

Wii™



GUITAR HERO[®] 5

ACTIVISION.
INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE WII™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

▲ WARNING - 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.

▲ CAUTION - 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.

IMPORTANT LEGAL INFORMATION

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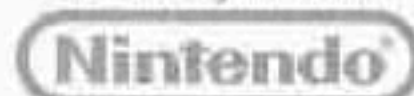
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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.



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SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play. Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.

GUITAR HERO 5

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Game Controls

The Wii Remote™

+Control Pad: *Navigates the menus*

A *Confirm / Activates Vocal Star Power*

B *Back / Activates Vocal Star Power*

1 *Rotate character view*

2 *Zoom character view*

+ *Pause*

Note: To navigate menus the Wii Remote needs to be inserted into the extension controller(s) unless used with the Logitech® USB microphone in the vocal play mode.

USING THE CONTROLLERS

Please read the following before using the controllers.



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

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

ACTIVISION AUTHORIZES USE OF THESE CONTROLLERS ONLY WITH AN ACTIVISION GAME PRODUCT OR OTHER AUTHORIZED PRODUCT. ANY OTHER USE IS PROHIBITED AND NO OTHER LICENSE, EXPRESS OR IMPLIED, IS GRANTED.

USING THE GUITAR CONTROLLER

** Note that the Wii Remote needs to be inserted into the extension controller before use.

-  : Confirm / Pause
- Star Power /  : Activates Star Power
- Strum Bar: Navigates the menu
- 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.





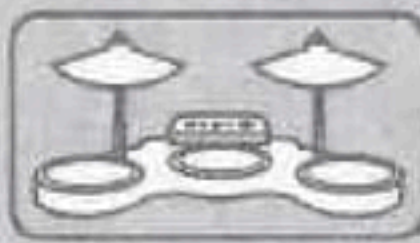
- Whammy Bar: Press in and out on Long Notes to add your own style to each song.
- Tilt Sensor: Tilt the guitar controller up to activate Star Power.
- Slider Bar: Tap or move up and down on the slider bar to simulate strumming and add your own personal style to the music.

** Slider Bar features may not be available on all Activision games that utilize this controller.

USING THE DRUM KIT CONTROLLER

** Note that the Wii Remote needs to be inserted into the extension controller before use.

-  : Confirm / Pause
-  : Cancel
- Control Stick: 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





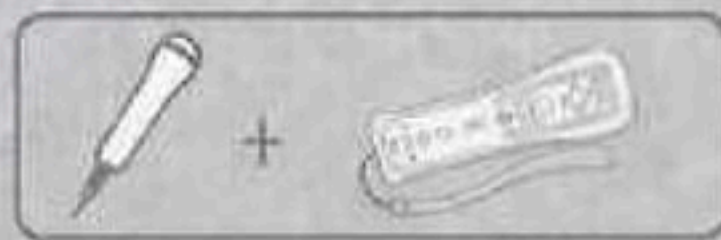
- Kick Pedal: Activates the bass drum note
- Yellow and Orange Cymbal Pads: Hit simultaneously to activate Star Power.

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

*** 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 Logitech® USB microphone or any compatible USB microphone.
- Place the microphone as close to the mouth as possible without getting so close that you introduce unwanted effects.
- Press either of the following buttons:  or  on the Wii Remote to activate Star Power.



Activate Vocal Star Power:  or 

Adjust Vocal Volume:  

** Note that the Wii Remote needs to be connected to navigate menus when using the microphone.

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, feet, legs 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 activities until you feel better.

MAIN MENU

Career: Choose your favorite Guitar Hero character or create your own. Play at a variety of venues and choose the gigs that you want to play. Choose to play as a guitarist, drummer, vocalist, bassist, or as a part of a band and start your career. Band career allows you to join an online band, or play locally on your console.

Quickplay: In Quickplay all songs are unlocked for play by default and you and your friends can create a Playlist of up to 128 songs. In Guitar Hero 5, all players are able to play on the same instrument at different difficulties. Therefore, you will be able to play with any combination of instruments. Play locally or online.

Party Play: Party Play allows players to play in a friendly, non-competitive atmosphere. Up to 4 players can drop in and out of Party Play at any time, using any instrument at any difficulty level. Users can access Party Play immediately upon game boot-up or by pressing the yellow button from the main menu screen.

Competitive: Play with up to 4 (local) or 8 (online) players in the following modes including:

- **Pro Face-Off:** This is the ultimate duel for guitar, bass, vocal and drum champions. Battle it out by playing the same note chart at the same time on their selected difficulty levels.
- **Momentum:** Compete for the highest score in this mode which automatically changes your difficulty depending on how well you are playing.
- **Streakers:** Defeat your opponent by generating the longest streak of notes.
- **Do or Die:** Outlive your opponent by hitting all notes in a section and avoiding strikes. Three strikes and you're out.
- **Elimination:** Compete to stay alive in each section of the song. The lowest score in each section loses and the last player standing wins.
- **Perfectionist:** Compete with an opponent for perfection in each section of notes.
- **RockFest:** This is the all encompassing competitive mode, allowing players to vote on which game mode to compete against one another. Compete alone or in teams.

**Note: All Competitive Modes can also be played as Team Competitive Modes

Roadie Battle (Nintendo DS required): Use this mode in correspondence with a Nintendo DS. Battle other players in a guitar face off while your Roadie on the DS helps fix your equipment and sabotages your opponent's equipment.

Mii Freestyle: Jam alone or with friends to pre-made beats and rhythms using a guitar, bass or drums. A Nintendo DS user may join and add flare to your song by changing camera angles, light shows and pyrotechnics while you jam. Share your Freestyle songs online with your friends.

ONLINE

Invite your friends or play with others online in Band Quickplay or 8 player Band vs. Band on up to 8 Wii systems with Nintendo Wi-Fi Connection.

- **Add-On Content:** New for Wii, expand on your musical repertoire with all new Add-on Content for Guitar Hero 5 via Nintendo Wi-Fi Connection.

**Additional fees may be required for Add-on Content

You must be able to connect to the Internet in order to enjoy "Nintendo Wi-Fi Connection Pay & Play."

This game allows you to connect to the Internet to enjoy matches and rankings for free, as well as to download Add-On Songs for Wii Points. Wii Points are required to use fee-based network services. For information on how to purchase Wii Points, refer to the Nintendo home page:

http://www.nintendo.com/consumer/systems/wii/en_na/channelsShop.jsp#points.

Be aware that network services may be discontinued without warning.

For details, refer to www.guitarhero.com.

Add-on content purchased within Guitar Hero 5 and stored on a SD card can only be accessed within Guitar Hero 5. Do not use the Wii menu to manage this content.

Guitar Hero 5 is able to save individual songs to a compatible SD Card. These individual songs cannot be copied using the Wii Menu. Use the Archive to copy these songs to the SD Card. Wii data saved to an SD Card using the Data Management screen of the Wii Menu cannot be directly used by Guitar Hero 5.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

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GH™Studio: Use the Guitar Hero guitar and drum controllers to create your own songs. You can publish your songs on GH™Tunes for others to download, but the songs must be your own, original creations.

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

**Note: Use the touch strip on the guitar neck for more expressive guitar playing, such as bends and slides.

•**GH™Jam:** 1-4 Players can pick any style of music and jam along on any instrument.

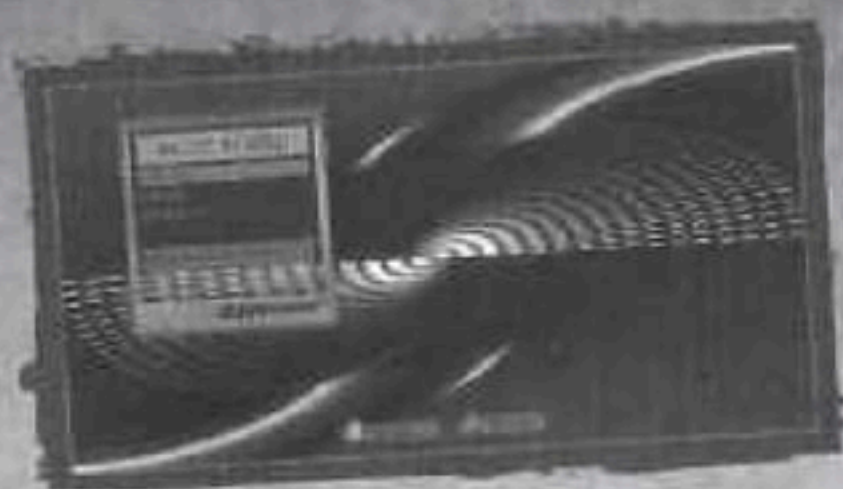
•**GH™Mix 2.0:** Players can choose from bass guitar, lead guitar, rhythm guitar, keyboards, vocals, or drums and make music (vocals cannot be recorded) to create new songs and fine tune your music creations with the advance editing features in GHMix.

Training:

•**Practice:** Practice any part of any song in the game. Slow the speed down if you're having trouble.

•**Tutorials:** Get a lesson on how to properly rock.

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



MUSIC STORE

Players can view and purchase the latest Add-on Content in the Music Store.

OPTIONS

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

VIP Invite: Register at GuitarHero.com and link your game with the given code to track stats, play tournaments, and win prizes.

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**

•Users will be able to switch between multiple progressions in one save file

Videos: Watch special behind the scenes videos and trailers.

Input Cheats:

•Enter codes to enhance your experience.

Functional Options:

•**Drum Lefty Flip:** Turn on Lefty Flip to play left-handed.

•**Guitar/Bass Lefty Flip:** Turn on Lefty Flip to play left-handed.

•**Vocals:** Choose from Scrolling, Static or Karaoke lyrics options.

•**Countdown:** Turn off or on the countdown when 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.

LEADERBOARDS

Check out who the top rockers are!

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 when the note passes the strike line 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:

- 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 while pressing the Fret Buttons to simulate strumming.
 2. Slide your finger on the Slider during Long Notes to alter the sound of the note.
 3. When you see clear notes you can catch them by touching the Slider without pressing the Fret Buttons.
- **Note that when using guitar controllers without the Slider features, hit the Slider Notes using the Fret Buttons.

Open Notes (only for Bass):

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

Basic Notes:

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

Kick Drum Notes:

- Use the kick pedal to hit the wide grey notes on the screen.

Velocity Notes:

- Earn more points the harder you hit specially designated velocity notes.

MICROPHONE:

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

- Sing the words that appear on the screen and get judged based on pitch and timing.
- **Note that the Wii Remote needs to be connected to navigate menus when using the microphone.

Band Lobby

Want to play as your Created Rocker and have a back up band of your favorite guitar heroes? Customize your own personal play style with a variety of options in the Band Lobby. Here you can choose your character, instrument, difficulty setting and enable cheats and other extras to enhance your experience.

Set List

Create and save multiple Playlists of up to 128 songs consisting of content from Guitar Hero 5, Add-on Content, or Imported songs from Guitar Hero® World Tour. In the Set List, you can see your chosen set of songs along with the intensity of the song for each instrument. By selecting Show Song Stats from the options you can also see Score, Stars Earned and other detailed information.



Import Add-on Content from Guitar Hero® World Tour!*

Update your storage device with Add-on Content from Guitar Hero® World Tour. Imported songs can be used to extend your set lists in Quickplay, to help you attempt Sponsored Gigs in Career, or to play in any other mode that you can imagine in Guitar Hero 5! Simply select Import Songs from the Music Store and select Guitar Hero® World Tour Add-on Content. Update to enable your favorite Downloadable Songs to be playable in Guitar Hero 5.

* Does not apply to a limited number of songs.

Band Play

In Guitar Hero 5, new band play features will help create a more realistic band feel. Band member resurrection will allow failed band members to get back into the game quickly. New band play mechanics such as streak based multipliers and Band Moments will create a unified band experience.

Revival

Is one of your band members failing the song? By playing perfectly and hitting all of the notes, the rest of the band can fill up the Revival Meter in order to "revive" the failing rocker and get them back into the performance. But watch out, if the band takes too long and the Revival Meter goes all the way down, the whole band will fail and the performance will end.

Rock Meter

The Rock Meter is the ultimate gauge for how you are doing as well as how the crowd likes your performance.

Star Power Meter

Lets the player know when Star Power is available to deploy.

Stars Earned Meter

The Stars Earned Meter indicates how many stars the user has earned on the current song. Complete Bonus Challenges to earn more stars and unlock special features.

Multiplier Meter

If you can nail a series of notes perfectly then you'll receive a handy "Score Multiplier" light bulb, each of which are 2-4X the value of each Note you hit.

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 two black diamonds with gold inlay appears on the intensity meter, that means it features double bass drumming.

Song Results Screen

Grade: The scale goes from 1 to 6 stars, with 6 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 Meter is at least half-full it'll light up and you're ready to unleash Star Power.
- **Guitar Controller:** Tilt the guitar controller or press the Star Power Button to activate Star Power.
- **Drum Kit Controller:** Hit the Yellow and Orange Cymbal Pads simultaneously to activate Star Power.
- **Microphone:** Press **A** or **B** on the Wii Remote to activate Star Power.

CREDITS

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

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats, only technical issues.

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

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: all 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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INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

