

**FPO**  
**Outside Back Cover**

**FPO**  
**Outside Front Cover**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET 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**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**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 - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **⚠ 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 tendinitis, 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.

### **⚠ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



Wireless DS  
Multi-Card  
Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**

### **CAUTION - Stylus Use**

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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# ROCKBAND™



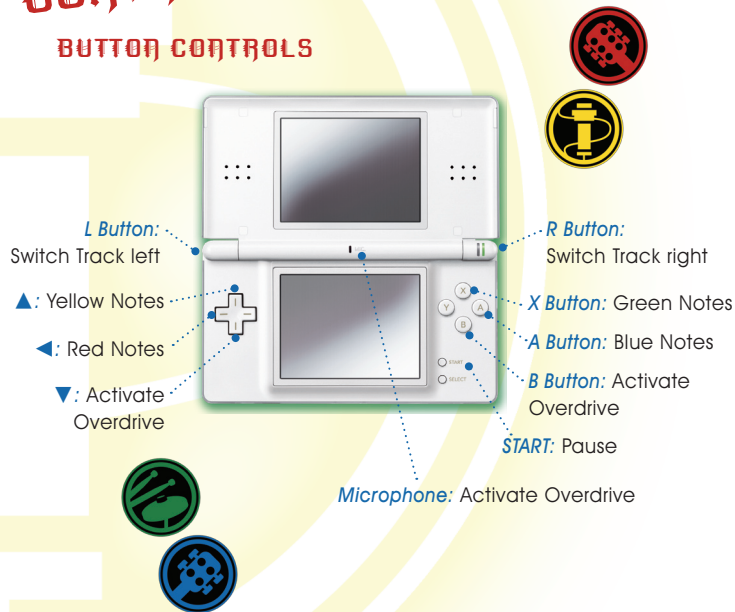
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# GETTING STARTED

1. Turn OFF the Nintendo DS™ system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.)
2. Insert the **LEGO® Rock Band™** Game Card into the Game Card slot on the back of the Nintendo DS™ and push until it clicks into place. The label should face toward the bottom of the Nintendo DS™ system.
3. Turn ON the Nintendo DS™ system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the **LEGO® Rock Band™** panel on the Touch Screen to start the game. (If your Nintendo DS™ system is set to Auto Mode, you won't have to perform this step. See your Nintendo DS™ System Instruction Booklet for details.)
5. *Optional:* For an awesome listening experience, plug in your earbuds or headphones.
6. The game title sequence and Main Menu will appear. Follow the instructions on the screen to continue.

# CONTROLS

## BUTTON CONTROLS



## STYLUS CONTROLS

LEGO® *Rock Band*™ is best played with the buttons, but you can also play using the Nintendo DS™ Touch Screen and stylus.

- **NOTES:** Touch the target as the note crosses it at the bottom of the track.
- **SUSTAINED NOTES:** Touch the target as the note crosses it and continue to hold until the tail of the note has passed the target.
- **CHORDS:** Slide the stylus across the target. Start your slide on one note and swipe a short way toward the other note.
- **SUSTAINED CHORDS:** Start your swipe on one note and slide a short way toward the other note while keeping the stylus in contact with the screen. Keep holding down the stylus until the tails of the notes have passed the target.

**Note:** Playing the notes using the Touch Screen can be a little tricky when you get to higher difficulty levels. If you find that playing this game with the stylus is too hard, try using the buttons.



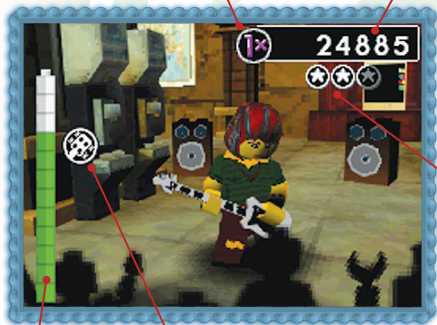
## MAIN MENU

- **QUICKPLAY:** Quickplay lets you jump right into the game!
- **TOUR:** Create your band and head into the LEGO® *Rock Band*™ world. Unlock clubs as you gain recognition and build up your fan base to become the greatest band in the universe!
- **TRAINING:** These tutorials teach the basics, what's new, and how to maximize your score.
- **MULTIPLAYER:** You can play LEGO® *Rock Band*™ with up to three friends who have their own Nintendo DS™ systems and copies of the game.
- **OPTIONS:** Change in-game volumes, track settings, and language.
- **CREDITS:** See the names of the people who brought you LEGO® *Rock Band*™. You can also visit [www.LEGORockBandgame.com](http://www.LEGORockBandgame.com) to see the game credits.



# GAME SCREEN

## TOP SCREEN



SCORE MULTIPLIER

POINTS

STARS

CROWD METER

INSTRUMENT ICON



- **POINTS:** Shows your score.

- **SCORE MULTIPLIER:** Hit Purple Bricks on each of the tracks to increase your multiplier. To double your multiplier, activate Overdrive.

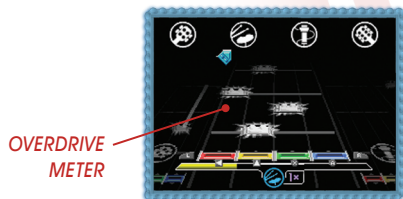
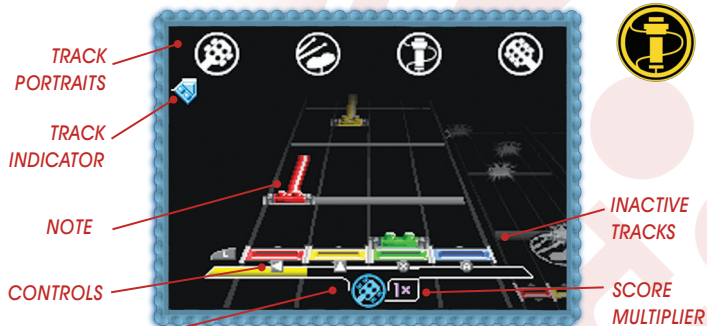
- **STARS:** The better you play, the more stars you earn!

- **CROWD METER:** Measures the vibe of the crowd. Play well to keep the bar green.

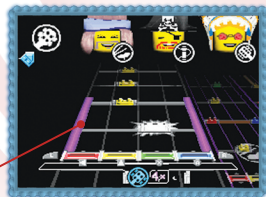
- **INSTRUMENT ICON:** Your instrument's icon moves up and down on the Crowd Meter to show how well you're playing.



## BOTTOM SCREEN



PURPLE BRICK METER



- **TRACK PORTRAITS:** These displays represent the instrument tracks. When you hit a purple brick on the track, the portrait changes from the large instrument icon to your LEGO® bandmate's head.

- **TRACK INDICATOR:** Shows which track you're playing.

- **NOTE:** To hit a note, press the corresponding button as the note crosses the target.

- **CONTROLS:** These icons show which buttons to press to hit the notes and switch tracks.

- **TARGET:** Notes cross over the target at the time that they play in the song. Watch the target to help time your button presses.

- **INACTIVE TRACKS:** Use the *L Button* or *R Button* to switch to the inactive instrument track you want to play.

- **SCORE MULTIPLIER:** Shows how much your score is multiplied during Overdrive and Band Groove.

- **OVERDRIVE METER:** Hit sequences of white glowing notes to fill this meter. When the meter is at least half full, you can activate Overdrive.

- **PURPLE BRICK METER:** Play well enough to fill up these purple bars, and a Purple Brick will appear. Hit the Purple Brick to get big points!

# NOTES

Your goal in *LEGO® Rock Band™* is to hit as many notes as you can. To play a note, press the correct button as the note crosses the target at the bottom of the track. There are a few different types of notes you can play.

- **SINGLE NOTE:** Press the button as the note crosses the target.
- **CHORD:** Press both buttons as the pair of notes crosses the target.
- **SUSTAINED NOTES:** Press the button and continue holding it down until the sustained note's tail has passed the target.
- **OVERDRIVE NOTES:** These appear as sequences of glowing white notes on the track. Hit all the notes in the sequence to help fill the Overdrive Meter.
- **PURPLE BRICKS:** To max out your score, you'll need to hit special notes called Purple Bricks. As you hit the notes, you'll see the Purple Brick Meter fill up along your track's rails. When the meter is full, a Purple Brick will appear on the track. Hit it, and you'll see your band member celebrate.



# BAND GROOVE

The first Purple Brick you hit on each track will increase your score multiplier by 1. Once you've hit a Purple Brick on all tracks, you go into Band Groove!

In Band Groove, your multiplier becomes x6 (or x12 if you activate Overdrive), meaning you can earn some serious scores.

To maintain Band Groove, keep switching tracks, earning Purple Bricks, and playing them. You'll know which track to switch to during Band Groove because the track portrait will flash.

# OVERDRIVE

When your Overdrive Meter is at least half full, you can activate Overdrive. It doubles your score multiplier, so you can get really high scores! There are three ways to activate Overdrive: sing (or blow) into the microphone, press the **B Button**, or press the **+Control Pad** ▼.



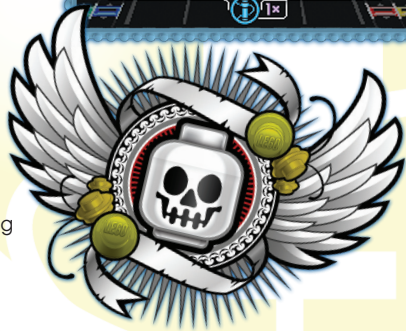
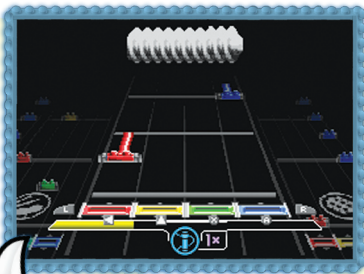


## LEGO RECOVERY MODE

In a regular song, if you are struggling and your Crowd Meter drops to the bottom, you'll lose some of your score. Don't worry if this happens! You'll enter LEGO Recovery Mode, which gives you a chance to win that score back.

During LEGO Recovery Mode, hit as many of the next ten notes as you can to fill up the Stud Bar.

**Note:** Head over to Training where you can learn everything you need to know to become the ultimate LEGO Rocker.



## SELECT SONG MENU

The Select Song Menu lets you select songs to play. This menu appears in Quickplay, Multiplayer Quickplay, Practice Mode, and the Tour's "Make a Setlist" gigs. All Select Song Menus work in similar ways:

- **CHANGE SORTING:** Press the **Y Button** to change how the songs are sorted—by difficulty, title, artist, decade, or genre.
- **CHANGE CLUB:** Once you've unlocked clubs in the Tour, you can press **SELECT** in Quickplay to choose the club where you want to play.
- **RANDOM SONG:** Select this to have a song chosen for you at random.
- **MAKE A SETLIST:** When you make a setlist, you can choose as many as 25 songs to play, one after the other. When you've chosen the songs you want to play, select **PLAY SETLIST** or press the **X Button** to jump into the game.



• **SELECT DIFFICULTY:** Once you have selected a song, setlist, or gig to play, you'll select the difficulty level:

- Super Easy:** You can't fail. Only green and yellow notes appear.
- Easy:** All four note colors are used for each instrument, but they still appear as spaced out as in Super Easy.
- Medium:** You start playing chords.
- Hard:** You see more notes and more complicated note patterns.
- Expert:** Every note in the song is playable!



## TOUR MODE

The first time you select *TOUR*, you'll be introduced to your band. You can change something about your band later on by returning to the Tour Menu.

### CONTINUE TOUR

Select *CONTINUE TOUR* to proceed to the Garage, where all your cool LEGO® vehicles are housed. Unlock and purchase more vehicles to progress through Tour mode.

Select a purchased vehicle to see all the clubs it can take you to.



- **SELECT CLUB:** Select the club where you want to play. There are special clubs called Rock Power Challenges that you'll unlock when you've played all the gigs of particular vehicles.

- **SELECT GIG:** This lists all the gigs (songs and setlists) you can play at that club.

## STAGE

- **PRACTICE:** This option lets you play songs at any difficulty without interruption from LEGO Recovery Mode so you can master them before your big gig.

- **TRAINING:** Choose from three different lessons.



## ROCK SHOP

Customize your band to your heart's content. You'll find **COSTUMES, HATS & HAIR, HEADS, TOPS, LEGS,** and **INSTRUMENTS** for all four bandmates. The more you play through the Tour, the more you'll unlock.

You can use items that have a checkmark next to them. Otherwise, use the LEGO Studs you have earned from your gigs to buy new items.



## OFFICE

- **HIRE STAFF:** As you play through the Tour, you'll attract staff for hire. These important people can earn you extra Studs and increase your fan base.

- **BAND DETAILS:** Every band needs a name! This is where you get to choose yours.

- **START OVER:** Reset your band, high scores, and den to their original settings.

## LOUNGE

- **CUSTOMIZE DEN:** Customize your den however you want. As you progress through the Tour, you unlock new items. To place a new item, select the item type from the Customize Den Menu, then pick the specific item you think is the coolest.



- **WATCH TV:** Watch the cinematics you have unlocked.

## ROCK POWER CHALLENGES

Rock Power Challenges have different rules than regular songs. They are like a series of solos. You don't switch tracks; instead, you play sections of the song as they move down the track.

In a Rock Power Challenge, if the Crowd Meter drops to zero, you fail the challenge. Don't worry—you can always start again.

If you find a particular challenge too hard, you can always lower the difficulty.

## MULTIPLAYER

Up to four players can participate in a local wireless multiplayer game. In a multiplayer game, you don't have to worry about track switching. Each band member has his or her own instrument to play.

- To start a multiplayer game, have one player select **HOST GAME** and choose the settings for that session.
- Up to three players can select **JOIN GAME** on their consoles and then select the name of the Host console to join.
- Once all players have joined and selected a difficulty and instrument, the Host player confirms the start of the game. Now you're ready to rock out with your friends.

## MULTIPLAYER ROCK POWER CHALLENGES

In a multiplayer Rock Power Challenge, all band members step into the spotlight one at a time to show their rock potential.

- When your track is blue, you control how well the entire band is doing! If you play poorly, you fail the Rock Power Challenge.
- When your track is not blue, it's still important to play your best, since every note you play adds to the band's total score.

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44e Technical Support  
Attn: Dan Walker  
10720 Gilroy Road  
Hunt Valley, MD 21031

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