

Welcome

Rock Band™ 4 delivers the rush of a live band performance like never before!

- Add your personal touch to every performance with Freestyle Guitar Solos and Freestyle Vocals.
- "Play a Show" to quickly serve up new songs and keep the music coming -- without interruptions.
- "Go on Tour" to experience the twists and turns of the road to stardom.
- Import your downloaded songs from Xbox 360® and play your favorite music with all new features.

Start a Band. Rock the World.™

Starting to Rock

Menu Navigation

For each menu screen, text at the bottom of the screen explains the function of the buttons on your controller.

Each player can also access a personal menu by pressing [Menu button].

Xbox One Wireless Controller

[D-pad up][Left stick up]	Previous Option
[D-pad down][Left stick down]	Next Option
[A]	Confirm
[B]	Cancel
[X][Y][RB]	Custom Menu Options
[Menu button]	Open/Close Personal Menu

Rock Band Fender™ Stratocaster™ Guitar Controller

Strum Bar Up, [D-pad up]	Previous Option
Strum Bar Down, [D-pad down]	Next Option
[Green fret]	Confirm
[Red fret]	Cancel
[Yellow fret][Blue fret][Yellow fret]	Custom Menu Options
[Menu button]	Open/Close Personal Menu

Drum Controller

[D-pad up]	Previous Option
[D-pad down]	Next Option
[A]	Confirm
[B]	Cancel
[Kick pedal]	Custom Menu Options
[Menu button]	Open/Close Personal Menu

If Drum Navigation is turned on as a Modifier in the Options Menu, then these controls can also be used:

[Yellow pad]	Previous Option
[Blue pad]	Next Option
[Green pad]	Confirm
[Red pad]	Cancel

[Blue pad] Next Option
[Green pad] Confirm
[Red pad] Cancel

Calibration

With many television and sound setups, the audio and video may play at different times, making it difficult to play the right note at the right time. To calibrate your system, select **OPTIONS** from the Main Menu, and then **CALIBRATION**. From here, you can **CALIBRATE SYSTEM** to determine your calibration numbers, or **ENTER CALIBRATION NUMBERS** directly.

If you have a Rock Band Wireless Fender™ Stratocaster™ Guitar Controller, you can use it to automatically calibrate your system. Otherwise, or if you prefer to, you can use Manual Calibration.

IMPORTANT! Many TVs have a picture setting called Game Mode. Ensure this setting is turned ON to improve how quickly the game responds to your actions, which will make calibration more reliable.

Automatic Calibration

You can use Automatic Calibration by opening the Calibration menu while using a Rock Band Wireless Fender™ Stratocaster™ Guitar Controller.

To calibrate your system's audio timing, when you are prompted, hold your Rock Band Wireless Fender™ Stratocaster™ Guitar Controller up to your sound system speaker or TV 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 as the green bar fills until you see a check or an "X" mark. If you see an "X," try again with the body of the guitar closer to the active speaker.

To calibrate your system's video timing, when you are prompted, hold your Rock Band 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 as the green bar fills until you see a check or an "X" mark. If you see an "X," try again with the body of the guitar closer to the screen, or a different angle.

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

Manual Calibration is available for other instruments and controllers by default. For the Rock Band Wireless Fender™ Stratocaster™ Guitar Controller, press [Blue fret] at the start of Automatic Calibration to switch to Manual.

For Manual Audio Calibration, each time you hear a drum beat, press [A], strum, or hit [Green pad] in time with the beat you hear.

For Manual Video Calibration, when you see the needle hit either side of the meter, press [A], strum, or hit [Green pad] in time with the needle.

Enter Calibration Numbers

If you're familiar with the calibration process, or if you feel you just can't get an ideal calibration using auto calibration or manual calibration, you can try setting your calibration numbers by hand. Select **ENTER CALIBRATION NUMBERS** from the Calibration menu and tweak each number directly. Here's an approach we recommend to find the best settings:

- You'll need a drum controller or guitar controller to use this method.
- This can be a complicated and time-consuming process, so you may want to attempt one of the other calibration methods first, so you have some decent numbers to start with.

Video Calibration: Choose a song and select Easy difficulty. Mute the volume, and attempt to hit the notes. If you can't hit when the notes are directly over the target, then try hitting the notes when they are **ABOVE** the target, or **BELOW** the target.

the notes. If you can't hit when the notes are directly over the target, then try hitting the notes when they are ABOVE the target, or BELOW the target.

- If you hit the notes when they are ABOVE the target, try a LOWER video calibration number.
- If you hit the notes when they are BELOW the target, try a HIGHER video calibration number.

Audio Calibration: Now restart the same song, turn up the sound, turn away from the TV, and try to play the song without looking. If you can't hit the notes, try playing earlier or later than what you hear to hit the notes.

- If you hit the notes when you play EARLIER than what you hear, try a LOWER audio calibration number.
- If you hit the notes when you play LATER than what you hear, try a HIGHER audio calibration number.

Repeat these steps until you feel like you've dialed in on the perfect calibration.

Options

Game Options are located in two places:

- Settings accessible to all players and a handful of Game Modifiers are located on the Options Menu, available from the Main Menu.
- Settings specific to an individual player are located in their Personal Menu, which you can access by pressing [Menu button].

Left-handed?

Use the Lefty Flip option in your personal menu to flip the contents of your Guitar/Bass Track or Drum Track. (And flip over your actual guitar, too!)

Selecting a Song

You can choose songs to play either from the Music Library, or by voting during a Show.

After choosing a song, each player uses their personal menu to choose the part for their instrument (such as guitar or bass, for a guitarist) and its difficulty level.

How to Play

Guitar/Bass

To play guitar or bass, 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. If you see several notes of the same color in a row, you can keep the correct fret button held down and strum only when the note passes the target.





1. Guitar Track
2. Target
3. Notes
4. Streak Meter and Multiplier
5. Energy Meter
6. Crowd Meter
7. Score
8. Stars

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.

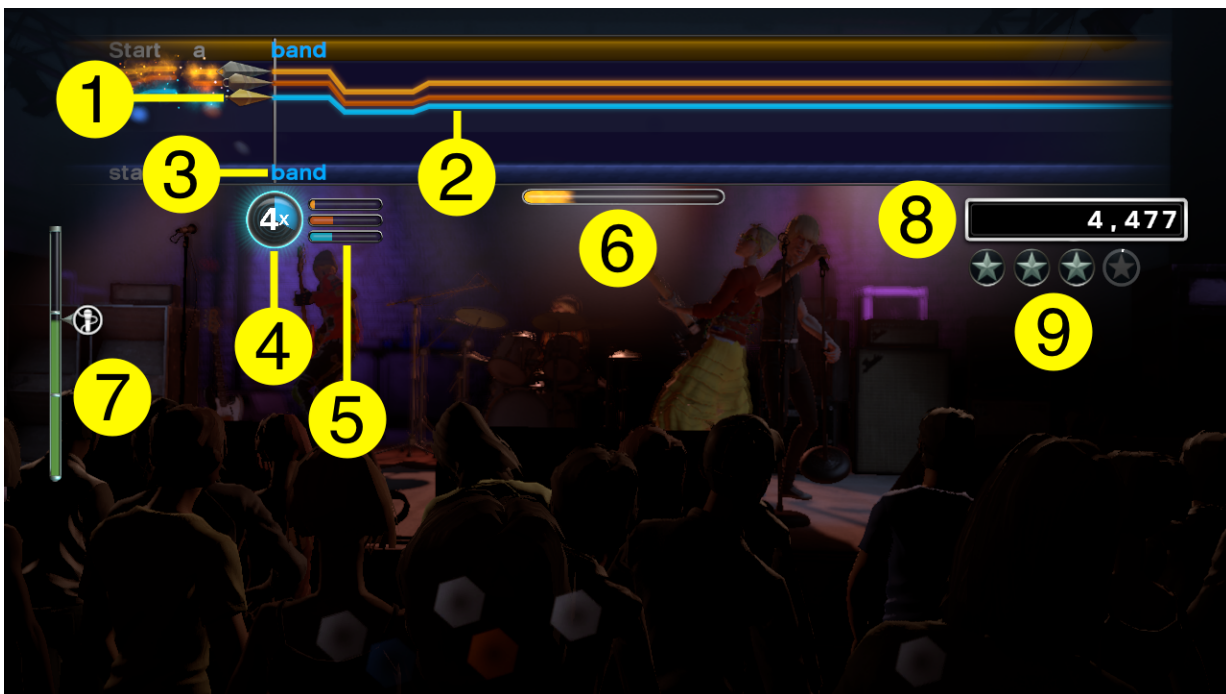
Sometimes smaller-looking notes will appear on the track -- these are Hammer-On/Pull-Off Notes. If you've successfully played a note before one of these, you can play a "HOPO" note by pressing the proper fret **WITHOUT** strumming.

When you see a series of notes surrounded by their own colored ring on the track, you can play these without having to worry as much about timing.

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.

Vocals

Think you're worthy of wielding the mic? Plug in your USB-compatible microphone and prove it as the vocalist. Go solo or sing in harmony with two back up singers. Use Freestyle Vocals to sing between the notes and improvise a new melody.



1. Pitch Indicator
2. Note Guides
3. Lyrics
4. Streak Meter and Multiplier
5. Vocal Part Meters
6. Energy Meter

5. Vocal Part Meters
6. Energy Meter
7. Crowd Meter
8. Score
9. Stars

Sing the words as they pass the bar on the left side of the screen. Follow along with the note guides. Each microphone controls a different arrow, with a unique shape and color.

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.

You can also control how much -- or how little -- you hear yourself or the original artist by selecting Options from your personal menu.

Percussion Notes

Sometimes when you're not singing, large round notes will come down the track. Tap your mic against your other hand to play these percussion notes.

Vocal Harmonies

Up to three singers can perform at once, using separate microphones, with either Solo or Harmonies selected as their part. For Harmonies, each player can sing any of the parts shown for the song. Each vocal part is distinguished by a different color of note guide.

Freestyle Vocals

When playing Solo Vocals on Hard or Expert Difficulty, singers can ignore the original melody and sing any of the pitches indicated by the guide lines across the track. These lines are notes that are harmonious with the structure of the song, giving you cues to improvise your own unique melodies. When you successfully sing in tune with a cue, its line will glow.

Freestyle Vocals are available for songs that support it, as indicated in the Music Library. Freestyle Vocals can also be turned off by selecting Options from your personal menu.

Drums

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



1. Drum Track

2. Target

3. Notes

4. Kick Drum

2. Target
3. Notes
4. Kick drum note
5. Streak Meter and Multiplier
6. Energy Meter
7. Crowd Meter
8. Score
9. Stars

The wide orange notes are for the kick pedal -- stomp on that bad boy when these notes cross the target.

When you see a series of notes surrounded by their own colored ring on the track, you can play these without having to worry as much about timing.

Pro Drums

If you have Rock Band Pro-Cymbals plugged into your Rock Band Drum Controller, you can select Pro Drums as your part and take on a more realistic drum experience. When playing Pro Drums, you must hit the cymbals when special, cymbal-shaped notes cross the target.

If you have fewer than three cymbals, select Options from your personal menu, and use the checkboxes to indicate which colors are assigned to cymbals.

Other Gameplay Elements

Score and Stars

As your points increase, you earn stars -- up to five total. Expert players can earn gold stars!

Streak Meter and Multiplier

Play flawlessly to fill the meter and start a score multiplier. Bassists can earn an even higher multiplier for keeping a steady groove!

Crowd Meter

Keep an eye on the crowd meter -- it tells you how much the audience is digging your performance. Miss too many notes and the crowd meter will slip into the red. When it's completely empty, you get kicked off the stage.

If your band wants a more casual experience, turn on No-Fail mode via Options on their personal menu. On Easy difficulty, No-Fail mode is automatically turned on.

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. But watch out for the notes at the end of the track!

If you're playing as a band, then 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.

Energy and Overdrive

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! While your energy meter drains, the crowd goes nuts and your points skyrocket.

Guitar/Bass

To build up your energy as a guitarist or bassist, nail the special glowing white 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 upwards, or pressing on your controller. (If you see a special long glowing note, then whammy that sucker to fill up your energy meter at an even faster rate.)

Drums

To build up energy as a drummer, nail the special glowing white note phrases to fill up your energy meter.

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To build up energy as a drummer, nail the special glowing white note phrases to fill up your energy meter.

Drum fills unleash the energy in your energy meter, driving the crowd wild. At the end of the drum fill, you'll see a unique, green crash note appear. To use your energy, nail that green crash.

There are three types of fills, depending on how you like to play:

Dynamic Fills: Each time you play a song, you'll need to bust out unique fills that put a twist on a familiar song. Think fast and play perfectly for bonus points.

Static Fills: Play the fills as they were recorded. Hit every note for bonus points.

Classic Fills: If you see four solid color bars appear on the screen, then that's your cue to improvise whatever drum fill you want. (These fills work best on home theater setups with low calibration numbers.)

Vocals

To build up energy as a vocalist, when you see a special glowing phrase, sing those sections as accurately as you can and you'll gain energy to 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

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, then you can bet the crowd is gonna notice -- it'll bring down your band's crowd meter. But here's the good news: you can bring them back by using your energy. Go into Overdrive to bring your bandmate back and keep the show going!

Players on Easy difficulty are protected from failing out.

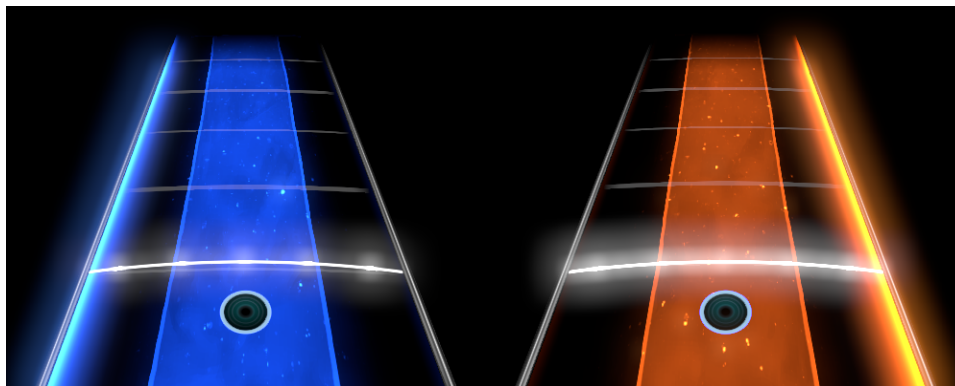
Freestyle Guitar Solos

New to Rock Band 4 are Freestyle Guitar Solos that let you add your own creativity into the mix! Freestyle Guitar Solos are available for songs that support it, as indicated in the Music Library.

To learn more, connect a guitar controller and then choose Freestyle Guitar Solos from the Main Menu. You'll see two guitar solo tutorials that will help you on your way.

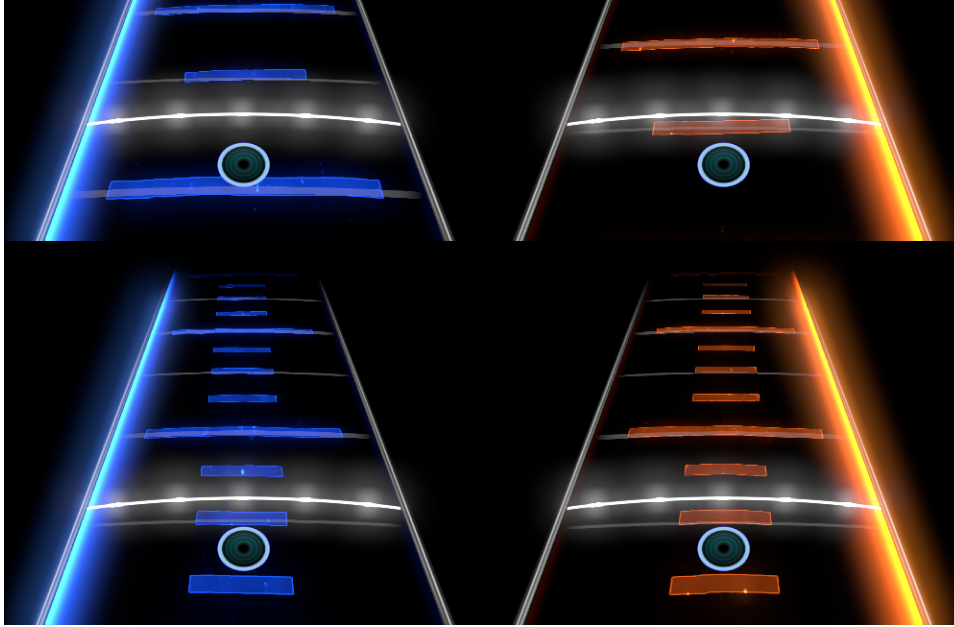
During guitar solo sections, there won't be any notes on the track. Instead, you'll see a series of patterns that tell you what you need to do to earn maximum points.

If you see a long, solid line, that means to play a sustained note. Any fret is fine -- just strum once and hold it!

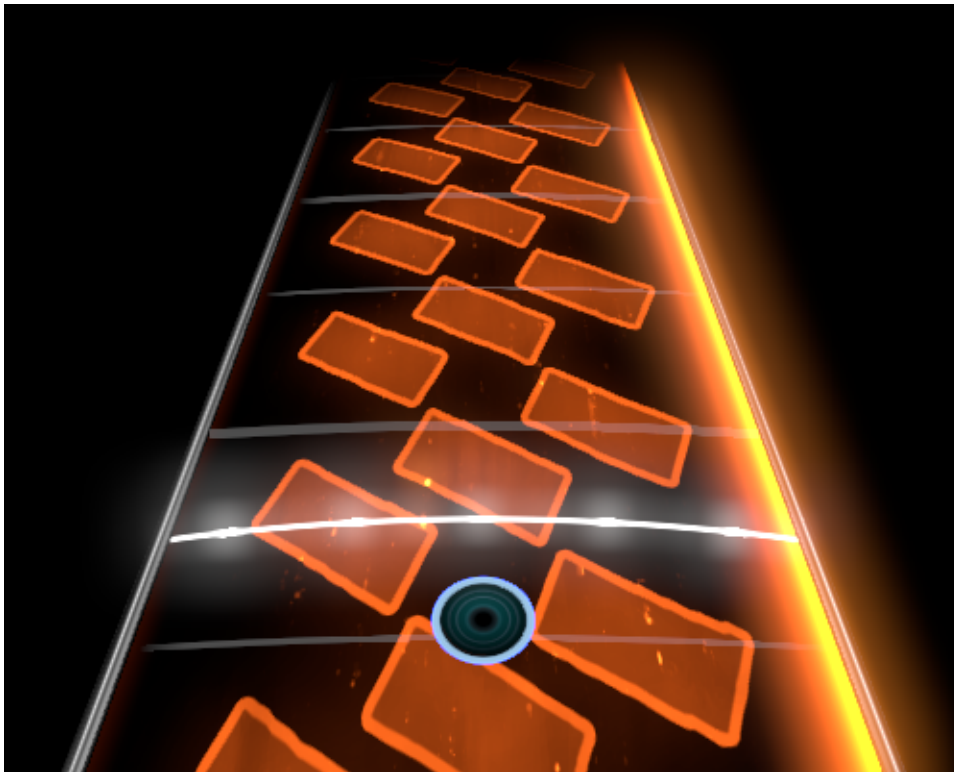


If you see a series of horizontal lines, try to strum at the same pace as they pass through the target. Sometimes they appear close together -- that means you need to strum really fast!

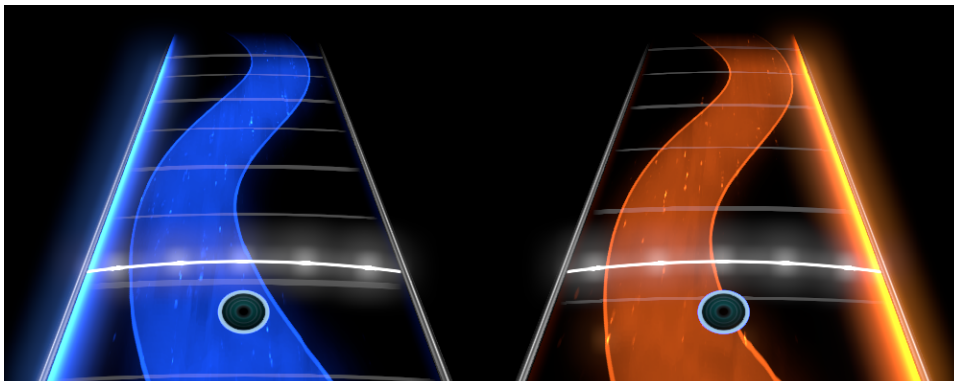




If you see little rectangles in groups of three, it's time for a tapping solo. Hold down one of the high fret buttons (the smaller ones closest to the body of the guitar), and then tap on the rest of the frets with both hands.

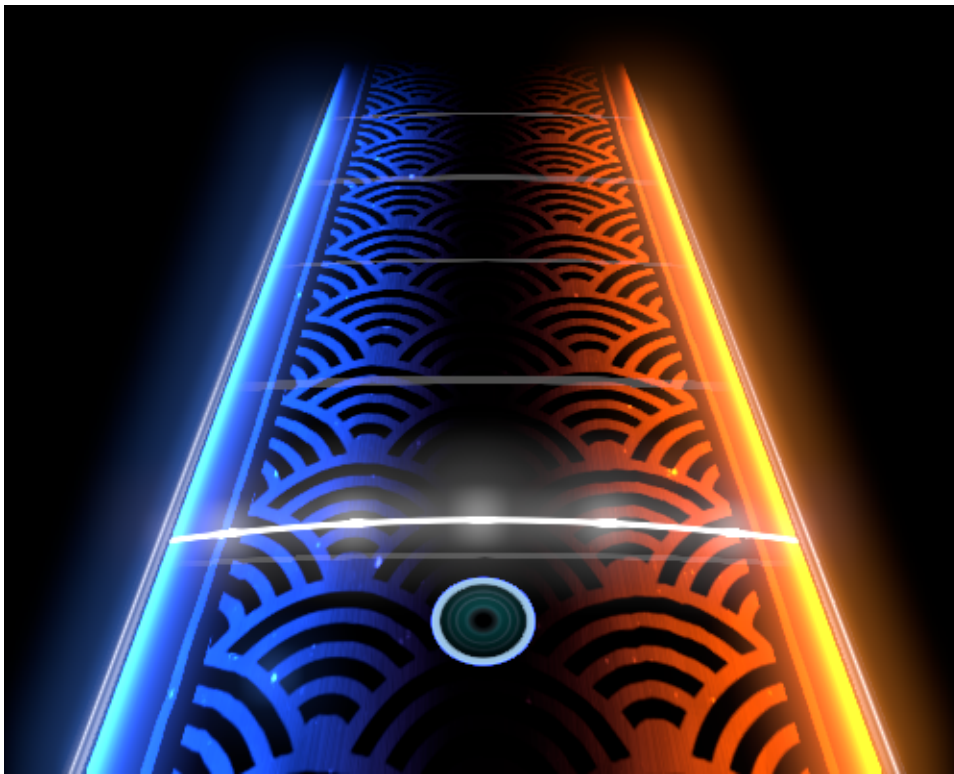


If you see a long curve, you can play feedback. Play any note and then tilt the neck of the guitar up, as if you're going into Overdrive.

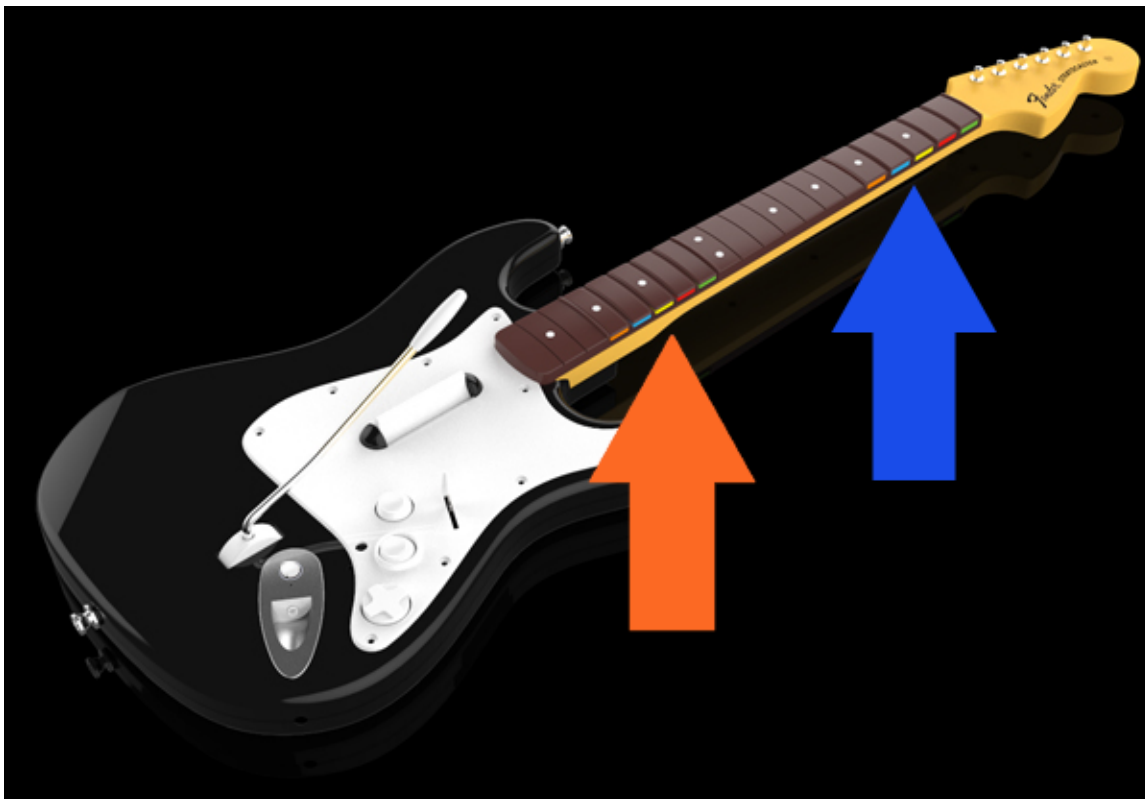


If you see a multi-colored pattern, that means you can play anything! Go nuts.

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If the pattern is blue, you should play on the low fret buttons (the larger ones closest to the headstock). If the pattern is orange, you should play on the high fret buttons (the smaller ones closest to the body of the guitar).



Finally, if you'd rather just go wild without anyone telling you how to play, go to the Main Menu, select Modifiers from the Options menu, and uncheck Guitar Solo Cues. You won't be scored for your Solo, but you can play whatever you want!

Gameplay Modes

Play a Show

Wanna start a Rock Band party? Shows let you jump right into the action and keep the music coming. Just pick a song, choose your difficulty, and you'll be up on stage in no time.

During a show, your streak, energy and crowd meter will carry over between songs. Keep the

coming. Just pick a song, choose your difficulty, and you'll be up on stage in no time.

During a show, your streak, energy and crowd meter will carry over between songs. Keep the momentum going from song to song and it'll be easier to earn more stars and drive the crowds wild! Note that these scores are not applied to the leaderboards.

Voting

In Play a Show mode, you'll have the opportunity to vote on each set of songs you want to play. Just press the button that corresponds with the song or category you want to play. Everyone in the band gets a vote!

At the end of each set, you can choose whether you want to keep playing and vote on more songs, pick songs directly from the Music Library, or finish your show. When you end a show, you can even choose to end with an encore!

Stage Presence

During shows, your accomplishments can earn you Stage Presence awards. You can earn them for performing with skill and style, and for being in sync with your bandmates. During Career mode, Stage Presence can earn your extra fans! Here are the ways you can earn "SP":

Band Awards:

- **CROWD PLEASER:** Choose a requested song.
- **BAND OVERDRIVE:** Coordinate your Overdrive deployment.
- **FULL STREAK:** Maintain a maximum streak together.
- **BAND UNITY:** Hit multiple unison phrases.

Bassist Awards:

- **GROOVE IT OR LOSE IT:** Maintain a Bass Groove.
- **STANDOUT SOLO:** Play an almost flawless solo.
- **UP & STRUMMING:** Strum up on most bass notes.

Drummer Awards:

- **FULL-FILLED:** Successfully play Dynamic Drum Fills.
- **STANDOUT SOLO:** Play an almost flawless solo.

Guitarist Awards:

- **STANDOUT SOLO:** Play an almost flawless solo.
- **HAMMER IT HOME:** Play a long stretch of hammer-ons and pull-offs correctly.

Vocalist Awards:

- **EXPRESS YOURSELF:** Sing complementary notes outside of the main melody line.
- **IN HARMONY:** Sing all of the harmony parts for several phrases.

Freestyle Guitar Solo Awards:

- **UP TO SPEED:** Consistently play fast notes in Freestyle Guitar Solos.
- **STEADY HAND:** Consistently play medium notes in Freestyle Guitar Solos.
- **WORTH A LICK:** Press and play different combinations of frets in Freestyle Guitar Solos.
- **FANCY FINGERS:** Correctly play the tapping section during Freestyle Guitar Solos.
- **HOLD ON:** Play lots of held notes in Freestyle Guitar Solos.

Any Instrument Awards:

- **SUPER SAVER:** Save your bandmates more than once.
- **5-STAR SCORE:** Earn a 5-star solo score.

Go On Tour

In Career mode, you can create your own band and craft its story.

Shows are a collection of songs you play in one venue. Tours are a series of shows, each in a

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Shows are a collection of songs you play in one venue. Tours are a series of shows, each in a different city; from your hometown to your region, eventually they will take you around the world.

Each time you play a Show in this mode, you will earn stars, cash, and fans. Certain shows may also earn you clothing and gear!

- Stars are used to unlock new Tours, and impact how much cash you earn for a show.
- Cash lets you buy new stuff in the Rock Shop. You can purchase new instruments, new clothes, and more.
- Fans will unlock special Fan Showcases, which are extra shows that award killer gear. Fans can also unlock Tribute Shows that feature your downloaded songs. The more songs you own, the more Tribute Shows you'll unlock!

Different shows let you choose songs in different ways. You might play a pre-made setlist, or choose from a list of songs, or vote on a random selection of tracks from your entire Music Library.

Create a Band

To Go on Tour, at least one of your band members must be logged into a profile.

Each band has a name and a starting city. You can use the random name and city provided, or change them to your liking.

To play in a band, each player will also need to create a band member. Choose your character's name, body type and features. You'll be able to customize your look with clothing and gear as your Career progresses.

If you want to delete a band later, you can do so from the band list.

Each band starts without any money or fans. You always wanted to be a starving musician, right? Now you can do it as many times as you want!

If you are playing with multiple profiles in one band, only the band's owner will earn progress, cash, and fans, but everybody who is playing will get gear when it's awarded.

The World Map

You can play shows in various cities around the world. Choose a city from the list provided to see what shows you've unlocked there.

As you play more and go on tour, you'll unlock new cities and shows to play on the World Map.

Tours

Once you've earned enough Stars, a new Tour will start in one of the cities you have played in. Choose a new tour from that city's list. Choose wisely -- which Tour you choose will affect what kind of shows you'll play and what cities you'll visit, not to mention the direction of your band's story! Some Tours might be all about the fans, others could be a greedy cash grab, and some will earn you valuable instruments or outfits that you would have to buy otherwise.

Each Tour will take you through a series of shows in cities around the world. You have to play them in order, but the cities you visit will become available on the World Map, and you can replay the shows from each Tour later if you want.

If you fail a song during a Tour, you can't go try it again -- the audience won't stand for it! You'll just have to soldier on and do the best you can. Later, if you want, you can try to go back and play the show again once the Tour is complete.

Rock Shop

Shows and Tours will earn you cash to spend on cool outfits and gear. To buy this gear and change your outfits, go to the Rock Shop from the main tour menu or from your personal menu.

Special clothing and gear unlocked by Shows and Tours will also appear in the Rock Shop. Some shows will award you items directly, while other shows will unlock items that you have to purchase if you want them. Finishing the campaign will unlock everything, although you might not have enough money to buy it all!

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Manage Band

On the Manage Band menu, you can rename your band, and choose Stand-Ins to fill in on instruments that players aren't playing.

Quickplay & Leaderboards

In Quickplay mode, you'll see all of your songs in the Music Library. You can pick songs one at a time and go for a high score on the leaderboards!

Unlike when you're playing Shows, in Quickplay, energy and streaks do not carry over between songs, so everyone competes on a level playing field.

Get More Songs

To access the Rock Band Music Store, select GET MORE SONGS from the Main Menu. Here, you can search or browse through the full list of songs available for purchase. Check back often to see what songs have been added!

You can add songs to your Wishlist so you can view and purchase them later.

The Search function lets you easily look for the songs you want. Enter all or part of a song title or artist name, and the game will serve up all the songs that match.

Importing from Past Games

Songs that you've purchased, or exported from disc to your Xbox 360 Music Library, can be downloaded to play in Rock Band 4.

To do this:

- Navigate to "GET MORE SONGS"
- Browse or search the Rock Band Music Store for your content. Songs or packs that you have previously purchased for your Xbox 360 console that are playable in Rock Band 4 should show up as "Free." Select the song you wish to import. The free Rock Band 4 version of your content will begin downloading.
- If your content is not labeled "Free" in the Rock Band Music Store, search for the content via the Xbox Games Store.

For additional support, visit www.rockband.com.

NOTE: Not all Rock Band catalogue songs may be available in Rock Band 4 at the time of your visit to the Store. Songs will be released for download as they become available. Visit www.rockband.com for more information.

Endless Solo Mode

If you have a guitar controller plugged in, you can go to Freestyle Guitar Solos on the Main Menu and select Endless Solo Mode. Here, you can choose any song in your library and invent your own solo throughout the song!

Support

Customer Support

For support with your Rock Band 4 controllers and microphones, Rock Band 4 discs, or any other physical products, please contact the support information included with your physical products.

For support with the Rock Band 4 software only, go to <http://support.rockband.com> for FAQs, troubleshooting tips and more.

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Other

Other

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