

GUITAR HERO

METALLICA

OVER 20 GUEST ACTS



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.

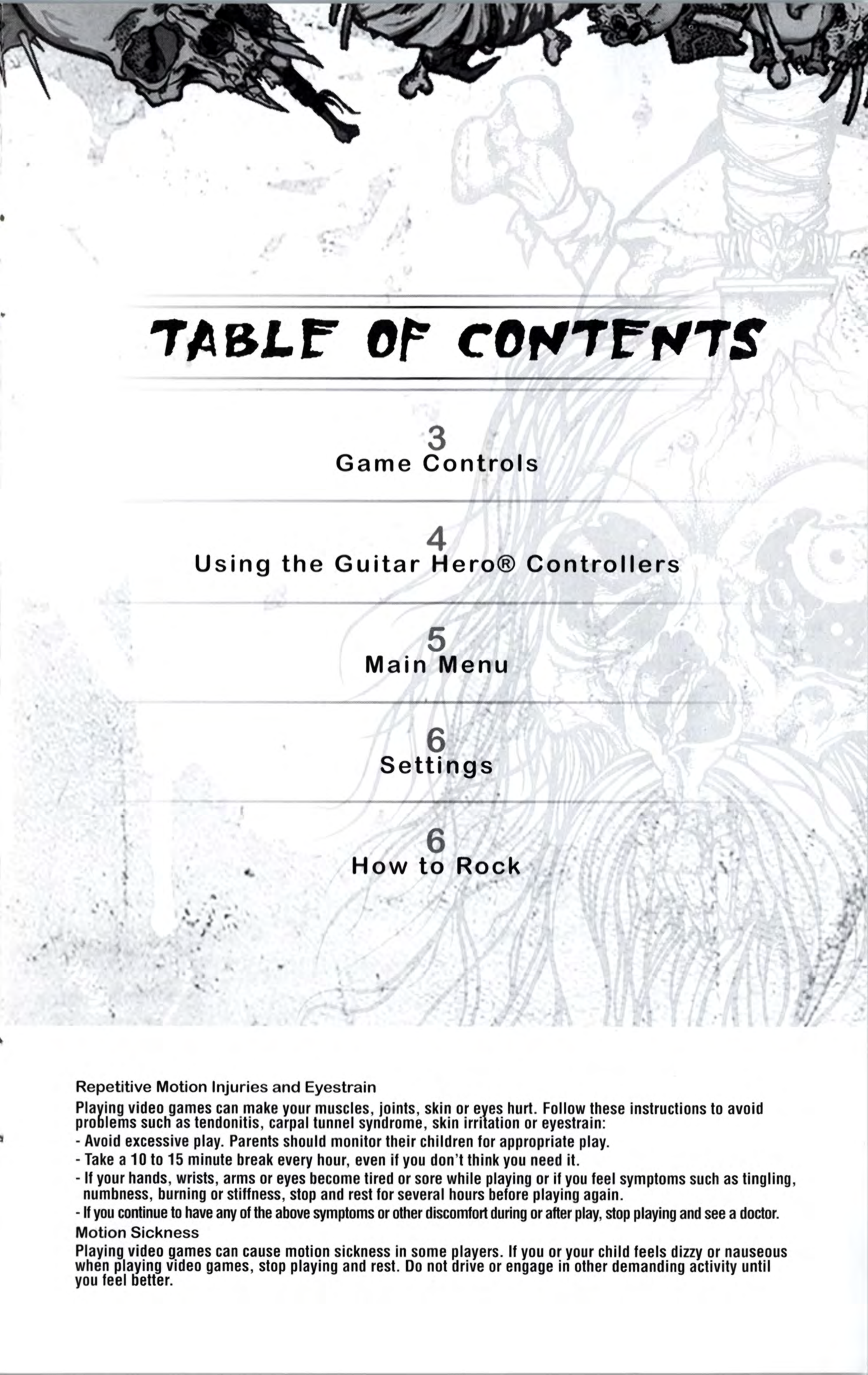


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Repetitive Motion Injuries and Eyestrain

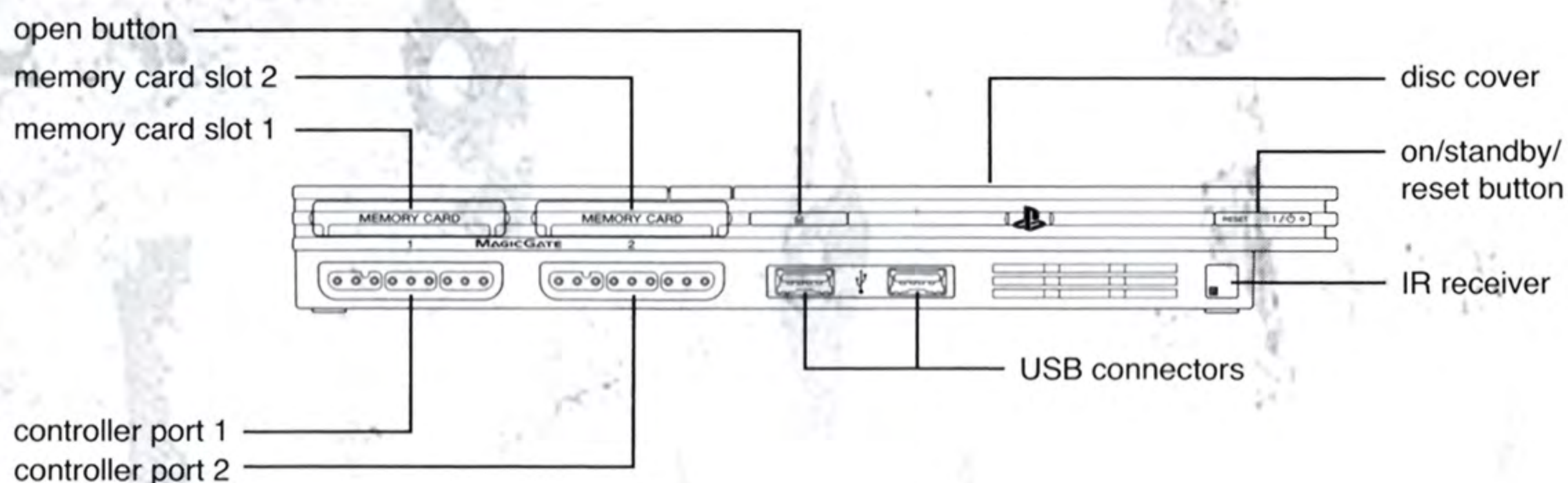
Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break 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.

Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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). Insert the GUITAR HERO® METALLICA® disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

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

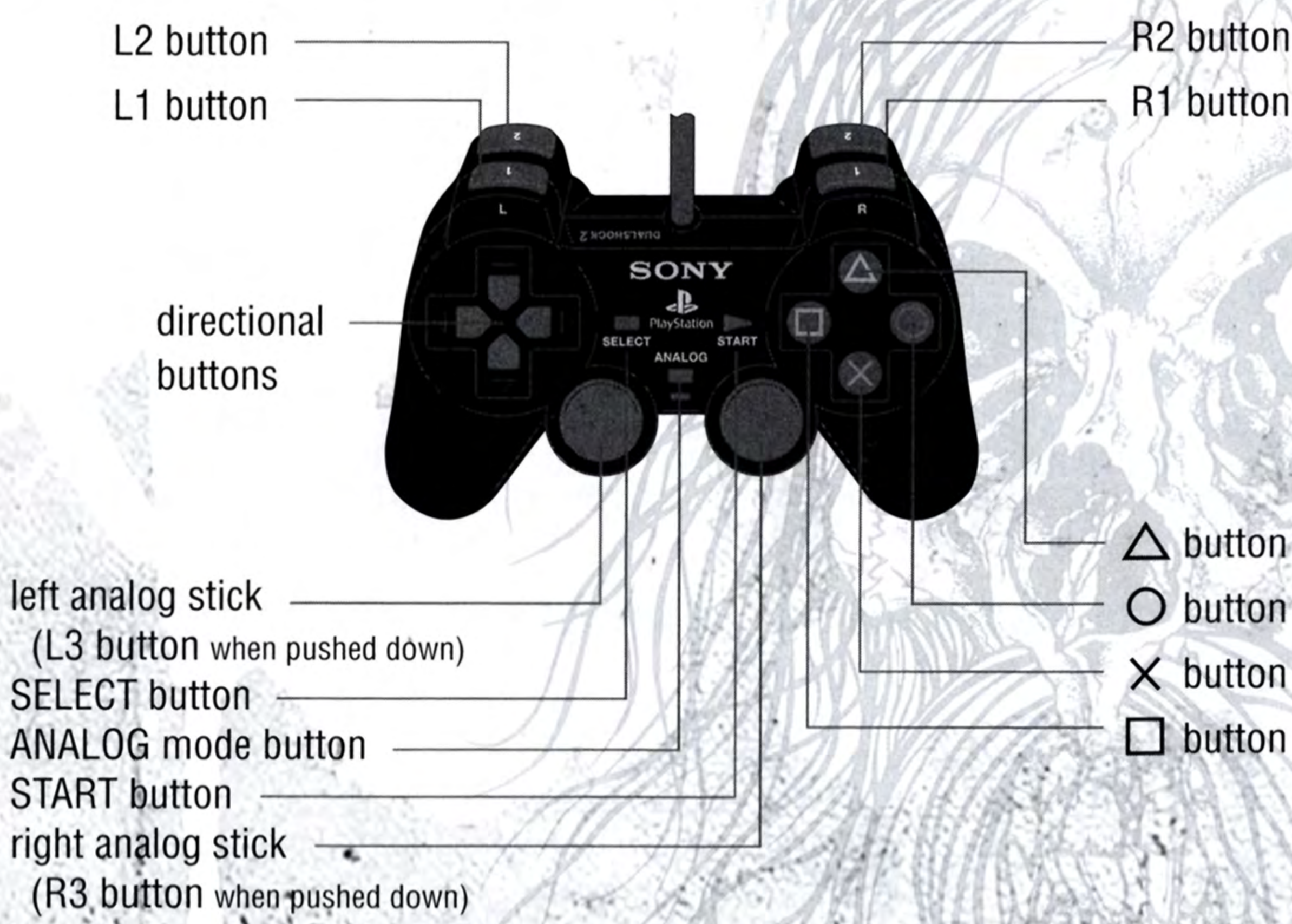
**** Note that Guitar Hero Metallica does not support multitap (for PlayStation®2)**



GAME CONTROLS

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Directional buttons	Navigates Menus
Left analog stick	Navigates 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	Confirm / Pause





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

*** A second kick pedal can be utilized for all drum difficulties and requires a 1/8 inch mono/stereo splitter adaptor. (Sold Separately)

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: Δ , $\bigcirc$, $\times$, $\square$ 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 vocalist to navigate the menus, the Band Leader has selected their options.

- **Activates Vocal Star Power**: Δ , $\bigcirc$, $\times$, $\square$
- **Adjust Vocal Volume**: L1, L2

MAIN MENU

Career: Choose your favorite Metallica member and take to the stage as James Hetfield, Lars Ulrich, Kirk Hammett or Rob Trujillo or create your own character for use in guest artist songs. Choose from a guitarist, drummer, vocalist, bassist, or band career.

***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.

Quickplay: In Quickplay all songs are unlocked for play by default.



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.





Backstage:

- **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.
- **Extras:** View behind the scenes videos, picture galleries, and read song lyrics!
- **Rockstar Creator:** Start from scratch and create the rocker you've always dreamed of. Choose from different body features, outfits and much more.
- **Top Rockers:** Check out who the top rockers are!

SETTINGS

Cheats:

- Enter codes to enhance your experience.

Band Info:

- **Rename Band:** Change the name of your band.
- **Edit Band Logo:** Use the graphic editor to create a unique logo for your band.

Save/Load:

- Save Game
- Load Game
- Reset Progress
- Autosave: Turn autosave on or off.

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.

Audio Settings: Change the volume of any instrument in the band as well as the crowd and sound effects.

Functional Options:

- **Lefty Flip:** Players 1-4 can turn on lefty flip if they would like to play left handed.
- **Scrolling Vocals:** Turn on scrolling vocals or static vocal text.
- **Star Power Clap:** Turn off or on the ability to activate star power by clapping into the microphone.
- **Countdown:** Turn off or on the countdown from unpausing the game.
- **Star Power Tilt:** Turn off or on the ability to deploy star power by tilting the guitar.
- **Touch Strip:** Turn off or on the ability to use the touch strip for slide note sections.

HOW TO ROCK GUITAR CONTROLLER:

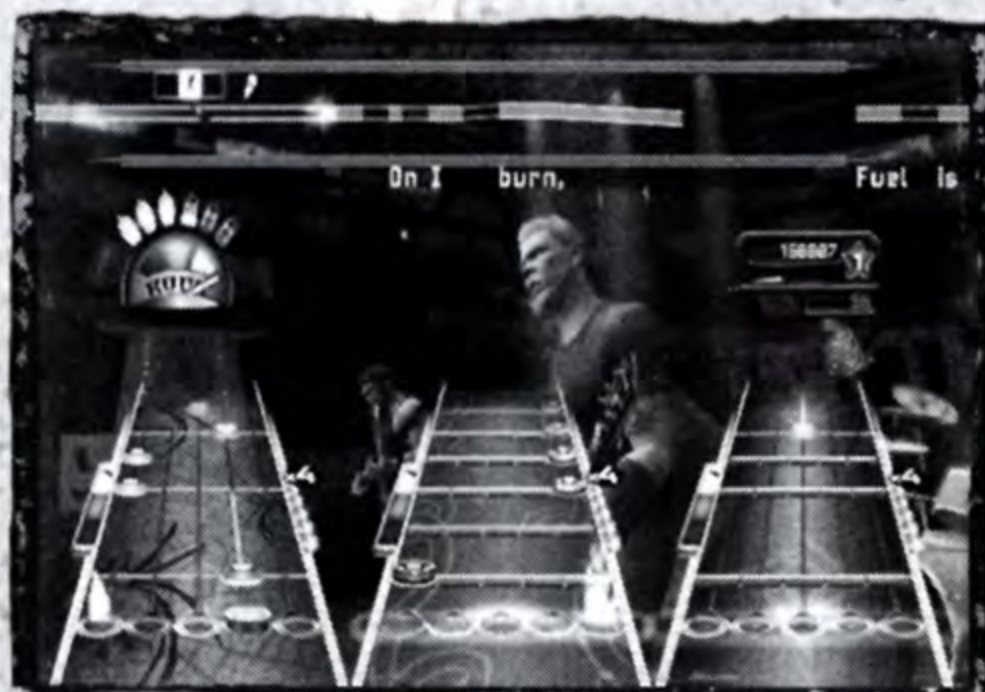
Press the Fret Buttons and strum on the Strum Bar UP or DOWN in sync to the notes that are on the screen.

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 the correct Fret Button down.
2. Strum
3. Hold the 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.

Slide Bar:

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.

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:

1. 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.

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. In single player and band play the multiplier will increase as you are in Star Power. 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.

Expert + : This difficulty is for the true masters of double bass drumming. When a skull with two crossed drumsticks appears to the left of a song, that means it features double bass drumming.





Song Results Screen

Grade: This scale goes from 3 to 5 stars. Hit every single note to get 5 gold stars.

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 Meter is at least half-full it'll flash and you're ready to unleash Star Power. For vocals, gain Star Power by scoring well on freeform sections, achieving 'solid' on phrases, or get even more star power with 'excellent' phrases.
- 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: Δ , $\bigcirc$, $\times$, $\square$ 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

Damage Inc.: 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.

Ride the Lightning: 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.

Trapped Under Ice: Use this attack to cover your opponent's whammy bar and strike line in ice. You must move the whammy bar fast to break the ice.

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.

Fade to Black: Use this attack to black out your opponent's notetrack briefly.

CREDITS

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



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

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