

Wii™

# ROCK BAND 2



HARMONIX®



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**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted



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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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### **⚠ 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.

### **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.



# INTRODUCTION

The world's greatest music experience is back and better than ever! Take your band to the next level with *Rock Band 2*, featuring new modes and ways to play!

In addition to tons of new music and touring experiences, *Rock Band 2* features:

- New Battle of the Bands mode—Play against the entire world in scheduled online battles!
- Expanded World Tour—Strut your stuff online in new cities and venues as a 1-4 player band, either locally or online!
- Drum Trainer—Practice drum beats and fills to blow the lid off your highest scores. It can even help you get better at playing real drums!
- Tour Challenges—Try your hand at a variety of setlists. You can even play your downloadable content as a pack, artist, or full album challenge.

In addition to all the new modes and experiences, there are even more exciting new features in *Rock Band 2*:

- Characters can now play any instrument—switch between instruments whenever you want.
- Auto-calibrate your game with the new wireless Fender™ Stratocaster™ Guitar Controller, or try our calibration chart (p. 7) for suggestions on how to get the ideal setup.
- Bands are no longer tied to a specific character or instrument—no need to start over if you kick out your band leader.
- Download music from the fully-featured Music Store—choose from a huge selection of your favorite songs.
- Song selection now uses the Music Store interface. View album art and difficulty, sort between multiple category types with ease, or create your own personal setlist in Quickplay.
- Try out new game modifiers, including the No Fail modifier, to customize your gameplay experience.

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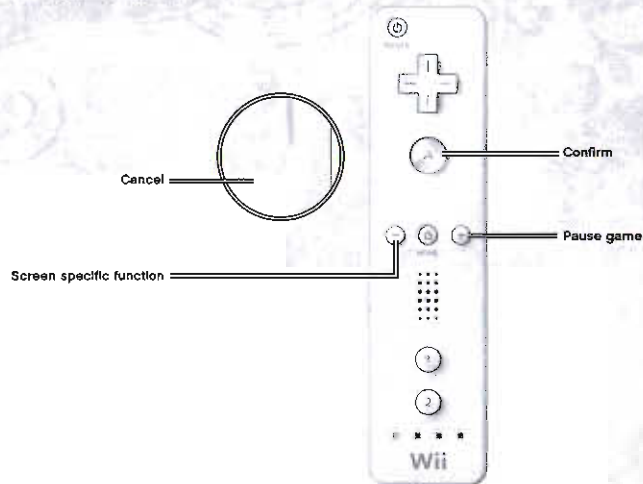
# STARTING TO ROCK

## COMPLETE CONTROLS

### MENU NAVIGATION

**NOTE:** If you have no instrument connected you must have a **Wii Remote™** connected in order to navigate the menus and set up the game.

To navigate menus, press the **+**Control Pad up/down to highlight an option, press the **A** Button to open its submenu (if applicable), press the **+**Control Pad up/down again to highlight a selection, then press the **A** Button to confirm.



### VOCALS

- |  |                 |
|--|-----------------|
| Adjust microphone volume (when microphone is enabled)      | <b>B</b> Button |
| Adjust the vocal track volume (when microphone is enabled) | <b>2</b> Button |
| Adjust mic sensitivity (when microphone is enabled)        | <b>1</b> Button |
| Pause game   | <b>+</b> Button |

[www.harmonixmusic.com](http://www.harmonixmusic.com)

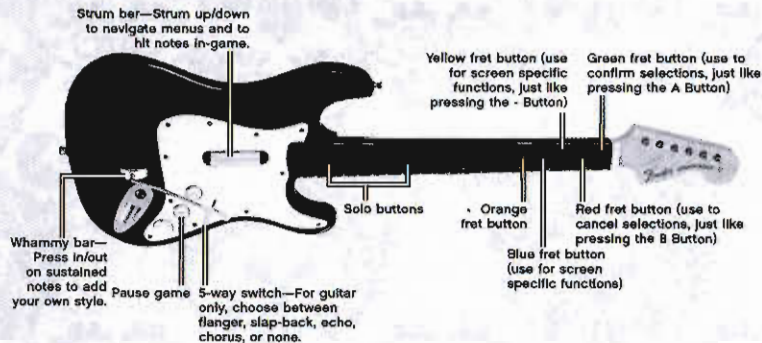
[www.mtv.com](http://www.mtv.com)

[www.ROCKBAND.com](http://www.ROCKBAND.com)

## FENDER™ STRATOCASTER™ GUITAR CONTROLLER

To play guitar or bass, press and hold the fret buttons matching the notes you see coming down the track. When those notes cross the target at the bottom of the screen, hit the strum bar to play the note.

- Don't forget, you can hold those fret buttons down in advance. Just like with a real guitar, it only makes noise if you strum.



**NOTE:** Tilt the controller neck upwards to go into Overdrive.

- For information on how to play the guitar in-game, see p. 9.

## DRUMS

To play the drums, use your drumsticks to hit the pads that match the rhythm notes as they cross the target at the bottom of the track. Press your foot down on the kick pedal when you see wide, orange notes cross the target at the bottom of the track.



## OPTIONS

To adjust options, select **OPTIONS** from the main menu.

- Select **AUDIO SETTINGS** to adjust various audio options, including toggling Dolby Pro Logic 2 on or off.
- Select **MANAGE DATA** to rename or delete Character Data, Band Data, or save and load games.
- To make sure that your system's timing is perfect, calibrate your system by selecting **CALIBRATION SETTINGS**. For more information, see below.

## TV CALIBRATION

Even the most novice musician should be able to pick up and play *Rock Band 2* right out of the box. In some cases, however, particularly with HDTV systems, the audio and video may play at different times, making it difficult to play the right note at the right time. If you are ready to blame your TV for your less-than-stellar musicianship, try calibrating your system.

To calibrate your system, select **CALIBRATION SETTINGS** from the Options menu. If you have a *Rock Band 2* wireless Fender Stratocaster Guitar Controller, select **CALIBRATE AUTOMATICALLY**. If you don't, or if you would prefer to calibrate manually, select **CALIBRATE MANUALLY**.

## AUTO CALIBRATION

1. To calibrate your system's audio timing, when you are prompted, hold your *Rock Band 2* wireless Fender Stratocaster Guitar Controller up to your sound system speaker or your TV's speaker (wherever the sound is coming from) as close as possible without touching. The volume should be set to a comfortable listening volume. If you have trouble in a room with a surround system, turning the volume down sometimes helps. Hold your guitar controller there until prompted.
2. To calibrate your system's video timing, when you are prompted, hold your *Rock Band 2* wireless Fender Stratocaster Guitar Controller up to the center of your TV screen, with the guitar controller facing the TV and as close to the TV as possible without touching. This tends to work best in darker rooms, so either turn the lights down or angle the guitar slightly downwards away from the light. Hold your guitar controller there until prompted.
3. You should now be ideally calibrated! Test out a song in Quickplay to make sure it feels right. If not, try auto-calibrating again, or try calibrating manually.

## MANUAL CALIBRATION

1. Select **OPTIONS** from the main menu, then select **CALIBRATION SETTINGS** to proceed to Step 1: **AUDIO CALIBRATION**.
2. Each time you hear a drum beat, press the **A** Button/strum/hit the green pad in time with the beat you hear.
3. Proceed to Step 2: **VIDEO CALIBRATION**. When you see the needle hit either side of the meter, press the **A** Button/strum/hit the green pad in time with the needle.
4. Press the **A** Button. Your system is now calibrated. Test it out!

## MANUALLY SET NUMBERS

If you can't get an ideal calibration using Manual Calibration, try setting your calibration numbers by hand. Select **SET LAG MANUALLY** from the Audio Calibration and Video Calibration screens. Once you've set numbers for Audio and Video Calibration, try testing your work in Quickplay or Practice mode to see if you've gotten the calibration right. If it's still not perfect, try calibrating again.

If after all that you're still having trouble—or if you just want more information about calibration—please visit [www.rockband.com](http://www.rockband.com).

# LEARNING TO ROCK

Choose an instrument and learn how to use it! For information on Energy and Big Rock Endings, see p. 12.

## TRAINING

You're never too good to brush up on your skills.

### TUTORIALS

Select TRAINING from the main menu, then TUTORIALS to learn how to sing or play your instrument of choice. These tutorials are perfect for beginners or for those looking to learn a few advanced techniques.

### PRACTICE MODE

In Practice mode, you aren't being scored, so it's a great way to try out advanced techniques or master a song without annoying your bandmates or the crowd. Select a song, then a difficulty level. Next, select the start and end sections of the song you want to play. Then select the speed that's most comfortable for your playing ability.

**TIP: Tough songs are easier to tackle at half speed!**

### DRUM TRAINER

You may be able to beat songs on expert, but with the Drum Trainer, you can blow your highest scores away. The Drum Trainer can also help you improve your drumming on a real kit. Play progressively harder drum beats—just what the doctor ordered if you're struggling to become a Hard or Expert level drummer.

Drum Trainer lets you browse both an extensive fill library and a library of drum samples to learn how to pull off insane fills in-game. You can even rock your heart out on your own terms in the freestyle drum mode!

- To begin, select TRAINING from the main menu, then DRUM TRAINER.

**Beat Trainer** Learn the fundamentals!

**Fill Trainer** Impress your bandmates with awesome fills.

**Freestyle Mode** Bang away to your own beat!

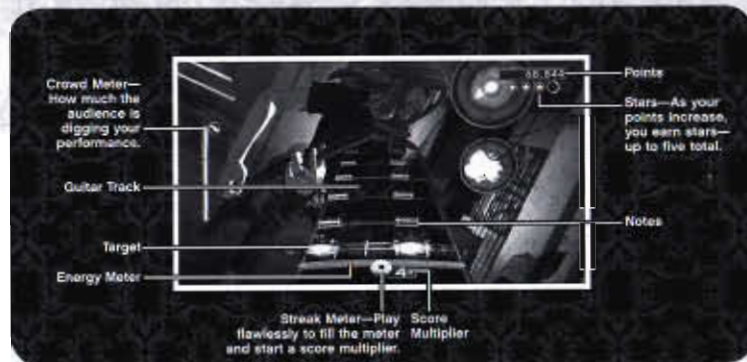
- Don't worry—you can't fail out in the Drum Trainer. Change the beat/fill by pressing the **+**Control Pad left/right. Change speed by pressing the **+**Control Pad up/down. Press **START** and then select QUIT to save your progress and exit.

## GUITARIST/BASSIST



Shred on your axe or thump out some thunderous bass lines.

- Plug in your Fender Stratocaster guitar controller (or any other compatible guitar peripheral) and prepare to make some serious noise!



## BASICS

To shred like a pro (or, at least, an ambitious beginner), hold down the fret button that corresponds with the next note that will pass through the target. As it passes, strum up or down on the Strum Bar to play the note.

- To keep things simple, if you see several notes of the same color in a row, you can keep the correct fret button depressed and strum only when the note passes the target.
- When playing chords, you'll need to play more than one note at the same time. Don't panic, you'll be fine. Just press down the correct fret buttons simultaneously and strum when appropriate.
- Keep an eye on the Crowd Meter—it tells you how much the audience is digging your performance. Play too many wrong notes and the Crowd Meter slips into the red. When it's completely empty, you get kicked off the stage.

## WHAMMY BAR

Customize your sound during long notes by reaching for that whammy bar.

- To use the whammy bar, press it in towards the guitar. This bends the notes you're playing and gives your tone some depth.

## SOLOS

This is what you first picked up a guitar for—to whip out a tasty, tasty solo and grab the spotlight all to yourself.

- When you start your solo, the Solo Indicator appears. The Solo Indicator keeps track of how many notes you've landed so you can brag to your guitar techs about it later.
- If you have a Fender Stratocaster Guitar Controller, you can use the five special fret buttons high up on the neck near the body for soloing. When pressing these buttons, you don't need to strum, so you can finger tap that solo—or just showboat like crazy.

## DRUMMER

Blow your friends' minds with tricky beats and crazy fills! A drummer's life is the life for you.



## THE BASICS

Keep the beat like a human metronome by hitting the correct colored drum pad when the matching note crosses the target.

- Hit the drum pad that matches the rhythm note you see as it crosses the target at the bottom of the screen.
- The wide orange notes are for the kick pedal—stomp on that bad boy when these notes cross the target.
- Keep an eye on your Crowd Meter. If you miss too many notes—or hit too many of the wrong ones—you'll lose the crowd and get kicked off stage.

**Tip:** Before heading out onstage you might want to master the drums in the tutorials. Select **TRAINING** from the main menu.

**For the Pros:** The red drum is your snare, the green drum is your crash, and the yellow and blue drums are your cymbals (that turn into toms during fills).

## LEAD SINGER



Think you're worthy of wielding the mic? Plug in your Logitech USB microphone and prove it as the lead vocalist.

**NOTE:** You must also have a **Wii Remote** connected in order to navigate the menus and set up the game.



**NOTE:** You must have a Logitech USB microphone to sing.

## LYRICS

Sing the words as they pass the bar on the left side of the screen. Follow along with the note guides.

## PITCH

The Pitch Indicator shows you the pitch you're singing. If a song is out of your range you can always sing an octave higher or lower. As long as you're singing the right note, you're still on the money.

**TIP:** Watch the Pitch Indicator. If you don't know a song, you can try to wing it by guessing until the Pitch Indicator lines up with the note guide.

## VOLUME CONTROL

You can control how much—or how little—you hear yourself or the original artist during a song using the buttons on your controller.

- To adjust the vocal track (the master recording), press and hold the **2** Button, then press the **+Control Pad** left/right.
- To adjust the volume of the singer's track (you), press and hold the **B** Button, then press the **+Control Pad** left/right.
- To adjust the mic sensitivity, press and hold the **1** Button, then press the **+Control Pad** left/right.

**NOTE:** If you see those special percussion notes scrolling on the screen, whack the microphone or the Wii Remote against your hand in time with the notes passing through the target. Percussion notes allow you to play a little tambourine—or, ahem, cowbell—while the other musicians are doing their thing.

## ENERGY

Build up your Energy Meter to go into Overdrive. Then you can whip the crowd into a frenzy, rack up some serious points, and even save yourself or a bandmate! (See *Saving Bandmates with Energy* below.) While your Energy Meter drains, the crowd goes nuts and your points skyrocket.

### GUITAR/BASS

To build up your Energy, nail the special glowing note phrases to fill up your Energy Meter.

When the meter is at least half-full, you can use your Energy to go into Overdrive by tilting your guitar towards the heavens.

**TIP: If you see a special long glowing note, whammy that sucker to fill up your Energy Meter at an even faster rate.**

### DRUMS

If you see four solid color bars appear on the screen, that's your cue to bust out an awesome drum fill. Drum fills unleash the energy in your Energy Meter, driving the crowd wild. Plus, they are just plain awesome.

At the end of the drum fill, you'll see a green crash note appear. To use your Energy, nail that green crash.

- If you choose, you can also wait to build your Energy further before using it. To wait, simply don't hit the green crash cymbal at the end of the fill.

### VOCALS

When you see a special glowing phrase, sing those sections as accurately as you can and you'll gain Energy and fill your Energy Meter.

To use your Energy, look for special lit-up yellow sections without note guides—called Freestyle Sections—and just belt something out to go into Overdrive! You're the singer after all, so improvise something!

## SAVING BANDMATES BY GOING INTO OVERDRIVE!

Got a bandmate who's having an off night? Go into Overdrive, get the crowd moving, and save your band's career—all at the same time.

- If a bandmate fails during a performance, you can bet the crowd is gonna notice—it'll bring down your Crowd Meter, which is no fun. But here's the good news: you can get them back by using your Energy.
- After you bring a bandmate back, remember: it's three strikes and they're out. After three failures, your bandmate gets kicked off stage for the rest of the song. And, yes, the crowd gets mad.

## COMBINING OVERDRIVE

Sure, you can use your Energy to bail out one of your less-talented bandmates, but that's no fun. What's really awesome is when you and your bandmates go into Overdrive all at the same time! Not only do you work the crowd into a frothing mass of hysteria, you earn a band multiplier of up to 8x! The multiplier affects everyone (not just those of you in Overdrive)—now that really racks up the points!

**TIP: Going into Overdrive at the same time as your bandmates can be tricky. Keep an eye out for bandmates in Overdrive and then unleash your Energy!**

## Big Rock Endings

At the end of some songs, you'll have the opportunity for a big rock ending. Shred on guitar or bass or bang away on the drums like there's no tomorrow!

- If you're playing as a band, big rock endings occur for all instruments.
- If you play a big rock ending, you'll get a major score bonus—but only if you land those last notes.
- Not all songs have big rock endings—so take advantage of the ones that do!

## QUICKPLAY

Wanna just get onstage without a lot of hassle? Quickplay is your quickest way to get in front of an audience and show 'em what you've got.

- For song selection in both Solo and Band Quickplay, you can either select one song to play, have the game select a random song for you, or set up a setlist.

### SOLO QUICKPLAY

From the Quickplay menu, select SOLO QUICKPLAY to work the crowd on your own! Select a song and a difficulty level then take the stage.

### BAND QUICKPLAY

From the Quickplay menu, select BAND QUICKPLAY to pick up a gig as a band.

Choose LOCAL MULTIPLAYER (all band members are present) or ONLINE MULTIPLAYER (band members are connected online). All band members must press the **A** Button to join. Choose your character(s), select a song, then each player selects a difficulty level to begin.

When in an online multiplayer session, press the yellow fret/2 Button/yellow pad to find more players to fill your band slots. Press the blue fret/1 Button/blue pad to kick and invite.

## TUG OF WAR

In this mode it's just you versus another up-and-coming musician in a battle of skill. Trade off different sections of the chosen song to see who can play more perfectly and, ultimately, win over the crowd.

- To play, select TUG OF WAR from the Quickplay menu. Select either LOCAL MULTIPLAYER (play against someone in the same room as you) or ONLINE MULTIPLAYER (play against someone online).

## SCORE DUEL

In a Score Duel, you're competing against an opponent who is playing the same instrument as you at the same difficulty level. Whoever's got the better chops gets bragging rights for all eternity.

- To play, select SCORE DUEL from the Quickplay menu. Like in Tug of War, select either LOCAL MULTIPLAYER or ONLINE MULTIPLAYER.

## **TOUR**

Take on the world in the new and improved Tour mode. Go solo or form a band and tour through 59 venues in 24 cities in search of fame and fortune.

- For more information about online tours, see *Rocking Online* on p. 17.

## WHAT'S NEW IN TOUR MODE

- Your characters can play any instrument in the band, and your band no longer has a band leader. Play the tour by yourself or with friends, either in your living room or across the world.
- During your tour, you can take part in events that help promote your stage shows, like recording a music video on a sound stage!
- Your band can now hire and fire staff members to aid in your rise to fame. Do you hire a Merch Girl to rake in more cash during gigs, or a Promoter to open access to new venues? The choice is yours! When Staff Members become available for you, you can opt to switch them out by calling your Manager from the World Map screen. You can only have one Staff Member hired at a time so choose wisely!

## STARTING YOUR TOUR

Select TOUR from the main menu then either LOCAL TOUR or ONLINE TOUR. In either case, you can play the tour by yourself or have friends join your band—if they're worthy. You can then select START TOUR, or choose Battle of the Bands or Tour Challenges mode.

When you start a tour, you begin your journey to greatness by creating a character and a band. Give them both names and hometowns, and customize your character's look. Now you're ready to hit the road.

- Your character's physical attributes are set once you create the character. However, you can update the character with items you'll unlock during your tour. Those items appear in MY CLOSET in the Rock Shop.
- At the end of a gig, if you were successful, you earn your cut of the take. Use this money to purchase new items in the Rock Shop.



## **BATTLE OF THE BANDS**

For the first time in a music game, bands from all around the world can compete against each other and see who rocks the hardest! Venues all around the Tour now host these daily and weekly battles not just for overall domination, but also for competition and rewards between bands on your friends list.

You can view your challenges on [rockband2.com](http://rockband2.com), and get notified when a friend's band trounces your band in a battle!

- Check out the Battle History screen under Band Profile in Tour mode to see how you've fared in Battle of the Bands mode.
- Check in every week to take part in the latest battle!
- You must be online in order to battle in Battle of the Bands.



## **TOUR CHALLENGES**

Strive for musical perfection by pushing yourself with Tour Challenges! In Tour Challenges, you can play increasingly difficult sets of songs, either solo or with friends, locally or online. Each challenge you complete unlocks a whole new challenge!

Don't worry about getting stuck on one particular song, though—Tour Challenges lets you skip tough songs and beat other challenges instead to progress!

- Tour Challenges is compatible with all downloadable content! Any albums or songs you've purchased show up as individual challenges that you can play to progress your Tour Challenge campaign. The more songs you've purchased, the more Challenges you can play!



## ROCK SHOP

Select the Rock Shop to change your character's clothing, hair, tattoos, and instruments. In addition to the new thrift store, you also have access to new accessories such as face masks and facial piercings, plus a wider variety of faces and hairstyles.

### Clothing District

Shop for clothing here. Select one of four clothing styles—Punk, Metal, Goth, or Rock—and customize your character's tops, bottoms, shoes, and accessories. **(NOTE:** You can mix and match between the four styles.)



Thrift Threads—Second-hand clothing of all styles and genres is now available for purchase in the Clothing District.

### Ink and Scissors

Enter the HAIR SALON to change your hairstyle and color or access TATTOOS for ink enhancement.

### Instruments

Choose from a selection of awesome guitars, basses, drums, and microphones.

### My Closet

See what you spent that hard-earned cash on.

## BAND PROFILE

Select BAND PROFILE from the Local Tour or Online Tour menu to get the low-down on your band including band stats, roster, and more. You can even see how you've fared in Battle of the Bands mode via the Battle History screen.

The Summary screen lets you select a band logo.

### BAND ROSTER

The Band Roster lets you manage both the permanent members of your band, as well as the characters that "stand in" when a permanent member is missing.

You can change the lineup of both permanent members and stand-ins by selecting either MEMBERS or STAND-INS, then selecting the member that you wish to add or remove from the band.

# ROCKING ONLINE

**ONLINE, NETWORK, CONNECTED AND/OR INTERNET PLAY, FUNCTIONALITY, FEATURES AND SUPPORT FOR ROCK BAND, ROCK BAND 2 AND ANY AND ALL OTHER PRODUCTS OR SERVICES OF HARMONIX MUSIC SYSTEMS, MTV NETWORKS, ELECTRONIC ARTS AND ANY THIRD PARTIES (COLLECTIVELY, "ONLINE SERVICES") ARE PROVIDED SOLELY ON AN "AS IS" AND "AS AVAILABLE" BASIS AND MAY BE MODIFIED OR DISCONTINUED WITHOUT NOTICE AT ANY TIME AND AT THE SOLE DISCRETION OF THE PARTIES, WITHOUT ANY LEGAL, FINANCIAL OR OTHER LIABILITY WHATSOEVER. NO WARRANTY, EITHER EXPRESS OR IMPLIED, IS MADE REGARDING THE ONLINE SERVICES AND UNDER NO CIRCUMSTANCES SHALL ANY REFUNDS, REBATES OR OTHER SUMS BE OWED AND/OR RETURNED IN CONNECTION WITH THE MODIFICATION OR DISCONTINUATION OF THE ONLINE SERVICES.**

- To play "Wi-Fi" games over the Internet, you must first set up the Nintendo Wi-Fi Connection on your Wii. Please see the separate instruction booklet included with your Wii for directions on setting up your Wii.
- To complete the Nintendo Wi-Fi Connection setup you will also need access to a wireless network device (such as a wireless router) and an active broadband or DSL account.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available online at [www.nintendo.wifi.com/terms](http://www.nintendo.wifi.com/terms).
- For additional information on the Nintendo Wi-Fi Connection or setting up your Wii visit [www.nintendo.wifi.com](http://www.nintendo.wifi.com) (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).
- 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 End User License Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's Systems Settings and online at [www.nintendo.com/consumer/systems/wii/en\\_us/privacy.jsp](http://www.nintendo.com/consumer/systems/wii/en_us/privacy.jsp)
- Use your Wii Points to download additional songs via Play and Play Wii Points can be purchased in the Shop Channel prior to downloading additional content—they cannot be purchased in-game.

## PLAYING BEHIND A FIREWALL OR ROUTER

This game uses the following network ports for playing online. If you are running a firewall, ensure it is set to allow the game to communicate on these ports both inbound and outbound.

**TCP Ports:** 80, 443, 13505

**UDP Port:** 3658

If you are having difficulty connecting to other players online and your Internet connection is behind a router using NAT (Network Address Translation), you may need to enable port forwarding on your router by forwarding all data on port UDP 3658 to the IP address of your Wii console. Alternatively, you can put your router into a DMZ—please consult your router help files for details on how to do this.

For more information on firewalls, port forwarding, and DMZs, please visit EA Technical Support at: <http://support.ea.com>

## EXTRAS

To access the Rock Band community, select Extras from the main menu.

### Web Code

Connect your game to [rockband.com](http://rockband.com) so that you can make posters and figurines of your band.

### Check Invites

Check and accept invites from other friends online that want to play Rock Band 2.

### Manage Friends

Modify your friends list.

### Leaderboards

See how you stack up against other players all over the world!

### Credits

Check out the people responsible for Rock Band 2.

### Modify Game

Turn Game Modifiers on and off or enter an unlock code! NO FAIL MODE makes it impossible to get booted offstage. GREAT for young players, novice players, and parents. BREAKNECK SPEED increases the scrolling speed for instrument tracks. Some players prefer this track style—experiment and see what you think! SELECT VENUE SCREEN lets you select your favorite venue in Quickplay mode. PERFORMANCE MODE lets you play without a track. Plus!—There are more "secret" game modifiers that you can unlock by selecting ENTER UNLOCK CODE from the Game Modifiers screen.

# ROCK BAND® 2 CREDITS

## PI STUDIOS

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## HARMONIX WII TEAM

**Producer:** Matt Kelly  
**Associate Producer:** Jon Carter  
**Production Assistant:** Tom Bartlett  
**Outsource Art Producer:** Jason Kendall  
**Outsource Art Associate Producer:** Gordon Fellows  
**Senior Designer:** Sylvain Dubrofsky  
**Audio Director:** Eric Brosius  
**Audio Producer:** Heather Wilson  
**Senior Sound Designer:** Arthur Inasi  
**Sound Designer:** Devon Newsom  
**Engineering Director:** Eric Malafew  
**Lead Programmer:** Avida Michaud  
**Lead Game Programmer:** James Fleming  
**Lead Game Programmer:** Dan Schmidt  
**Lead Net and Tools Programmer:** John Eskew  
**Lead UI Programmer:** Marc Flury  
**Senior Programmer:** Aurelio Ramos, Greg Seeger, Brian Stephens  
**Programmers:** Dan Brakeley, Roger Hanna, Jim Oermet, Geoff Pitsch, Jessica Scott, Josh Stoddard, Rob Stott, Chris Welch  
**Release Engineer:** Chris McCarthy  
**Lead Artist:** Peter MacDonald  
**Lead Animator:** Kelly Scott  
**Senior Artist:** Adolph Wong  
**UI Artists:** Sue Lin Post  
**Character Artist:** Matt Perlot  
**Lead Venue Artist:** David Battilana  
**Lead Media Artist:** Todd Robertson  
**Media Artist:** Erica Henderson  
**Writers:** Helen McWilliams, Brett Milano  
**QA Project Lead:** Aaron Price  
**Network QA Lead:** Simon Yan  
**Senior QA Testers:** Steven Razio Bailey  
**QA Testers:** Ben Anderson, Daniel Berez, Daniel Chace, Jeff Dieckmann, Aaron Everett, Ryan Griffin, Brian Imhausen, Sarah Jawaheri, Bryan Marshall, Theresa McMahon, Juliet Nuzzo, Austin White

## HARMONIX MUSIC SYSTEMS, INC.

### PROJECT MANAGEMENT

**Project Lead:** Kesson Crooker  
**Senior Producer:** Michael Verrette  
**Producers:** Pete Maguire, Jason Warburg, Jason Kendall, Heather Wilson

**Associate Producers:** Alex Rossi, Gordon Fellows  
**Production Assistants:** Julie Benevides, Anya Macmillan  
**Additional Production:** Matthew Norchusa, Naoko Takemoto, DeVron Warner

## PROGRAMMING

**Lead Programmer:** Avida Michaud  
**Lead Game Programmer:** James Fleming  
**Lead Game Programmer:** Dan Schmidt  
**Lead Net and Tools Programmer:** John Eskew  
**Lead UI Programmer:** Marc Flury  
**Senior Programmers:** Rafael Baptista, Keith Costoro, Aurelio Ramos, Greg Seeger, Brian Stephens  
**Programmers:** Ike Adams, Douglas Applewhite, Bryn Bennett, Dan Brakeley, Roger Hanna, Jeremy Parker, Geoff Pitsch, James Rising, Jessica Scott, Jeff Somers, Josh Stoddard, Rob Stott, Chris Welch  
**Release Engineer:** Chris McCarthy  
**Additional Programming:** Mike Fitzgerald, Paul Gavasi, Matt Moss

## DESIGN

**Lead Designer:** Dan Teasdale  
**Senior Designer:** Sylvain Dubrofsky  
**Designer:** Casey Malone  
**Additional Design:** Rob Kay, Chris Foster  
**Lead Writer:** Helen McWilliams  
**Writer:** Brett Milano  
**Additional Writing:** Jon Carter, Maria O'Brien, Heather Wilson

## ART

**Lead Artist:** Peter MacDonald  
**Lead Animator:** Kelly Scott  
**Animators:** Jeff Carroll, Reson Kim, Reiko Murakami, Kerry Roar, John Sheffield  
**Lead Character Artists:** Matt Gilpin, Dore Matheson  
**Character Artists:** Mitch Fletcher, Steven Kimura, Brian Parnell, Jed Wahl  
**Character Concept Artists:** Brad Benedetto, Paul Lyons, Elliot Min, Matt Perlot, Malika Sundaramurti, Shawn Wit  
**Instruments:** Jason Kendall  
**Lip Sync Animators:** Tony Astone, Michael Georgeson, Annie Marie Ticario, Erin Young  
**Lip Sync Interns:** Kristin Palach  
**Lead Venue Artist:** David Battilana  
**Venue Artists:** David Bogdan, Brian Gibson, Matt Moore, Scott Smclair, Nathan Wright  
**Lighting Artist:** Aaron DeMuth  
**Camera Artist:** Noah Berkley  
**Lead Character Technical Artist:** Chris Hartzluis  
**Technical Artists:** Leo Tolentino, Ben Bathen  
**Lead UI Artist:** Kevin McGinnis  
**UI Artists:** Adam Carnuolo, John Dee, Sue Lin Post  
**Additional UI:** Art Nick Bright, Brian Gibson  
**Lead Media Artist:** Todd Robertson  
**Media Artists:** David Goodrich, Erica Henderson, Sherika Viturero

## AUDIO

**Audio Lead:** Eric Brosius  
**Senior Sound Designers:** Jeff Allen, Patrick Balthrop, Arthur Inasi, Izzy Maxwell, Sachii Sato  
**Sound Designers:** Robert Armaline, Adam Arigo, Jeremy Bridge, Greg Capolino, Dan Crispit, Caleb Epps, Joe Kelly, Keddar Kumar, Rob Lynch, Devon Newsom, Chris Wilson, Emeem Zarookan  
**Additional Sound Designers:** Maclaine Diemer, Matthew Levitt, Jonathan Rubinger, Cindy PoChun Wang  
**VO Talent:** Kurt Davis, Izzy Maxwell, Helen McWilliams

## QUALITY ASSURANCE

**QA Lead:** Daniel Kholian  
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**Senior QA Lead:** Bill Cook  
**QA Coordinator:** Mark Grimm  
**QA Administrative Assistant:** Carolyn Kelly

**Senior QA Testers:** Adam Baptiste, Jeff Cardin, Matt Clement, Tim Dwyer, Chris Enright, Michael Lewis, Eric Pope, Keith Smith, Justin Stenzli, Steven Bailey

**QA Testers:** Chuck Alessi, Ben Anderson, Dan Berez, Robert Burts, Adam Cardoza, Ammen Casarjian, Daniel Chace, Katy Cone, Josh Dieckmann, Jeff Diehman, Marissa Flabours, Alex Gok, Josh Goldstein, Ryan Griffin, Jonathan Haight, Ian Hawkes, Brian Imhausen, Sarah Jawaheri, Dan Johnson, Sean Kearney, Mike Lattaki, Pete Lynch, Jay Magriss, Bryan Marshall, Estevan Martinez, Theresa McMahon, Joshua Myers, Maria O'Brien, Drew Olsen, Jonathan Pardo, Chris Rando, Nathaniel Read, Ben Remington, Rob Shepherd, Jason Silva, Frank Washburn, Austin White, Grace Williams, Jesse Winer

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## PLAYTEST TEAM

**Playtest Coordinator:** Chris Canfield  
**Playtest Production Assistants:** Tom Bartlett, Jyllian Thibodeau  
**Additional Playtest Support:** John Cataldo, Shawn Green

## WEB TEAM

**Web Producer:** Steve May  
**Associate Web Producer:** Fish McGill  
**Senior Web Developers:** Allen Holt, Jim Krehl, Aty Das O'Toole  
**Senior Web Designer:** Runsey Taylor  
**Flash Developer:** Colby Greener  
**User Experience Designer:** Matt Derby  
**Senior Web Systems Administrator:** Simon Kuhn  
**Web QA Team:** Eric Chon, Jessica Smith

## HARMONIX MANAGEMENT

**Co-founder & CEO:** Alex Rogapoulos  
**Co-founder & CTO:** Eran Egozy  
**COO:** Mike Dombrook  
**VP Product Development:** Greg LoPiccolo  
**VP Business Development:** Florian Hunziker  
**Administration Director:** Kris Fell  
**Art Director:** Ryan Lesser  
**Director:** Art Manager, Jason Amone  
**Audio Director:** Eric Brosius  
**Creative Director:** Josh Randall  
**Director of Design:** Rob Kay  
**Engineering Director:** Eric Malafew  
**Hardware Development Director:** Daniel Susman  
**IT Director:** Greg Rich  
**Director of Production:** Tracy Rosenthal-Newsom  
**Director:** Senior Producer, Kesson Crooker  
**QA Director:** Luke Jacobs  
**Web Director:** Jeff Chausse

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**IT Support Specialist:** Chris Palmer

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**Administrative Assistants:** Shan Elfehoran  
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## OUTSOURCE ART

**Character Asset Creation:** Original Force 3D, Liquid Development  
**Development:**  
**Instrument Asset Creation:** Liquid Development  
**Cutscenes:** Passion Pictures  
**Motion Capture and Animation:** Curious Pictures  
**Additional MoCap/Char Editing:** Perspective Studios  
**MoCap Performers:** Jeff Allen, Yula Yael Beer, Craig Billmeier, Bryan Eck, Valerie Forgiore, Emma Fyman, Nataja Kent, Joseph Letz, Chris Mascara, Jennifer Maurer, Izzy Maxwell, Sarah McClellan, Shinya Miyamoto, Stephanie Paynes, Paul Pisano, Lauren Recchia, Zollo Ruiz, Elisa Seida, Emil John Schmidt, Gene Shiley, Stephen Stancato, Malika Sundaramurti, Anne Marie Ticario  
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**Passion Pictures Special thanks to:** Hugo Sands, Anna Lord, Pete Candeland  
**Curious Pictures Special thanks to:** Lewis Kofsky, Anne Moore, Mike Lang, Edward Chamy, Michele Alder, Cory Calderman

## TATTOO ART

**Adam Suerte** [www.adamsuerte.com](http://www.adamsuerte.com)

## Anchor Steam Tattoo Gallery

[www.anchorsteamtattoo.com](http://www.anchorsteamtattoo.com)

**Artists:** Jennifer Clinch Guerin, Dennis M Delprete

## Flyrite Studio

[www.flyritetattoo.net](http://www.flyritetattoo.net)

**Artists:** Nick Caruso, Michael Dexter, Steven Huie, Alex McWatt

**Freddy Corbin's Temple Tattoo** [www.templeoakland.com](http://www.templeoakland.com)

**Artist:** Freddie Corbin

## New York Adorned

[www.nyadorned.com](http://www.nyadorned.com)

**Shop Owner:** Lon Levin

**Artists:** Thomas Hooper, Timothy Hoyer, Kaz Matsumoto, Chris O'Donnell, Damon Ross, Shirji, Stephanie Tamez, Yoni Zilber

## Paul Siller's Red Hot & Blue Tattoo

[www.techandtandbluetattoo.co.uk](http://www.techandtandbluetattoo.co.uk)

**Artist:** Paul Siller

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Dan Chang, Sandy Hatcher, Yr Katori, Dylan Rhoads, Steve Singer

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**Product Manager:** Peter Banks

**Sr. Producer:** Marc Nesbitt

### SPECIAL THANKS

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**Director, Production:** Jon Horsley  
**Senior Producer:** Dave Yee  
**Producer:** Steve Arnold  
**Assistant Producer:** Craig Krstolic  
**Director, Technology and Development:** John Vifian  
**Director, Partner Management:** Nancy Fong  
**Partner Manager:** Raphael Ruland  
**Sr. Director, Business Development:** Sirjin Ban  
**Sr. Manager, Finance:** Dan Sherman  
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**Sr. Director, Marketing:** Greg Rechenmacher  
**Director, Marketing:** Erik Peterson  
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**Sr. Manager, PR:** Devin Beer

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**Studio Operations:** Steve Ciccarocco, Craig Hland, Joel Knutson  
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**EAARS Mastering:** Michael Deir, Chris Espiritu, Kim Hayuk, Rick Heimer, Marybel Vasaya

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**Senior Director, QA North America:** Dave Steele

**Senior QA Manager:** Matthew Brown

**QA Project Manager:** Robert Walton

**QA Project Lead:** Daniel Alkender

**Test Leads:** Ian Bias, Ryan Bailey

**Test Leads:** Frank Klun, Brian Barnes

**QA Testers:** Adam Castro, Adam Lungert, Alex Sanchez, Andrew Hutcheson, Ashley Coleman, Brandon Avanzato, Brian McKelvey, Christopher Kama, David Huxley, Derek Bonuscicci, Devon Smith, Eric Galaviz, Hao Lu, Huiyong Ng, Jason Alvarado, Jeffrey Garmen, John Bratnober, Jose Cortez, Kritika Deo, Matt Eaton, Michael March, Nick Rounds, Norman Kwong, Sam Forman, Aaron Adreacheon, Timena Mano

**Online Test Lead:** Raashin Browder

**Online Testers:** Adam Gibson, Michael Sandborg, Jared Skold, Nick Collins, Tasha Reichenstein, Bryan Walsh, Elias Zoulas, Varog Nazari, Shelby Good, Samuel Rietzloff, Krish Aau, Keith Pihemster  
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**QA Compliance Leadership:** Steve Jenkins, Mark Johnson, Matt Landi, Josh Riemersma

**QA Compliance Testers:** Alvin Jean-Baptiste, Daniel Jazart, Michael Lynch, Jonathan Olazabalo, Theodore Serafica

**QA Hardware Support:** Matt Kile, Brian Battistini

**QA Administrative Assistant:** Alicia Sykes

**Senior HR Generalist:** Chad Peshko

### SPECIAL THANKS:

Michael Doran, Crystal Sanchez, Ben Smith, Chris Serra, Sara Sprinkles

### WAVEGROUP SOUND

Music/Vocals Recorded & Produced at WaveGroup Sound Fremont, CA, San Francisco, CA

**Executive Producer:** Will Littlejohn

**Lead Music Producer and Mixers:** Nick Gallant

**Additional Mixing:** Bob Marshall, David Dees Urutia

**Additional Production Services:** Scott Dugdale

**Engineers:** Clay Barlow, Lindsay A. Bauer, Scott Dusdick, Nick Gallant, Bob Marshall, Sue Pezmauler, Tairie Tomlin, David Dees Urutia

**Production Coordinator:** Kim Nieva

**Crowd Vocalists:** Clay Barlow, Chelsea Barto, Lauren Barto, Leslie Barton, Lindsay A. Bauer, Claire Calato, Olivia Calato, Joy Cortez, Jeffrey Cruz, Scott Dugdale, Brian W. Edwards, Stan Engel, Nick Evans, David Francis, Nick Gallant, Bryan Gordon, Justin Harbat, Matt Kazich, Mark David Lee, Will Littlejohn, Dave Mastriani, Bob Marshall, Nina Mendez, Kim Nieva, Jennifer Nieva, Richard J. Nieva, Sue Pezmauler, Brian Merlino, Kimberly Peltzer, Gabriela Predo, Jeremy Ramer, Tiffany Schegg, Nick Skouritis, Rosie Talao, Tairie Tomlin, David Dees Urutia, Amy Wier

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