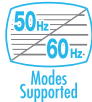


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THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.



**WARNING:** Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.



THIS GAME SUPPORTS 50Hz (576i) AND 60Hz (480i) MODE.



## 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.

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## Wii MENU UPDATE

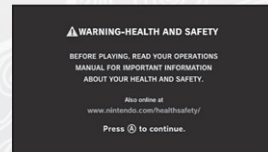
Please note that when first loading the Disc into the Wii™ console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii Menu Update Screen** will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the Disc.



When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu**.

## GETTING STARTED

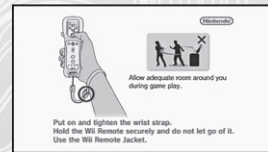
Insert the *Rock Band™ 3* Disc into the Disc Slot. The Wii™ console will switch on. The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.



Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.

The **Channel Preview Screen** will be displayed. Point at START and press the A Button.

The **Wii Remote™ Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button.



The **Title Screen** will be displayed.

### CAUTION – USE THE WII REMOTE WRIST STRAP

For information on how to use the Wii Remote Wrist Strap refer to the Wii Operations Manual – System Setup (Using the Wii Remote).

www.rockband.com  
www.facebook.com/RockBand  
www.twitter.com/RockBand  
www.RockBand3.co.uk  
www.RockBand3.de  
www.RockBand3.fr  
www.RockBand3.se

## STARTING THE GAME

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

### USING NINTENDO Wi-Fi CONNECTION PAY & PLAY

This game allows you to connect to the internet to take part in matches and rankings for free, and also to download services and content using Wii Points.

**NOTE:** For more information about the equipment required for connecting to the internet and how to configure this equipment, refer to the Wii Operations Manual – Channels & Settings (Wii Settings and Data Management).

**NOTE:** An error code and error message will be displayed if you are unable to connect to the internet. Refer to the Troubleshooting and Error Messages sections of the Wii Operations Manual – Channels & Settings for details.

### WHAT IS NINTENDO Wi-Fi CONNECTION PAY & PLAY?



Nintendo Wi-Fi Connection Pay & Play is a system that allows you to enjoy games with people all over the world using the internet from the comfort of your own home, and also allows you to enjoy fee-based services and content.

This system allows you to play with or against users all over the world with ease. Additionally, it lets you download licences for add-on content (such as items and missions) and for subscriptions to various services using Wii Points.

### PRECAUTIONS FOR DOWNLOADING ADD-ON CONTENT FOR NINTENDO Wi-Fi CONNECTION PAY & PLAY

This game allows you to connect to the internet and download add-on content (such as data or services) for Wii Points. Please keep the following in mind when downloading licences for add-on content.

- ▶ The download of add-on content is governed by the Wii Network Services Agreements including the Wii Shop Channel Agreement. For more details please visit <http://wii.nintendo-europe.com/terms>.
- ▶ Add-on content licences are sold by Nintendo.
- ▶ Wii Points (sold separately) are required to download add-on content.
- ▶ For information on how to purchase Wii Points, visit the Wii Shop Channel or the Nintendo website.
- ▶ You can use the Account Activity feature of the Wii Shop Channel to check the names and purchase dates of add-on content that you have downloaded, as well as to check the Wii Points you have used.
- ▶ You can use the Wii Shop Channel to check how many Wii Points you currently have.
- ▶ If you do not have enough Wii Points, you will not be able to purchase an add-on content licence. To make a purchase, add Wii Points from within the Wii Shop Channel.

- ▶ Purchased add-on content licences are saved in the Wii System Memory. If you do not have enough free space in your Wii System Memory to save an add-on content licence, you will not be able to purchase it.
- ▶ Returns, refunds, or exchanges are not possible for add-on content that has been purchased.
- ▶ Once a licence has been purchased for add-on content, the content may be downloaded again at no charge even if you have deleted this content from your Wii System Memory.

## SETTINGS

### 60 Hz (480i) MODE

Many people don't know what the difference between 50 Hz and 60 Hz is, but since most modern TV models support 60 Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (hertz) is related to the number of frames per second (fps) appearing on your screen.

50 Hz produces 25 fps and 60 Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60 Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii console is 50 Hz (576i) Mode. To change this, activate 60 Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60 Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60 Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer.

If, after changing the setting to 60 Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60 Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the **+** Control Pad, and the Wii system will restart in 50 Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.

### EDTV / HDTV (480p) MODE-PROGRESSIVE SCAN

EDTV / HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV / HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50 Hz (576i) Mode. To activate EDTV / HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.



## SYNCHRONISING YOUR WII REMOTE WITH THE WII CONSOLE

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. The **Standard Mode** procedure is used when adding additional Wii Remotes to your system or if you want to re-synchronise your original Wii Remote. This procedure allows the Wii Remote to communicate with the console.

**Standard Mode** – Once synchronised, the Wii Remote will stay synched to the console unless you overwrite this setting by synching the Wii Remote to a different console.

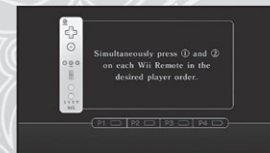
**One Time Mode** – This mode allows you to temporarily use your Wii Remote on a console other than your own or to use a friend's Wii Remote on your console. **It does not delete the Standard Mode setting stored in the Wii Remote.** In this mode, the Wii Remote will only communicate with the console while the power is on. When the power is turned off, the Wii Remote will lose its synch with the console.

- ▶ A Wii console can have up to 16 Wii Remotes synched to it – 10 in **Standard Mode** and 6 in **One Time Mode**.
- ▶ Only a Wii Remote in **Standard Mode** can turn the console power on or off.

## ONE TIME MODE SYNCHRONISATION

**NOTE:** This mode temporarily removes **Standard Mode** synchronisation setup for all Wii Remotes until the power of the Wii console is turned off. When the power is turned back on again, the **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the console.
2. Select the Wii REMOTE SETTINGS option from the **Home Menu Screen**, then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the console. **The order in which you synchronise Wii Remotes will set the player order for multiplayer games.**
4. The Player LED will blink during the synching process. Hold the buttons down until the blinking stops which indicates that the connection is complete.



For more information please refer to the Wii Operations Manual – System Setup.

# INTRODUCTION

The world's greatest music experience is more epic than ever before! Take your band to professional status with *Rock Band™ 3*, featuring new modes, new gameplay, and Pro instruments!

In addition to tons of new music, *Rock Band™ 3* features:

- ▶ All Instruments mode—Play with up to seven band members!
- ▶ New Road Challenges mode—Your band performs songs and challenges on the road trip of a lifetime.
- ▶ Rock Band Pro—A new way to play *Rock Band™* that teaches you the skills to play a real instrument!
- ▶ New Keys—The addition of a keyboard and Pro Keys are perfect for rounding out your ideal band.

Plus more exciting new features in *Rock Band™ 3*:

- ▶ Most songs from other *Rock Band™* titles and the Rock Band™ Music Store can be imported to *Rock Band™ 3* without any re-downloading.
- ▶ Auto-calibrate your game with the wireless Pro Guitars and Drums.
- ▶ Personal menu—Each player can access their own personal menu to access characters, options, and more.

## STARTING TO ROCK

### COMPLETE CONTROLS

#### MENU NAVIGATION

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.

#### WIRELESS FENDER™ STRATOCASTER™ GUITAR CONTROLLER (SOLD SEPARATELY)

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.

- ▶ 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.

#### PRO GUITAR CONTROLLER (SOLD SEPARATELY)

To play professional level guitar, use either the Wireless Fender™ Mustang™ PRO-GUITAR™ Controller or other compatible Pro Guitar controllers. Pro Guitars play like a real six-string guitar. Numbered notes will come down the track and the number tells you what fret to press. Use your fretting hand to press down just behind the fret on the string the note is on. When the note crosses the bar at the bottom of the track, use your strumming hand to play the string. Notes and chords can show up on any of the six strings.

- ▶ The position wave helps you keep track of your fretting fingers' locations. This is really helpful when playing chords.

**NOTE:** To enable Pro Guitar mode, you must be playing with one of the Pro Guitar controllers.

#### DRUMS AND PRO DRUMS (SOLD SEPARATELY)

To play drums or Pro 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.

To enable Pro Drums, attach the Rock Band™ Cymbals (not shown—sold separately) and then go to the Options menu, select DRUM OPTIONS, and then enable Pro Drums. Select the cymbals (yellow, green, and/or blue) that you want to enable. You can change this configuration later as needed.

**IMPORTANT NOTE:** If you run out of USB ports while connecting *Rock Band™* USB-compatible peripherals, you can use any USB hub for additional ports.

#### WIRELESS KEYBOARD (MAY BE SOLD SEPARATELY)

Each of the five white keys, from the C key to the G key, is used on the brand new Wireless Keyboard Controller. The keys are displayed on the track, just like they are for guitar or bass. There's a handy guide on the keyboard to show you where the keys are if you're not an experienced musician.

#### PRO KEYS

Pro Keys are played with the same Wireless Keyboard controller and allow you to play pitch accurate keyboard parts in *Rock Band™ 3*. When playing the Pro Keys, ten white keys are always shown onscreen. Press the corresponding key when it reaches the base of the track. Whenever a key is pushed down, the key lane will light up. This helps you keep your eyes on the screen and not on the Pro Keys controller.

#### OPTIONS

To adjust options, select OPTIONS from your personal menu.

- ▶ Select ALL INSTRUMENTS MODE to allow a guitarist, drummer, bassist, keyboardist, and three vocalists to all play at once.
- ▶ Select INSTRUMENT OPTIONS to customize your instrument-specific options.
- ▶ Select SYSTEM SETTINGS to adjust your audio, screen, calibration, and autosave settings.
- ▶ Select EXTRAS to view the *Rock Band™ 3* credits and link your account with rockband.com. To link your account, make sure you are signed into a profile and then select ACCOUNT-LINKING CODE to be given a code that you can use at www.rockband.com. Additional Terms and Conditions apply.
- ▶ Select MODIFIERS to unlock special content—created especially for the true *Rock Band™* aficionado.

## TV CALIBRATION

To calibrate your system, select CALIBRATION from System Settings in the Options menu. If you have a *Rock Band™* Wireless Fender™ Stratocaster™ Guitar Controller, select CALIBRATE AUTOMATICALLY. Otherwise, select CALIBRATE MANUALLY or select ENTER CALIBRATION NUMBERS to manually set the audio latency compensation by pressing the +Control Pad left or right.

## AUTO CALIBRATION

- ▶ To calibrate your system's audio timing, when you are prompted, hold your *Rock Band™* Wireless Fender™ Stratocaster™ Guitar Controller or Wireless Fender™ Mustang™ PRO-GUITAR™ Controller up to your sound system speaker or TV speaker as close as possible without touching. The volume should be set to a comfortable 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.
- ▶ To calibrate your system's video timing, when you are prompted, hold your *Rock Band™* 3 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.
- ▶ 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

- ▶ Select OPTIONS from the main menu, then select CALIBRATION SETTINGS to proceed to Step 1: AUDIO CALIBRATION.
- ▶ Each time you hear a drum beat, press the **A** Button/strum/hit the green pad in time with the beat you hear.
- ▶ 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.
- ▶ Press the **A** Button. Your system is now calibrated. Test it out!

If you're still having trouble—or if you just want more information about calibration—please visit [www.rockband.com](http://www.rockband.com) and check out the page on calibrating *Rock Band™* 3.

# LEARNING TO ROCK

## TRAINING PRACTICE

In Practice, you aren't being scored, so it's a great way to try out advanced techniques or master a song.

## LEARN AN INSTRUMENT

Learn how to play a real guitar, advanced drums, and a professional level keyboard.

## LEARN A SONG

Learn how to play a specific song with your Pro Guitar or Pro Keys.

## DRUM FREESTYLE

With Drum Freestyle, you can create your own drum tracks. Adjust the BPM by pressing the +Control Pad left or right.

## GUITARIST/BASSIST

- ▶ Plug in your Fender™ Stratocaster™ Guitar Controller (or any other compatible guitar peripheral) and prepare to make some noise!

## SOLOS

- ▶ When you start your solo, the solo indicator appears. The solo indicator keeps track of how many notes you've landed.
- ▶ 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.

## PRO GUITARIST

Take your guitar playing to a professional level.

## DRUMMER

Blow your friends' minds with tricky beats and crazy fills!

## THE BASICS

Keep the beat by hitting the correct colored drum pad when the matching note crosses the target. The wide orange notes are for the kick pedal—step on it when these notes cross the target.

## PRO DRUMMER

Think you're an expert on drums? Try Pro Drums on for size.

**NOTE:** In order to play Pro Drums, you will need to have at least one *Rock Band™* Cymbal attached to your Drum Controller, although for the full rock experience, nothing beats attaching all three *Rock Band™* Cymbals.

## KEYBOARD

Show the world what a true Keyboardist can do!

## PRO KEYS

Make sweet music on Pro Keys using all 15 keys.

## SINGERS

Plug in your USB-compatible microphone and go solo, or sing in harmony with two backup singers.

**NOTE:** You must 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 sing an octave higher or lower, as long as you're singing the right note.

## VOLUME CONTROL

You can control how much—or how little—you hear yourself or the original artist during a song from the VOCAL OPTIONS menu in the pause menu options. You can adjust the volume of all microphones and toggle Vocal Track Volume to reduce the volume of the recorded vocals.

**NOTE:** If you see special percussion notes scrolling on the screen, then whack the microphone against your hand in time with the notes passing through the target.

## ENERGY

Build up your energy meter to go into Overdrive and rack up some serious points, or 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, 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 sky.

## DRUMS

If you see four solid color bars appear on the screen, it's your cue to bust out a drum fill. Drum fills unleash the energy in your energy meter, driving the crowd wild.

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

## VOCALS

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!

## PERSONAL MENU

Each player gets his or her own personal menu that can be accessed at anytime by pressing the + Button.

## QUICKPLAY

### CHOOSE SONGS

From the Quickplay menu, select CHOOSE SONGS to select any of your *Rock Band*® 3 songs, or imported songs from select *Rock Band*® titles. Play solo or with up to six other band members.

## PLAY A SETLIST

From the Quickplay menu, select PLAY A SETLIST to create a setlist with multiple songs for a serious marathon. Play solo or with up to six other band members. To create a setlist, select MAKE A SETLIST and then add your favorite tunes. To find only the exact songs you are looking for press the - Button to change your view settings and apply filters to your song list.

## CREATE A SETLIST

Create your ultimate setlist! After selecting the perfect lineup of songs, you can save your playlist locally or share it with your friends.

## FIND ONLINE PLAYERS

Select PLAY ONLINE from the Quickplay menu. In the Online lobby, you can invite friends to join your band or wait for other online players to be paired with you.

To invite friends to your band, press the + Button to open your personal menu then select ONLINE OPTIONS and then INVITE WII FRIENDS.

If people are taking too long to hop on the bandwagon, press the A Button to play with your current lineup. Once the band is set, select a song, setlist, or party shuffle, and then choose your difficulty level.

## ROAD CHALLENGE

### STARTING YOUR ROAD CHALLENGE

Select START A ROAD CHALLENGE in the Play Now menu. Then you have two options: Choose a Road Challenge (if you already have a band to play with) or Find ONLINE Players (if you're looking to recruit some players).

## SPADES METER

In order to reach ultimate stardom, you need to win over the audience by earning Spades. To gain Spades, complete the game's various goals. You can check out the goals you have already completed in Career.

## CAREER

Visit the Career menu to see the progress you've made. Every song you play in every mode contributes to your Career progression. View rankings, song progress, and see the goals you've accomplished.

## CUSTOMIZE

### CUSTOMIZE BAND

Visit the Customize Band menu to edit your band's details.

### CREATE CHARACTER

Not satisfied with your current bandmates? Kick them out and create some new ones.

## CUSTOMIZE CHARACTER

Customize what your character wears.

## PLAY ONLINE

**ONLINE, NETWORK, CONNECTED AND/OR INTERNET PLAY, FUNCTIONALITY, FEATURES AND SUPPORT FOR ROCK BAND, ROCK BAND 2, ROCK BAND 3, ROCK BAND NETWORK 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, DISCONTINUATION, OR UNAVAILABILITY OF THE ONLINE SERVICES.**

## ROCK BAND™ MUSIC STORE

To access the *Rock Band™* Music Store, select GET MORE SONGS from the main menu.

**NOTE:** Add-on content purchased within *Rock Band™* 3 and stored on an SD card can only be accessed within *Rock Band™* 3. Do not use the Wii menu to manage this content.

**NOTE:** Add-on content transferred to an SD-HC card will no longer work with titles released prior to *Rock Band™* 3. If you wish to play that content in previous *Rock Band™* titles you must re-download the content from the *Rock Band™* 2 music store.

## SONG IMPORT

Visit [www.rockband.com/support](http://www.rockband.com/support) for information about importing songs from other *Rock Band™* titles into *Rock Band™* 3!

## NINTENDO Wi-Fi CONNECTION

With *Rock Band™* 3 it is possible to play via the internet against your friends, or anyone else using Nintendo Wi-Fi Connection Play & Play. In order to use Nintendo WFC Play & Play, you need the following equipment and setup:

### THE THINGS YOU'LL NEED:

Wii console, Wii Remote	1
Wii <i>Rock Band™</i> 3 Disc	1
Broadband internet connection	

### INTERNET CONNECTION USING WIRELESS LAN (WLAN)

- ▶ Access point, or Nintendo Wi-Fi USB Connector (sold separately).
- ▶ Broadband internet connection, such as DSL or cable.

### INTERNET CONNECTION USING LAN (ETHERNET)

- ▶ Wii LAN Adapter (Ethernet), LAN cable (sold separately).
- ▶ Broadband internet connection such as broadband router, or cable.

For detailed instructions concerning connection, please refer to the Wii Operations Manual – Channels & Settings (Wii Settings and Data Management).

### NINTENDO WFC SETTINGS

In order to connect to the Internet, you need to set up your connection to Nintendo Wi-Fi Connection. Go to the Wii Menu, choose Wii OPTIONS, then Wii SETTINGS and finally INTERNET.

Please refer to the Wii Operations Manual – Channels & Settings (Wii Settings and Data Management).

### IF YOU CANNOT CONNECT

If you cannot connect to Nintendo Wi-Fi Connection, error details and an error code will appear on the screen. Please refer to the Troubleshooting section in the Wii Operations Manual – Channels & Settings, or go to [support.nintendo.com](http://support.nintendo.com) for more information.

Nintendo Wi-Fi Connection is an online game-play system provided by Nintendo for people to connect and play games worldwide.

The nickname you use will be seen by others when playing multiplayer games using Nintendo Wi-Fi Connection. Please do not use any nickname that could help identify a user, or that may be offensive to others. Furthermore, it is important that you do your part to keep the service friendly. In particular, you may not use a nickname that is inappropriate, unlawful, harmful, harassing or otherwise objectionable. Please note that inappropriate nicknames will be removed.

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

The Wii Network Services Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and on the Nintendo website at <http://wii.nintendo-europe.com/terms>.

### 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, 28910, 29900, 29901, 29920

UDP Port: 3658, 18000, 18001, 18010

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 add the IP Address of your Wii Console into the DMZ section of your router-please consult your router help files for details on how to do this.

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If you don't have Internet access, or would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

Telephone: **0870 2432435**

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**NOTE:** These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

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# CREDITS

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as performed by Amy Winehouse  
courtesy of Mercury Records Limited under license from Universal Music Enterprises  
Written by Amy Winehouse  
Published by WB Music Group Music Inc. (BMI)

### CAUGHT IN A MOSH

as performed by Anthrax  
courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises  
Written by Joseph Bellardini, Frank Bello, Charlie Benante, Scott Rosenfeld and Daniel Spitz  
Published by NFP Music (ASCAP), Universal Music - Z Tunes Llc. (ASCAP)

### ONE ARMED SCISSOR

as performed by At the Drive-In  
courtesy of Fearless Records  
Written by Tony Hajjar, Omar Rodriguez, Cedric Bixler, Pablo Hinojos, and Jim Ward  
Published by EMI April Music Inc. (ASCAP) and EMI Foray Music (SESAC)

### BEAST AND THE HARLOT

as performed by Avenged Sevenfold  
courtesy of Warner Bros. Records. By arrangement with Warner Music Group Video Game Licensing  
Written by Zachary Baker, James Sullivan, Brian Haner Jr. and Matthew Sanders  
Published by EMI APRIL MUSIC INC. (ASCAP)

### ROCK LOBSTER

as performed by The B-52s  
courtesy of Island Records, Inc. under license from Universal Music Enterprises. Courtesy of Warner Bros. Records Inc. By arrangement with Warner Music Group Videogame Licensing  
Written by Ricky Wilson, Cynthia Wilson, Keith Strickland, Fred Schneider and Kate Pierson  
Published by EMI April Music Inc. (ASCAP) and EMI Blackwood Music Inc. (BMI), Distilled Music

### GOOD VIBRATIONS (LIVE)

as performed by The Beach Boys  
courtesy of Capitol Records. Under license from EMI Film & Television Music  
Written by Mike Love and Brian Wilson  
Published by Irving Music, Inc. (BMI)

### IN A BIG COUNTRY

as performed by Big Country  
courtesy of Mercury Records Limited under license from Universal Music Enterprises  
Written by Stuart Adamson, Mark Brzezicki, Tony Butler and Bruce Watson  
Published by EMI Virgin Music, Inc. (ASCAP)

### HEART OF GLASS

as performed by Blondie  
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Written by Debbie Harry and Chris Stein  
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as performed by Bob Marley & The Wailers  
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### FALSE ALARM

as performed by The Bronx  
courtesy of Wichita Recordings  
Written by Matt Caughthran, Joby Ford, James Tweedy, and Jorma Wik  
Published by Universal Music - Z Tunes Llc. (ASCAP), Elvis The Other White Meat (ASCAP)

### 25 OR 6 TO 4

as performed by Chicago  
courtesy of Rhino Entertainment / Chicago Music. By arrangement with Warner Music Group Video Game Licensing  
Written by Robert Lamm  
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### JUST LIKE HEAVEN

as performed by The Cure  
courtesy of Elektra Entertainment Group. By arrangement with Warner Music Group Video Game Licensing. Courtesy of Fiction Records/Polydor Limited under license from Universal Music Enterprises  
Written by Simon Gallup, Robert Smith, Porl Thompson, Laurence Tolhurst, and Boris Williams  
Published by Fiction Songs Ltd., Universal - MGB Songs (ASCAP)

### SPACE ODDDITY

as performed by David Bowie  
courtesy of RZO Music  
Written by David Bowie  
Published by TRO - Essex Music International, Inc. (ASCAP)

### SMOKE ON THE WATER

as performed by Deep Purple  
courtesy of Warner Bros. Records. By arrangement with Warner Music Group Video Game Licensing. Licensed courtesy of EMI Records Ltd.  
Written by Ritchie Blackmore, Ian Gillan, Roger Glover, Jon Lord and Ian Paice  
Published by Glenwood Music Corp. (ASCAP)

### FOOLIN

as performed by Def Leppard  
courtesy of Universal International Music, B.V. under license from Universal Music Enterprises  
Written by Robert Lange, Stephen Clark, and Joseph Elliott, Richard Allen, Rick Savage and Peter Willis  
Published by Out-Of-Pocket-Prod. Ltd., Universal Polygram Int. Publ., Inc. (ASCAP), Primary Wave Def Lepp (ASCAP)

### WHIP IT

as performed by Devo  
courtesy of Devo  
Written by Gerald Casale and Mark Mothersbaugh  
Published by EMI Virgin Songs, Inc. (BMI)

### RAINBOW IN THE DARK

as performed by Dio  
courtesy of Warner Bros. Records. By arrangement with Warner Music Group Video Game Licensing  
Written by Vinny Appice, Jimmy Bain, Vivian Campbell and Ronnie James Dio  
Published by AppiceMusic. Niji Music

### WALK OF LIFE

as performed by The Dixie Straits  
courtesy of Warner Bros. Records. By arrangement with Warner Music Group Video Game Licensing  
Written by Mark Knopfler  
Published by Straitjacket Songs Ltd., Almo Music Corp. (ASCAP)

### CHINA GROVE

as performed by The Doobie Brothers  
courtesy of Warner Bros. Records. By arrangement with Warner Music Group Video Game Licensing  
Written by Tom Johnston  
Published by Warner/Chappell Music, Inc., Warner-Tamerlane Publishing Corp. (BMI)

### BREAK ON THROUGH (TO THE OTHER SIDE)

as performed by The Doors  
courtesy of Elektra Entertainment Group. By arrangement with Warner Music Group Videogame Licensing  
Written by The Doors  
Published by Doors Music Company

### KING GEORGE

as performed by Dover  
courtesy of EMI Music Spain, SA  
Written by Cristina Llanos and Amparo Llanos  
Published by Pizca Pop S.L. (SGAE), Warner/Chappell Music Spain, S.A. (SGAE), WB Music Corp.

### THE KILLING MOON

as performed by Echo and The Bunnymen  
courtesy of Warner Music UK. By arrangement with Warner Music Group Video Game Licensing  
Written by Ian McCulloch, Leslie Thomas Pattinson, Peter Louis Vincent de Freitas, and William Seargent  
Published by Warner/Chappell Music, Inc., Zoo Music Ltd., WB Music Corp.

### SATURDAY NIGHT'S ALRIGHT FOR FIGHTING

as performed by Elton John  
courtesy of Mercury Records Limited under license from Universal Music Enterprises  
Written by Elton John and Bernie Taupin  
Published by Dick James Music Ltd., Universal - Songs of Polygram Int., Inc. (BMI)

### MIDLIFE CRISIS

as performed by Faith No More  
courtesy of London - Sire Records Ltd. By arrangement with Warner Music Group Video Game Licensing  
Written by Bill Gould, Michael Bordin, Roddy Bottum, Michael Patton and James Martin  
Published by Big Thrilling/Vomit God Music (ASCAP)

### HEY MAN NICE SHOT

as performed by Filter  
courtesy of Warner Bros. Records Inc., Reprise Records. By arrangement with Warner Music Group Video Game Licensing  
Written by Richard Patrick  
Published by EMI Blackwood Music Inc. (BMI)

### YOSHIMI BATTLES THE PINK ROBOTS PT. 1

as performed by The Flaming Lips  
courtesy of Warner Bros. Records Inc. By arrangement with Warner Music Group Video Game Licensing  
Written by Dave Fridmann, Wayne Coyne, Steven Drozd and Michael Ivins  
Published by EMI Blackwood Music Inc. (BMI)

### COLD AS ICE

as performed by Foreigner  
courtesy of Atlantic Recording Corp. By arrangement with Warner Music Group Video Game Licensing  
Written by Mick Jones and Louis Grammatico  
Published by Somerset Songs Publishing, Inc.

### RADAR LOVE

as performed by Golden Earring  
courtesy of Geffen Records under license from Universal Music Enterprises  
Written by Barry Hay and George Kooymans  
Published by Sony/ATV Tunes LLC (ASCAP) o/b/o Snarmyook/Sony/ATV Music Publishing Holland (BUMA)

### KILLING LONELINESS

as performed by H.I.M.  
courtesy of Warner Bros. Records, Sire Records. By arrangement with Warner Music Group Video Game Licensing  
Written by Ville Valo  
Published by EMI Blackwood Music Inc. (BMI)

### POWER OF LOVE

as performed by Huey Lewis and The News  
courtesy of Capitol Records. Under license from EMI Film & Television Music  
Written by Johnny Colla, Chris Hayes and Huey Lewis  
Published by Warner/Chappell Music, Inc., WB Music Corp. (ASCAP), Huey Lewis Music (ASCAP), Kinda Blue Music (ASCAP), Cause And Effect Music (ASCAP)

### VIVA LA RESISTANCE

as performed by Hypervnova  
courtesy of Narnack Records by arrangement with The Orchard  
Written by Ramin Seyed Emami  
Published by Narnack (BMI)

### OH MY GOD

as performed by Ida Maria  
courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises  
Written by Ida Svendsen  
Published by EMI Blackwood Music Inc. (BMI)

### NEED YOU TONIGHT

as performed by INXS  
courtesy of Atlantic Recording Company. By arrangement with Warner Music Group Video Game Licensing. Courtesy of Warner/Chappell Music  
Written by Andrew Farris and Michael Hutchence  
Published by Warner/Chappell Music, Inc., Chardonnay Investments LTD. (APRA) & XL Publishing Pty LTD. (APRA), WB Music Corp. (ASCAP)

### CENTERFOLD

as performed by J. Geils Band  
courtesy of Capitol Records. Under license from EMI Film & Television Music  
Written by Seth Justman  
Published by Pal-Park Music (ASCAP), Almo Music Corp. (ASCAP)

### I GOT YOU (I FEEL GOOD)

as performed by JAMES BROWN  
courtesy of Universal Records under license from Universal Music Enterprises  
Written by James Brown  
Published by Fort Knox Music, Inc.

### BEEEN CAUGHT STEALING

as performed by Jane's Addiction  
courtesy of Warner Bros. Records Inc. By arrangement with Warner Music Group Video Game Licensing  
Written by Eric Avery, Perry Farrell, David Navarro and Stephen Perkins  
Published by Orange Bubbly Stuff Music, Embryotic Music (BMI), I Hit You Back Music (BMI), Swizzlestick Music (BMI), Irving Music, Inc. (BMI)

### CROSTOWN TRAFFIC

as performed by Jimi Hendrix  
courtesy of Experience Hendrix LLC/MCA Records under license from Universal Music Enterprises  
Written by Jimi Hendrix  
Published by Experience Hendrix, L.L.C.

### I LOVE ROCK N ROLL

as performed by Joan Jett and The Blackhearts  
courtesy of Blackheart Records Group  
Written by Alan Merrill and Jake Hooker  
Published by Finchley Music Corporation

### IMAGINE

as performed by John Lennon  
courtesy of Capitol Records. Under license from EMI Film & Television Music  
Written by John Lennon  
Published by EMI Blackwood Music, Inc. (BMI)

### ME ENAMORA

as performed by Janes  
courtesy of Universal Music Latino under license from Universal Music Enterprises  
Written by Juan Esteban Aristizabal  
Published by PeerMusic III Ltd. (BMI), Songs of Camaleon (BMI)

### FREEBIRD (LIVE)

as performed by Lynyrd Skynyrd  
courtesy of Geffen Records under license from Universal Music Enterprises  
Written by Allen Collins and Ronnie Van Zant  
Published by Songs of Universal, Inc. (BMI), Longitude Music (BMI)

### OYE MI AMOR

as performed by Mana  
courtesy of Warner Music Mexico/Warner Music Latina. By arrangement with Warner Music Group Video Game Licensing  
Written by Fher Olvera and Alex Gonzalez  
Published by Tulum Music (ASCAP), Big Cojones Music (ASCAP), WB Music Corp.

**THE BEAUTIFUL PEOPLE**

as performed by Marilyn Manson  
courtesy of Interscope Records under license from Universal Music Enterprises  
Written by Brian Warner and Jeordie White  
Published by Dinger and Ollie Music (BMI)/Blood Heavy Music (BMI)/Songs of Golgotha (BMI), HoriPro Entertainment Group, Inc.

**COMBAT BABY**

as performed by Metric  
courtesy of EMI Records / Rhino Independent. By arrangement with Warner Music Group Video Game Licensing  
Written by Emily Haines and James Shaw  
Published by Chrysalis Music (ASCAP)

**OUTER SPACE**

as performed by the Muffs  
courtesy of the Muffs  
Written by Kimberly Shattuck  
Published by Circus Sized Peanuts (ASCAP) c/o The Bicycle Music Company

**SISTER CHRISTIAN**

as performed by Night Ranger  
courtesy of Geffen Records under license from Universal Music Enterprises  
Written by Kelly Keagy  
Published by His. D Music (BMI) & Rough Play Music (BMI) c/o The Bicycle Music Company

**CRAZY TRAIN**

as performed by Ozzy Osbourne  
courtesy of Atlantic Records  
Written by Osbourne, Rhoads and Daisley  
Published by Blizzard Music Limited

**MISERY BUSINESS**

as performed by Paramore  
courtesy of Atlantic Recording Corp. / Fueled By Ramen. By arrangement with Warner Music Group Video Game Licensing  
Written by Josh Farro and Hayley Williams  
Published by Warner/Chappell Music, Inc., WB Music Corp. (ASCAP), But Father, I Just Want To Sing Music (ASCAP), FBR Music (ASCAP), Josh's Music (ASCAP)

**LLAMA**

as performed by Pish  
courtesy of Elektra Entertainment. By arrangement with Warner Music Group Video Game Licensing  
Written by Troy Anastasio  
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**LISSO**

as performed by Phoenix  
courtesy of Glassnote Records  
Written by Laurent Mazzalai, Christian Mazzalai, Thomas Croquet and Frederic Moulin  
Published by GhettoBlaster S.A.R.L. administered by Kobalt Music Publishing America, Inc.

**DON'T STAND SO CLOSE TO ME**

as performed by The Police  
courtesy of A&M Records, Ltd. Under license from Universal Music Enterprises  
Written by Sting  
Published by EMI Blackwood Music Inc. (BMI)

**ANTIBODIES**

as performed by Poni Hoax  
courtesy of Tigersushi Records  
Written by Amaud Roulin, Frederic Soulard, Laurent Bardainne, Nicolas Langlois, Nicolas Villebrun and Vincent Taeger  
Published by Sony/ATV Music Publishing c/o Sony/ATV Music Publishing France and Tigersushi (JN2B)

**SOMETHING BIGGER SOMETHING**

as performed by Pretty Girls Make Graves  
courtesy of Matador Records  
Written by Derek Fudescio, Jason Clark, Nathan Johnson, Nicholas Dewitt, and Andrea Zollo  
Published by Mattitude Music LLC

**JERRY WAS A RACE CAR DRIVER**

as performed by Primus  
courtesy of Interscope Records under license from Universal Music Enterprises  
Written by Les Claypool, Reid LaLonde and Tim Alexander  
Published by Sturgeon (BMI)

**BOHEMIAN RHAPSODY**

as performed by Queen  
Licensed courtesy of Queen Productions Limited/EMI Records  
courtesy of EMI Records  
Written by Freddie Mercury  
Published by Glenwood Music Corp. (ASCAP)

**NO ONE KNOWS**

as performed by Queens of the Stone Age  
courtesy of Interscope Records under license from Universal Music Enterprises  
Written by Josh Homme, Mark Lanegan and Nick Oliver  
Published by Warner-Tamerlane Publishing Corp. (BMI), Board Staff Music (BMI), Ripplestick Music (BMI), Natural Light Music (BMI), EMI Blackwood Music Inc. (BMI)

**DJ HAST**

as performed by Rammstein  
courtesy of Motor Music GmbH under license from Universal Music Enterprises  
Written by Richard Kruse, Heiko Landers, Till Lindemann, Christian Lorenz, Oliver Riedel, and Christoph Schneider  
Published by TamTam Fialik Musikverlag, Inh Emanuel Fialik, Kobalt Music Publishing America, Inc., Discoton Musik Ed. GmbH, Universal Music - MGB Songs (ASCAP)

**I WANNA BE SEDATED**

as performed by The Ramones  
courtesy of Warner Bros. Records Inc., Sire Records Company. By arrangement with Warner Music Group Video Game Licensing  
Written by Doug Colvin, John Cummings and Jeff Hyman  
Published by Warner/Chappell Music, Inc. WB Music Corp. (ASCAP) Taco Tunes (ASCAP)

**LAST DANCE**

as performed by The Raveonettes  
courtesy of Vice Music, Inc. by arrangement with The Orchard  
Written by Sune Rose Wagner and Thomas Troelsen  
Published by Juvenile Delinquent Music (ASCAP) administered by Kobalt Music Publishing America, Inc., Troelsen Publishing (ASCAP)

**PORIONS FOR FOXES**

as performed by Rilo Kiley  
courtesy of Warner Bros. Records  
Written by Jenny Lewis and Blake Sennett  
Published by Deprecious Music (BMI), Wonderful Pony Music (BMI) Big Blue Boat Music (BMI), BB Lindstrom (BMI). By arrangement with Warner Music Group Video Game Licensing

**DON'T BURY ME... I'M STILL NOT DEAD**

as performed by Riverboat Gamblers  
courtesy of Volcom Entertainment  
Written by Faci El-Assad, Patrick Lillard, Ian MacDougall and Michael Wiebe  
Published by Gambler Rich Entertainment

**THE LOOK**

as performed by Roxette  
courtesy of EMI Music Sweden, AB  
Written by Per Hakan Gessle  
Published by Jimmy Fun Music, Sony/ATV Melody

**BEFORE I FORGET**

as performed by Slipknot  
courtesy of Roadrunner Records  
Written by Nathan Jordison, Corey Taylor, Paul Gray, James Root, Michael Crahan, Chris Fehn, Mickael Thomson, Sid Wilson and Craig Jones  
Published by EMI April Music Inc. (ASCAP)

**WALKING ON THE SUN**

as performed by Smash Mouth  
courtesy of Interscope Records under license from Universal Music Enterprises  
Written by Gregory Camp, Paul Delisle, Steven Harwell, and Kevin Lannello  
Published by Warner/Chappell Music, Inc., Warner-Tamerlane Publishing Corp. (BMI), Squish Moth Music (BMI)

**STOP ME IF YOU THINK YOU'VE HEARD THIS ONE BEFORE**

as performed by The Smiths  
courtesy of Warner Music UK. By arrangement with Warner Music Group Video Game Licensing  
Written by Johnny Marr and Steven Morrissey  
Published by Warner/Chappell Music, Inc., Artemis Muziekuitgeverij B.V. (BUM/STE), Universal Music Publishing Limited (GB) (PRS), Marr Songs Ltd., Universal - PolyGram Int. Publ., Inc. (ASCAP)

**LIVING IN AMERICA**

as performed by The Sounds  
courtesy of Warner Music Sweden. By arrangement with Warner Music Group Video Game Licensing  
Written by Jesper Anderberg, Johan Bengtsson, Maja Ivarsson, Frederick Nilsson and Felix Rodriguez  
Published by Chrysalis One Music (ASCAP)

**IN THE MEANTIME**

as performed by Spacehog  
courtesy of Atlantic Recording Company, Elektra Entertainment Group. By arrangement with Warner Music Group Video Game Licensing  
Written by Royston Langdon  
Published by Hog Space Music

**FLY LIKE AN EAGLE**

as performed by Steve Miller Band  
courtesy of Capitol Records. Under license from EMI Film & Television  
Written and composed by Steve Miller  
Published by Sailor Music (ASCAP)

**PLUSH**

as performed by Stone Temple Pilots  
courtesy of Atlantic Recording Corp.. By arrangement with Warner Music Group Video Game Licensing  
Written by Dean DeLeo, Robert DeLeo, Eric Kretz and Scott Weiland  
Published by MilkSongs (ASCAP), Universal Music Corp. (ASCAP), Triple Kaul Noplatie Muzak (ASCAP) administered by Bug

**THIS BASTARD'S LIFE**

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**EVERYBODY WANTS TO RULE THE WORLD**

as performed by Tears For Fears  
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Written by Chris Hughes, Roland Orzabal and Ian Stanley  
Published by EMI Virgin Songs, Inc. (BMI)

**THE CON**

as performed by Tegan and Sara  
courtesy of Warner Bros. Records, Sire Records Company. By arrangement with Warner Music Group Video Game Licensing  
Written by Tegan Quin and Sara Quin  
Published by Naked In A Snowsuit Publishing (SOCAN)

**DEAD END FRIENDS**

as performed by Them Crooked Vultures  
courtesy of Interscope Records under license from Universal Music Enterprises  
Written by John Baldwin, Dave Grohl and Josh Homme  
Published by Warner/Chappell Music, Inc., Cap Three LTD (PRS), Warner-Tamerlane Publishing Corp. (BMI), The Redundancy Corporation of Redundancy (BMI), NU Twelve Music (BMI), Songs Of Universal, Inc. (BMI)

**HUMANOID**

as performed by Tokio Hotel  
courtesy of Interscope Records under license from Universal Music Enterprises  
Written by Patrick Benzner, David Jost, Dave Roth and Tom Kaulitz  
Words by Patrick Benzner, David Jost, Dave Roth and Bill Kaulitz  
Published by Benzner Publishing, Emma's Park Music, Jost Music Publishing, Edition Hotelbar, Kobalt Music Publishing America, Inc.

**I NEED TO KNOW**

as performed by Tom Petty and The Heartbreakers  
courtesy of Gone Gator Records by arrangement with Wixen Music Publishing, Inc.  
Written by Tom Petty  
Published by Tarka Music, Almo Music Corp. (ASCAP)

**20TH CENTURY BOY**

as performed by T. Rex  
courtesy of Spirit Music Group Inc. o/b/o Spirit Services Holdings, S.a.r.l.  
Written by Marc Bolan  
Published by Spirit One Music o/b/o Spirit Services Holdings, S.a.r.l.

**GET FREE**

as performed by The Vines  
courtesy of Capitol Records. Under license from EMI Film & Television Music  
Written by Craig Nicholls  
Published by Mushroom Music Pty. Ltd. (APRA), Sony/ATV Tunes LLC (ASCAP), Ivy League, Sony/ATV Music Publishing LLC

**LOW RIDER**

as performed by WAR  
courtesy of Avenue Records  
Written by Sylvester Allen, Harold Brown, Morris Dickerson, Jerry Goldstein, Le Roy Jordan, Charles Miller, Lee Oskar and Howard Scott  
Published by Far Out Music, Inc. (ASCAP), Universal - PolyGram Int. Publ., Inc. (ASCAP)

**WEREWOLVES OF LONDON**

as performed by Warren Zevon  
courtesy of Elektra Entertainment Group. By arrangement with Warner Music Group Video Game Licensing  
Written by Warren Zevon, LeRoy Marinell and Robert Wachtel  
Published by Zevon Music, Tiny Tunes, Leadsheet Land Music

**THE HARDEST BUTTON TO BUTTON**

as performed by The White Stripes  
courtesy of Third Man Records/XL Recordings  
Written by Jack White III  
Published by Peppermint Stripe Music

**HERE I GO AGAIN**

as performed by Whitesnake  
courtesy of Geffen Records under license from Universal Music Enterprises  
Written by David Coverdale and Bernie Marsden  
Published by Warner/Chappell Music, Inc., C.C. Songs LTD. (PRS), WB Music Corp., EMI Virgin Songs, Inc. d/b/a EMI Longitude Music (BMI)

**I CAN SEE FOR MILES**

as performed by The Who  
courtesy of Polydor Records Ltd. (U.K.) under license from Universal Music Enterprises  
Written by Peter Townshend  
Published by Naked In A Snowsuit Publishing (SOCAN)

**ROUNDABOUT**

as performed by Yes  
courtesy of Atlantic Recording Company. By arrangement with Warner Music Group Video Game Licensing  
Written by Jon Anderson and Steve Howe  
Published by Topographic Music Ltd. (ASCAP), WB Music Corp.

**SIMPLETON**

as performed by The Acrobats  
courtesy of Susspool Records  
Written by C. Wismuller and D. Sussmann  
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as performed by Choo Choo la Rouge  
 courtesy of KIAM Records  
 Written by Vincent Scorziello, Chris Lynch, and Jon Langmead  
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**EVERYTHING I HATE ABOUT MYSELF**

as performed by Death of the Cool  
 Written by Izzy Maxwell  
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**MORE**

as performed by Down June  
 Written by Kristin Clow Sawyer  
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**BLINK**

as performed by Father Octopus  
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**SIGNS**

as performed by Giant Target  
 Written by Aaron Price, Caleb Wheeler, Daniel Chace, and Phillip Hunt  
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**BURIED ALIVE**

as performed by The Holepunch Generation  
 courtesy of Audiobulb Records  
 Written by Patrick Balthrop  
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**OSPREY**

as performed by LOON  
 Written by Anne Marie Titaric, Paul Lyons, and Mis Zill  
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**TEN KINGDOMS**

as performed by Megasus  
 courtesy of Wild Power/20 Buck Spin  
 Written by Ryan Lesser, Paul Lyons, Jason Kendall, and Brian Gibson  
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as performed by Milquetoast & Co.  
 Written by James McAndrew, Robin Ryczek, Bill Whitney,  
 Joe Mageary, and Francis Quinn  
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**RIPPING THROUGH LIFE**

as performed by Soul Remnants  
 Written by Tom Preziosi, Mitch Fletcher, and Brett Jean  
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**FLYTRAP**

as performed by Spirit Kid  
 courtesy of RPL Audio  
 Written by Emeen Zarookian  
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**THIS WAR WILL NEVER START**

as performed by Steve Pardo  
 Written by Steve Pardo  
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**WE HAVE ARRIVED**

as performed by Taxpayer  
 Written by Taxpayer  
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**DISCO CITY**

as performed by That Handsome Devil  
 Written by Christian Oppel and Jeremy Page  
 © 2009 Glum Merry-maker (BMI)

**TRASH CANDY**

as performed by Tijuana Sweetheart  
 Written by Helen "The Hellion" McWilliams (BMI)  
 © 2009 Tijuana Sweetheart

**The PEGI age rating system:**

Age Rating categories:  
 Les catégories de tranche d'âge:



**Note:** There are some local variations!  
**Note:** Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:  
 Description du contenu:



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

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