

GUITAR HERO

AEROSMITH



ACTIVISION

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

- dizziness
- 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.



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BAND HISTORY

For more than 30 years AEROSMITH has defined American Rock 'n' Roll.

Just a brief overview of their remarkable career is truly mind-boggling: over 150 million albums sold, induction into the Rock and Roll Hall of Fame, countless awards (four Grammy Awards, eight American Music Awards, six Billboard Awards, and 12 MTV Awards), and a diehard "Blue Army" fan-base numbering in the millions worldwide. Since 1972 they've criss-crossed the globe nearly 36 times and performed at two Halftime Shows at the Big Game (reaching a combined viewing audience of nearly two billion).

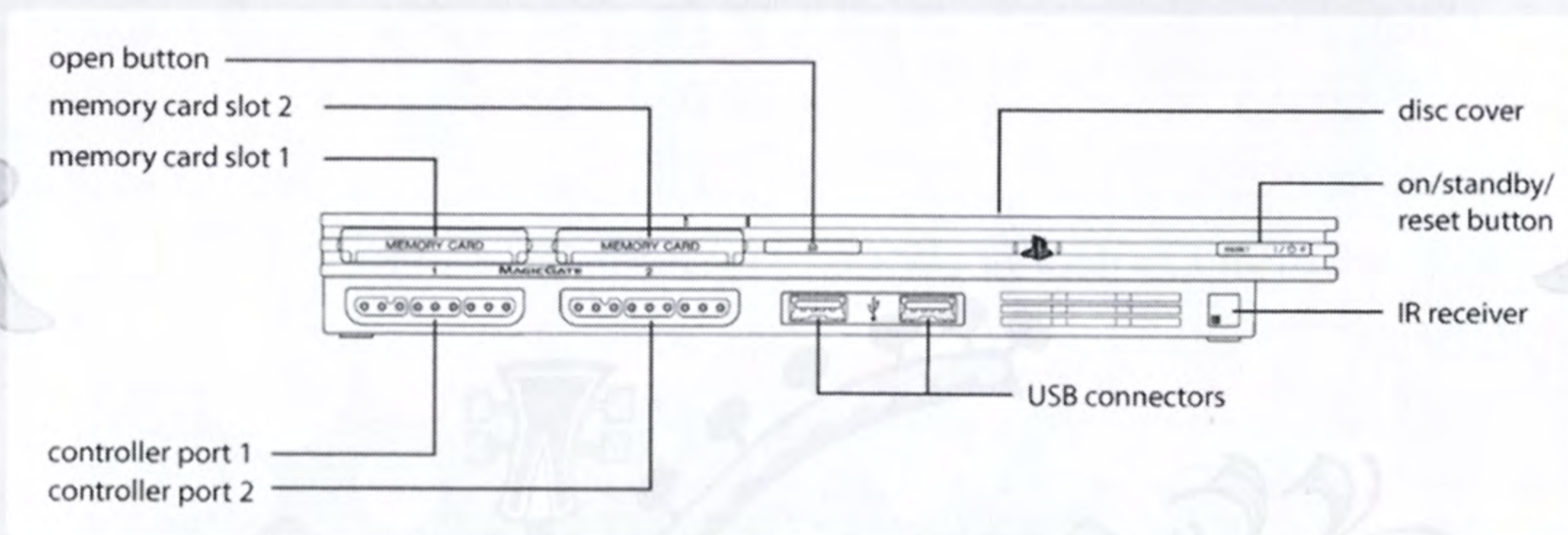
Described by Mojo editor Phil Alexander in a May '07 cover story as "America's greatest hard rock act," the members of AEROSMITH--STEVEN TYLER (vocals), JOE PERRY (guitar), BRAD WHITFORD (guitar), TOM HAMILTON (bass) and JOEY KRAMER (drums)--remain creatively vital, and are the platinum standard for artistic and commercial success in the music business. Through it all they have defeated the odds, silenced their critics and have undeniably withstood the test of time.

In 2007, Aerosmith triumphantly performed 35 dates in 20 countries. It included their first-ever performances in Dubai, United Arab Emirates and Bangalore, India, where they electrified a crowd of 22,000 fans at the Palace Grounds. Another 50,000 fell under the group's spell when they performed at the Hard Rock Café's London Calling event in Hyde Park.

The overseas trek concluded with two unforgettable shows in St. Petersburg and Moscow.

Recent Aerosmith releases include: the 2004 blues-influenced CD Honkin' On Bobo (which received a four-star review in Rolling Stone); 2004's live DVD You Gotta Move; 2005's live CD Rockin' The Joint, and a 2006 career retrospective CD with two unreleased songs. The band is now in the studio working on a new album.

GETTING STARTED



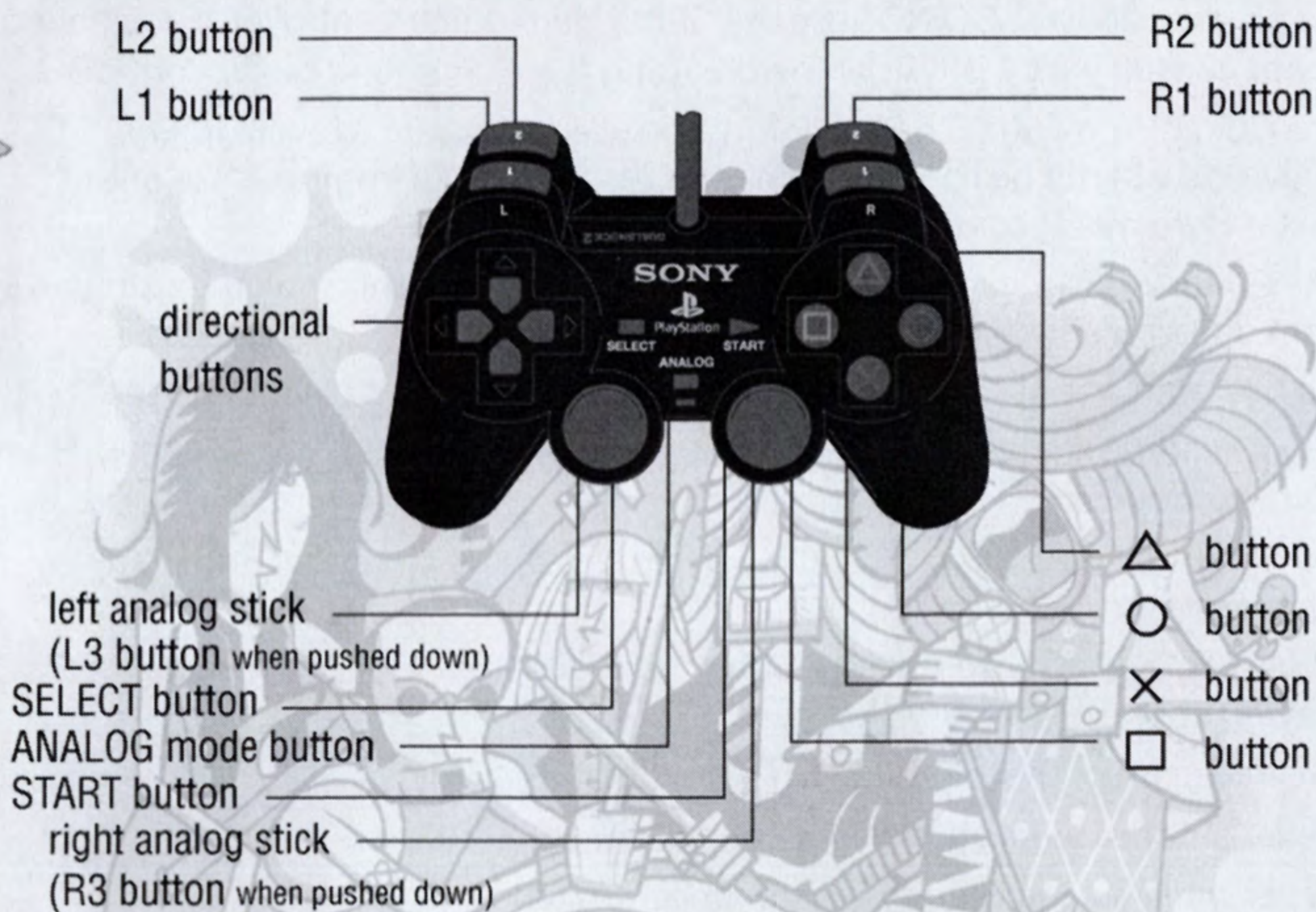
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Guitar Hero: Aerosmith disc with the label side facing up in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

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



directional buttons	Press any direction to activate Star Power
left analog	Move in any direction to activate the Whammy Bar
right analog	Move in any direction to activate the Whammy Bar
R1 button	Yellow Note
R2 button	Blue Note
L1 button	Red Note
L2 button	Green Note
X button	Orange Note / Confirm
△ button	Cancel
START button	Confirm / Pause
SELECT button	Activate Star Power



USING THE GUITAR CONTROLLER

Please Read Before Playing

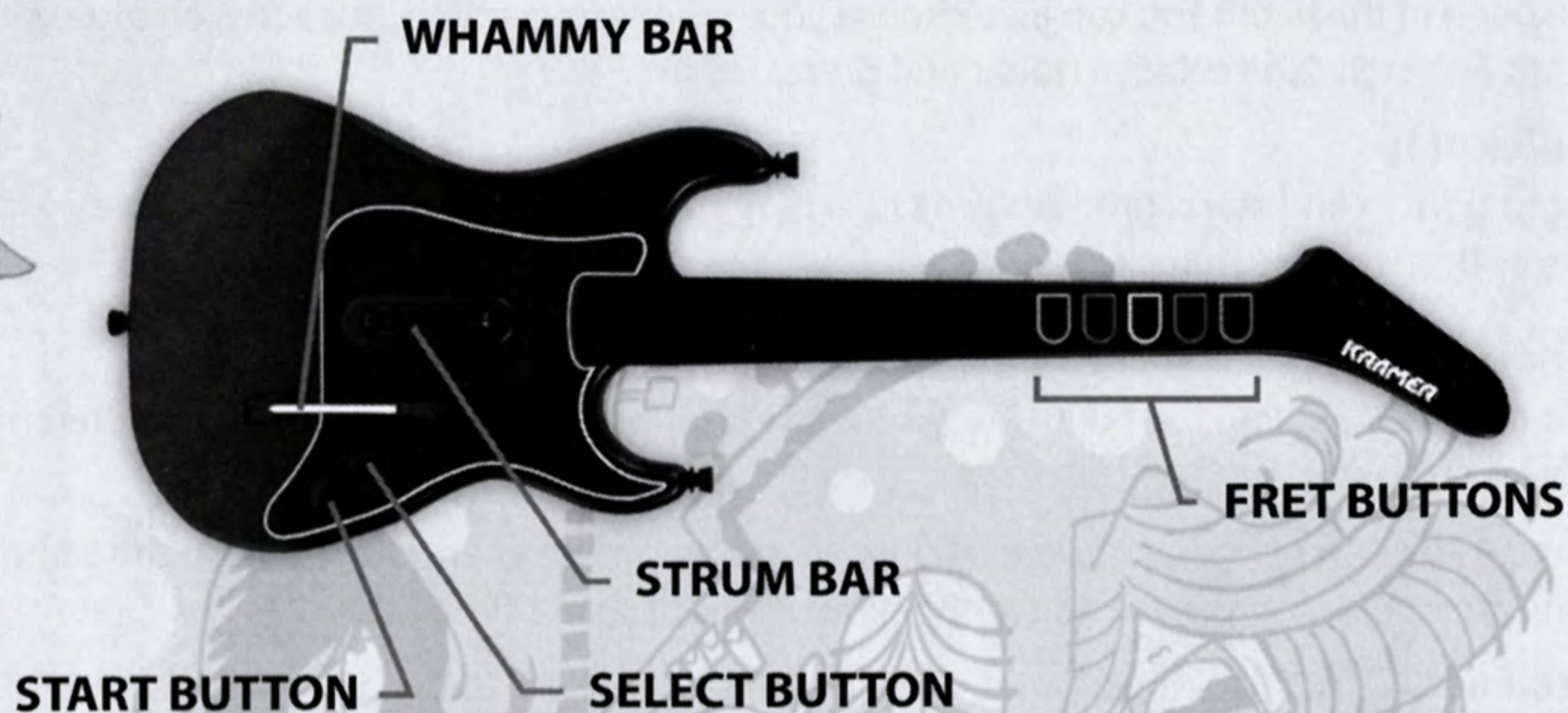
Please read the following before using the Guitar Hero® guitar controller.

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

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

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

USING THE GUITAR CONTROLLER



THE GUITAR HERO KRAMER® STRIKER CONTROLLER**

START button

Confirm / Pause

SELECT button

Activates Star Power or Battle Attacks

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

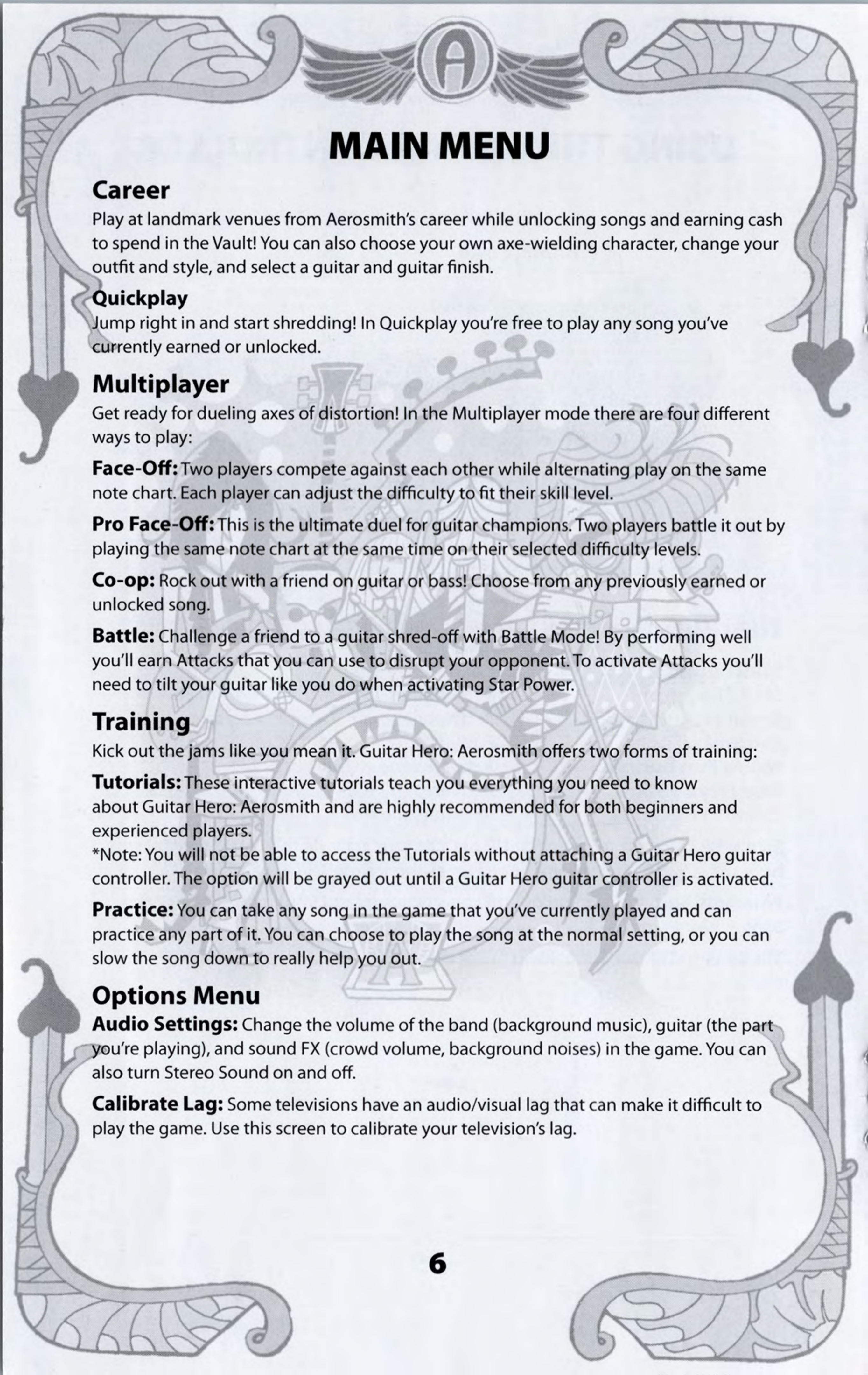
Activates the orange note

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.

Tilt Sensor: Tilt the Guitar Hero guitar controller up to activate Star Power and Battle Attacks.

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



MAIN MENU

Career

Play at landmark venues from Aerosmith's career while unlocking songs and earning cash to spend in the Vault! You can also choose your own axe-wielding character, change your outfit and style, and select a guitar and guitar finish.

Quickplay

Jump right in and start shredding! In Quickplay 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 four different ways to play:

Face-Off: Two players compete against each other while alternating play on the same note chart. Each player can adjust the difficulty to fit their skill level.

Pro Face-Off: This is the ultimate duel for guitar champions. Two players battle it out by playing the same note chart at the same time on their selected difficulty levels.

Co-op: Rock out with a friend on guitar or bass! Choose from any previously earned or unlocked song.

Battle: Challenge a friend to a guitar shred-off with Battle Mode! By performing well you'll earn Attacks that you can use to disrupt your opponent. To activate Attacks you'll need to tilt your guitar like you do when activating Star Power.

Training

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

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

*Note: You will not be able to access the Tutorials without attaching a Guitar Hero guitar controller. The option will be grayed out until a Guitar Hero guitar controller is activated.

Practice: You can take any song in the game that you've currently played and can practice any part of it. You can choose to play the song at the normal setting, or you can slow the song down to really help you out.

Options Menu

Audio Settings: Change the volume of the band (background music), guitar (the part you're playing), and sound FX (crowd volume, background noises) in the game. You can also turn Stereo Sound on and off.

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

Controller:

Lefty Flip (Player 1 and Player 2): Use Lefty Flip to flip the note locations around on the screen for players that like to hold the controller in their left hand.

Calibrate Whammy: This feature will allow you to calibrate the sensitivity of the Whammy Bar.

Manage Band: Delete or rename the bands you've created.

Save/Load: Save your game progress, load a game, or turn auto save on or off.

Videos: View videos that you have purchased from the Vault.

The Vault: From here you can access the Vault and purchase items with the money you've earned from Career Mode.

Top Rockers: Check out your high scores!

Cheats: Enter and activate cheats here.

HOW TO ROCK

Naming Your Profile

Cycle through characters with the Strum Bar, and select them with the Green Fret Button. Use the Red Fret button to delete a character. Press the START button once you've finished creating your band name.

HOW TO PLAY

Guitar Hero: Aerosmith'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 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. (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. When the needle on the Rock Meter is in the green, the crowd digs what you're doing, but if the needle dips to the red and the Rock Meter starts flashing, you're about to be booed off stage!

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

Fill this meter up at least halfway and tilt your guitar to unleash your Star Power. Star Power will automatically double any score multiplier you currently have.

Difficulty Settings

Easy: The perfect setting for beginner players. This difficulty setting only utilizes three fret buttons – the green, red, and yellow.

Medium: This difficulty setting brings notes a little faster and utilizes four fret buttons – the green, red, yellow, and blue.

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

Expert: This setting separates the champs from the chumps. This insane difficulty will have you frantically using all five fret buttons and pulling off lots of different chords.

Song Results Screen

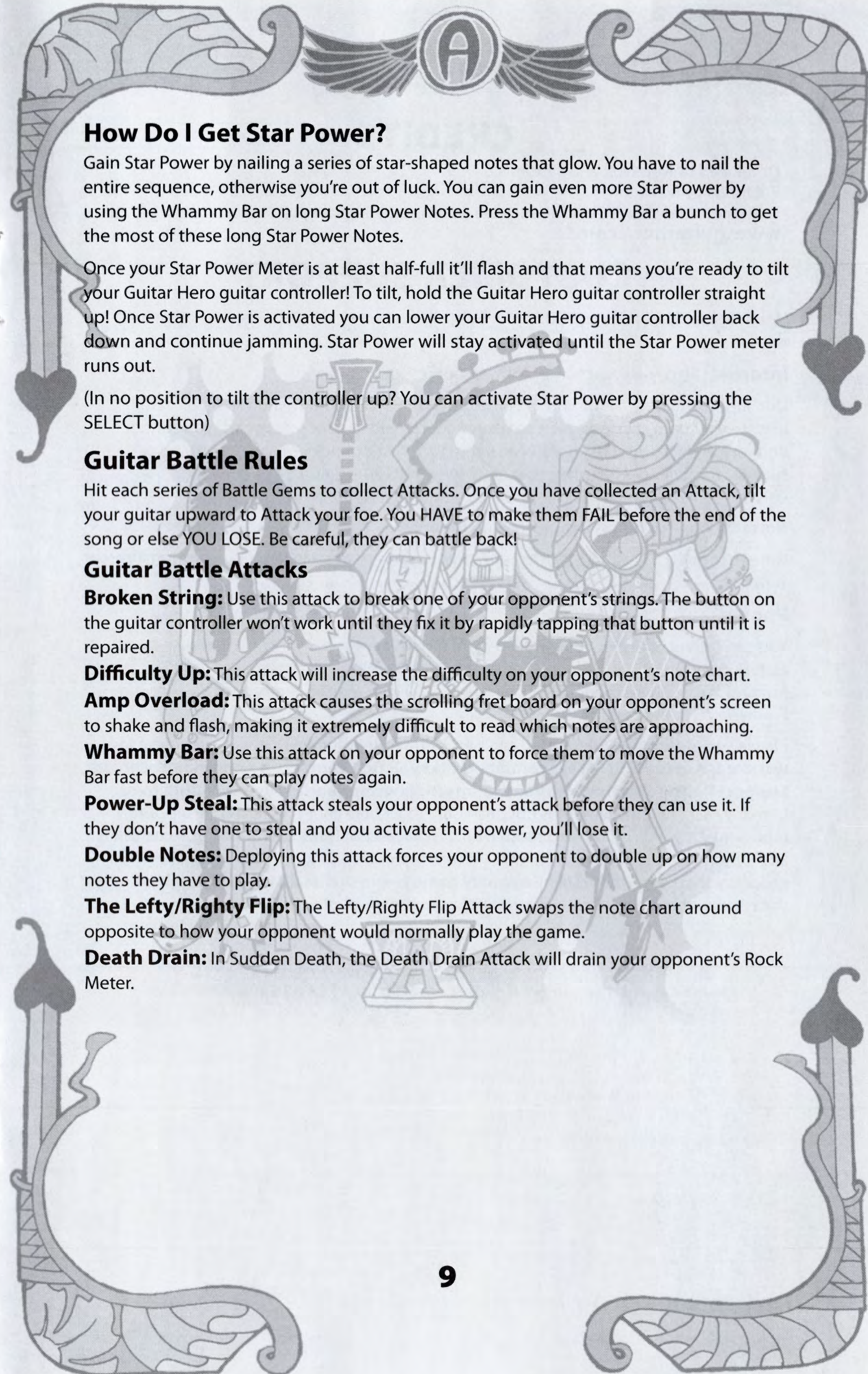
Grade: The scale goes from 3 to 5 stars, with 5 being the best. Higher grade scores earn you more cash to spend in The Vault in Career mode.

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 sequence, 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 these 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 guitar controller! To tilt, hold the Guitar Hero guitar controller straight up! Once Star Power is activated you can lower your Guitar Hero guitar controller back down and continue jamming. Star Power will stay activated until the Star Power meter runs out.

(In no position to tilt the controller up? You can activate Star Power by pressing the SELECT button)

Guitar Battle Rules

Hit each series of Battle Gems to collect Attacks. Once you have collected an Attack, tilt your guitar upward to Attack your foe. You HAVE to make them FAIL before the end of the song or else YOU LOSE. 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.

Death Drain: In Sudden Death, the Death Drain Attack will drain your opponent's Rock Meter.



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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NOTES





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