Remix Mode and Multi Mode.
- Stage 4 is available in Normal and Expert.
- Stage 5 songs are only available if you take on the Expert skill level.
- The fifth song in each stage is the bonus song (listed on pg. 33 in bold text).

ARTIST	CUT	TYPE	BPM
Stage 1			
The Crystal Method	The Winner	big beat	127
Akrobatik	Exterminator	hip-hop	96
No Doubt	Ex-Girlfriend (Remix)	electronic rock	100
Orbit	XLR8R	rock 'n' roll	135
Freezepop	**Science Genius Girl**	**synthpop**	**137**
Stage 2			
Dub Pistols	Official Chemical	beats 'n' rhymes	150
Lo Fi All Stars	Lofis In Ibiza	disco house	129
Fear Factory	Frequency	industrial rock	150
Paul Oakenfold	See It	trance	135
Ethan Eves	**Selecta**	**drum 'n' bass**	**180**
Stage 3			
Powerman 5000	Danger is Go	industrial rock	156
Orbital	Funny Break (Weekend Raver's Mix)	techno	130
DJ Q-Bert	Cosmic Assassins	turntablism	96
BT	Smartbomb	big beat	100
Curve	**Worst Mistake**	**electronic rock**	**150**
Stage 4			
Jungle Brothers	What's the Five 0	drum 'n' bass	172
Funkstar De Luxe	Ignition	funk	115
Roni Size & Reprazent	Railing Pt. 2	drum 'n' bass	175
Meat Beat Manifesto	Dynamite Fresh	big beats in space	134
Juno Reactor	**Higher Ground**	**techno**	**143**
Stage 5			
Toni Trippi	Motomatic	hard electro	135
DJ HMX	Ibiza Dreamz	trance	144
Symbion Project	Funny Dope Maneuver	big beat	140
Komputer Kontroller	Control Your Body	hard house	144
Symbion Project	**FreQout**	**hard breakz**	**140**

Harmonix Music Systems, Inc.

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Performed by DJ Q-Bert
Engineered by Kormann Roque
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"Danger Is Go"
Music by Powerman 5000 / Lyrics by Spider
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"Ex-Girlfriend (The Psycho Ex Mix)"
Words and Music by Gwen Stefani, Thomas Dumont & Tony Kanal
Performed by No Doubt:
Gwen Stefani – Vocals
Tony Kanal – Bass Guitar
Tom Dumont – Guitars
Adrian Young – Drums
With: Gabrial McNair – Keyboards
Produced by Glen Ballard
Recorded by Karl Derfler
Mixed by Jack Joseph Puig
Remix and additional production by Philip Steir for MCT
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"Exterminator"
Written, produced, arranged and performed by Akrobatik
Vocal scratches performed by Akrobatik
Recorded and mixed by Akrobatik and Ray Fernandes at Boston Butta Beats, Everett, MA
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Performed by Symbion Project
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"Frequency"
Music by Dino Cazares, Raymond Herrera & Christian Olde Wolbers / Lyrics by Burton C. Bell
Performed by Fear Factory
Produced by Fear Factory, Mixed by Dino Cazares
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"Lo Fi's In Ibiza"
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"XLR8R"
Words and Music by Jeff Robbins
Performed by Orbit
Jeff Robbins - vocals, guitar, synth
Paul Buckley - drums, vocals
Linda Bean - bass, vocals
Fred Archambault - guitar, vocals
Produced by Jeff Robbins
From the album "XLR8R" on Lunch Records
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