

Thank you for purchasing a real RiffMaster™ Game Controller.

This controller is designed to operate both **Guitar Hero** and **Rock Band** rhythm-based video games on the PlayStation 2 and PlayStation 3. Before you begin to play, please read and understand this owner's manual.

Controller Set-up - On the back of your RiffMaster™ controller, there is a compartment for 4 AA batteries. Press the tab on the battery door and open outward. Insert 4 batteries in alternating directions as indicated inside the compartment. Your controller also comes with a guitar strap. Attach one end of the strap to the horn of your controller and the other to the peg on the bottom center of the body. Adjust the strap with the sliding buckle.

PlayStation Set-up - Along with your controller, there is a 2.4GHz wireless receiver with a plug to fit into each PlayStation. On each side of the receiver is a switch. Set the switch on the left for the PS 2 or PS 3 console you are using and set the other switch for RB (Rock Band) or GH (Guitar Hero). If, during play, you change to the other game, your console **must be turned off and switch reset** then turned on again. If this action is not taken, the game may not operate properly.

Controller Features

- **On/Off Toggle Switch** – On the lower section of your controller is a toggle switch which turns power on and off. If the controller sits idle for 10 minutes with the switch on, it automatically goes into sleep mode. The switch must be turned off, then on again to resume play. It is recommended that the switch be turned off when finished playing to avoid battery fatigue. A blue light will momentarily illuminate under the strummer when switch is turned on.
- **Start Button** – There are 2 chrome buttons on the face of the controller. The lower button can be used to start game play, confirm an action on the game screen or pause the game during play.
- **Select Button** – The upper (closer to center) chrome button can be used to go back one level and to manually activate Star Power.
- **PS/Directional Button Cluster** – This group of buttons is used to communicate with the PlayStation console (menus) and overrides any game play in progress. See your PlayStation owner's manual for specific instructions.
- **Genre Positional Toggle** – A five position slide toggle used in Rock Band only. It is used to change audio modes between wah-wah, flanger, echo, chorus and none.

- **Strummer** - The strum bar is a two-directional switch in the center of the guitar body. Push or pull this up or down in order to play a note. The note which you play is determined by pressing some combination of the five fret buttons on the guitar's neck. They are colored to match the video screen. Also used to navigate through screen menu items.
- **Whammy Bar** - Near the strummer is the whammy bar, a small stick which can be moved during play in order to modulate the sound produced by an extended note. Earns extra points when used while in **Star Power** mode.
- **Green Fret Button** – Activate the green note or confirm a screen choice.
- **Red Fret Button** – Activate the red note or cancel/go back.
- **Yellow Fret Button** – Activate the yellow note.
- **Blue Fret Button** – Activate the Blue note.
- **Orange Fret Button** – Activate the Orange note.
- **Tilt Sensor** – When ready to activate **Star Power**, tilt your controller up sharply and drive the crowd crazy while earning extra points.



Starting the game - Turn on your TV, your console, your sound system (if applicable), make sure the wireless receiver is connected and put the game disk into the disk tray. The yellow light on the wireless receiver will flash indicating it is searching for a compatible wireless controller. Turn on your RiffMaster™ controller and the flashing yellow light will turn steady, indicating connectivity.

If you're playing career mode for the first time, you need to come up with a name for your band. Be as inventive as you like, it isn't the most important decision that you'll ever make.

Game Menu - The main menu screen will give you a number of options: Career, Quick Play, Multiplayer, Training and Options.

Career is where the bulk of the game's fun lies - playing songs across four difficulty levels allow you to accumulate cash, kudos and fame; the completion of each set of songs increasing your status, allowing you to play at a new venue and unlock a new set of songs. Your earnings allow you to "purchase" unlockables such as new guitars, songs and characters.

Quick Play allows you to play any of the songs that you have unlocked on Career mode at any difficulty level as a single experience. It includes a high-score table.

Multiplayer will be unavailable unless you have two controllers plugged in. Face-off splits the songs notes between two players, while Pro Face-off allows both players to play the song as they would in Quick Play mode. There is also a "battle" mode, where you use "battle power" to try to make the other player fail the song.

Tutorial is a great introduction to how to play the game; giving you experience with playing the simplest of notes outside of the pressure of a full song. There are multiple tutorials, and it's recommended that you play through each tutorial sequentially. This *how to* introduces play from first principles and, though playing the tutorials is certainly beneficial and more visual, this guide assumes that the player hasn't.

Options - A very important option here is **lefty-flip** which you will want to turn on if you are left-handed and pressing the fret buttons with your right hand - it will reorient the notes on the screen to your perspective.

Playing the game - The best way to get used to playing is by having a crack at a song; and the simplest songs are the songs at the very beginning of the setlist. If you already have a good sense of rhythm or musical background, you should try playing the Medium difficulty level first. Start playing by going to the main menu and selecting "Quick Play" or "Career" and then choose the first song in the setlist.

After a loading screen which will consist of a helpful message and last few words of advice, which could either be pertaining to playing the game or entirely unrelated; you will be greeted by a spiraling view of the venue that you're playing in, the band that you're a member of and your (randomly selected, if playing Quick Play) avatar holding a guitar.

A board will then appear in the lower middle of the screen, along with two structures in the lower corners.

The main bit, and the key to your success, is the scrolling fret board in the middle of the screen. On this, notes are positioned with colors corresponding to the colors of the fret buttons on your guitar; their position on screen also reflects their position on the neck (i.e. the green key will always scroll down on the far left of the board - or right if lefty-flip is on). At the bottom of the screen are 5 colored circles; pressing one of the fret buttons lights up the corresponding circle.

On the lower left is your score, and "score multiplier". You receive a certain number of points for each note you hit, but stringing together 10 successive notes will increase your score multiplier so that you get twice as many points per note. This increases up to a 4x bonus. If you miss a note, the multiplier is reset to 1x.

The lower right has a meter which shows the crowd's opinion of you. A needle will swing to the green when you're playing well and the crowd is loving you. The needle will swing into the red when you're playing poorly. If it goes too far into the red you will get booed off of the stage and have to restart the song. Above the meter is a bar which is your "star power" indicator - this is explained later.

On Easy mode, only the green, red and yellow buttons are used. On Medium, the blue button is added. On Hard and Expert difficulties, all five colored buttons are used.

Colored notes will begin to scroll down from the top of the scrolling fret board. When you see the first note, hold down the corresponding fret button. When the note reaches the bottom of the screen level to the greyed out circles, strum using the strum bar. For each successive note, strum again. Other notes are played in exactly the same way: you press the corresponding buttons and strum when the note reaches the bottom of the screen - using the music's beat and melody will help you gauge when to play. Distilled to it's most basic level - that's all there is to this game, strumming in time to the note while using the fret buttons to play the appropriate note. If you play too late or too early, you'll "miss" the note, hear a ghastly noise, and lose some popularity.

This will be extended by playing *chords*: here you have to press two or more of the fret buttons instead of one. Again, the buttons you press correspond with those denoted on screen.

Long notes are notes where the note is sustained after it has been played. They are denoted by a colored line trailing a note down the screen; and are played by holding down the appropriate fret button until the line has passed. After playing its initial note, you *do not* need to strum again. Instead, you can use your strumming hand to operate the whammy bar and distort the sustain.

That's it! Play the notes that are requested on screen. Don't be put off if you fail on your first few attempts, because it takes a while to get used to playing competently. Working

through songs progressively, regardless of how badly you feel that you are doing, and how low the scores you scrape through with are, will make you better - even though you don't realize it. As soon as you feel confident that you can string a few notes together, hop onto career mode and play through some songs.

Advanced techniques - there are a number of advanced techniques that you can use:

Star Power, alluded to above, as a quality which you increase if you play all of the notes successfully in a series of "star notes". These notes appear in the shape of spinning stars rather than circles, and often appear in the more grandiose pieces of music. If there is a *long* star note, using the whammy bar on this will give you extra star power. Try to nail these if you can! If you get enough of it (the meter fills up beyond its mark), you can "use" it and enter star power mode by briefly tilting up your guitar or pressing the Select button. This will temporarily double the points that you get from each note, and drastically increase the rate that your popularity rises; so try to use it when there are lots of consecutive notes. Also, once you enter Star Mode, there is no exiting it until the power meter drains out, so wait until there are notes coming up or your Star Power will be wasted. You can also use Star Power to help you get through tough parts of songs that you can't get through otherwise.

Hammer-ons and Pull-offs, Looking closely at the notes moving up the screen, you'll see that some notes are different than others. Normal notes have a hollow, black center, while "hammer-on" notes have a filled-in, white center. To simulate real guitar playing, some sequences of notes can be played by hammering-on or pulling-off: Simply strum normally for the black-center note (the first note in the sequence), and just press the correct button for the filled-in notes at the right time. "Hammer-on" notes will register as correctly played as long as you time it correctly. Try to perfect this technique, since eventually, on the most difficult songs, notes become too fast and close together to strum accurately.

Squeezing, This is one of the most advanced techniques in the game, and learning how to get 100% on a song should come before learning how to squeeze on a song. To do a successful squeeze, activate star power JUST as a note passes by, and strum it. Then before the star power ends, hit the last star power note slightly early. You can manage to squeeze a couple more points out of a song by doing this.

Whammying, If you can hit long notes, then you can use the whammy bar. On long notes (sustains), move the whammy bar up and down. Make sure you whammy on the star power sustains, you'll get more Star Power in your meter! Whammying does not give you any advantage on normal held notes, it's just fun to do.

Tips

If you cannot master the orange button (it's okay, we all went through it) go into Training mode, and play the bass parts on Hard and/or Expert. The bass part usually doesn't have insane riffs that require you to press the orange button in excess. Instead, it rarely rises to the orange button in most songs, and will allow you to adjust.

Relax. Failing a song or missing a note (or even a dozen) is not the end of the world; and you'll be less likely to hit successive notes if you are too tense.

If you find a particular passage hard, try playing it in a different position.

Can't get past a song for a while? Go back and try to improve your score on some of the easier ones, improving your technique and giving you the skill needed to beat it.

Find a mate and play multiplayer, or even host a Guitar Hero party. It's fun!

Prepare for notes by holding down the button coming before it gets to the strum area.

If you hold down a button to the left (or for a lefty, right) of the one you need to strum while also holding down the required button, strumming will not make you miss the note. This doesn't work with chords.

Have fun with it. If you can't beat a song, don't beat yourself up. Play a few songs you enjoy, then come back to the song later and try again.

On Medium mode, learn to use your pinky to hit the blue fret button and you won't have to move your hand at all.

On Hard mode, you can learn to shift your whole hand up and down, but as you get better it starts to get easier when you actually slide your hand up and down on the "fretboard" kind of like you were actually playing the guitar. Your pinky will just cramp up too much on Hard and Expert.

As loading screens are kind of boring, you can try to strum up and down while pressing each colored fret from green to orange then back to green with your other hand. This will make you improve in moving your hand up and down in hard and expert modes. Once you can go fast, try to strum each fret two or three times.

If you already play guitar or another instrument that requires rapid moving of the left hand fingers then you've pretty much got the whole concept of this game down and could go pro if you are really good.

Take advantage of hammer-ons and pull-offs.

Remember when you're playing a note you can hold down a lower fret button for later use.

Don't hesitate to use your Star power when you reach the red. Waiting until the blinking red is dangerous, and it may well become too late to save yourself at that point.

Use **STAR POWER** wisely! Good uses are at 4x multipliers, lots of notes, and tough verses.

Warnings

This game is not for those who suffer from epilepsy, so if you do, consult your doctor before you play this. Anytime you start feeling pain, take a break.

Remember that if your arm tires from down strumming, try strumming both up and down alternatively.

If you are sure that you are hitting the correct notes, but still missing them, then you may have screen lag. Go into the options menu to calibrate your guitar to the TV.

Troubleshooting

Be certain your wireless receiver is connected and the switches are properly positioned. The receiver should have a red light on if it is connected to the PlayStation. The yellow light will blink if it cannot find a controller and will stay on steady if connected to an active RiffMaster™. If you are playing Rock Band™ the switch must be set to RB and if playing Guitar Hero™ it must be set to GH. Remember to set the console switch to the appropriate PlayStation, II or III. If any setting is incorrect, turn off your console, set the switches properly and restart the console.

If you are playing with two controllers, you must use 2 wireless receivers. Each controller requires a dedicated receiver in order to register to the game. The green light on the top of the wireless receiver must be lit with be a different number for each controller.

Check the batteries. Batteries may be improperly positioned in their compartment (check the diagram under the batteries) and will drain over an extended period of time. Always turn off the toggle switch when your RiffMaster™ is not in use.

Maintenance

Do not leave your RiffMaster™ or its wireless receiver in direct sunlight, high temperature, high humidity or dusty environments for extended periods of time.

Use only a dry or lightly dampened cloth for cleaning. Never use chemical cleaning products.

Take breaks during extended play to allow you and your RiffMaster™ to cool.

Warranty

Every effort has been made to ensure that your real RiffMaster™ has passed our rigorous quality control standards. This controller is covered by a 60 day warranty (from date of purchase) to the original purchaser for normal intended use only. RiffMaster™ will repair or replace any defective components at no charge to you within 60 of purchase. You must

furnish a copy of the sales receipt. Any damage resulting from modification or improper use is not covered under the terms of this warranty. Please see www.RealRiffMaster.com for further information regarding this limited 60 day warranty.

IMPORTANT NOTICE

FCC ID: W3NRMPS

FCC ID: W3NRMPSREC

Operation is subject to the following conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received including interference that may cause undesired operation.

Warning: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.