

Guitar Hero World Tour

Reviewer's Guide

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Introduction

Guitar Hero World Tour kicks out the jams as it expands its revolutionary gameplay to encompass a cooperative, full band experience. With all new wireless controllers and an expansive song list, ***Guitar Hero World Tour*** lets players enjoy new online and offline gameplay modes including Band Career and four versus four “Battle of the Bands,” which allows two full bands to compete head-to-head online for the first time ever. An innovative Music Studio music creation tool allows players to compose, record, edit and share original masterpieces online. With a steady supply of post-release downloadable content and the ability to download limitless supply of user-generated content, ***Guitar Hero World Tour*** has unparalleled replayability.

Key Features:

- **State of the Art Wireless Instruments** – In addition to a newly redesigned, more responsive guitar controller which features a touch-sensitive slide bar on the neck, ***Guitar Hero World Tour*** will deliver the most realistic drum experience ever in a video game with an authentic drum kit. Featuring three drum pads, two raised cymbals and a bass kick pedal, the drum controller combines larger and quieter, velocity-sensitive drum heads with soft rubber construction to deliver authentic bounce back and is easy to set up, move, break down and store.
- **The Next Great Songwriter, is You** – *Guitar Hero World Tour's* innovative new Music Studio lets players express their musical creativity by giving them access to a full complement of tools to create digital music from scratch utilizing the redesigned touch-sensitive guitar controller and an authentic drum kit. Virtuosos can then play their compositions in-game and share the recordings with the entire *Guitar Hero* community through *GHTunes™* where other gamers from around the world will be able to download and play their original tracks. Available to Xbox 360 and PlayStation3 gamers is Line 6's guitar tone technology, enabling them to use amps, cabs and effects from the world-renown Line 6 POD®.
- **An Original Set List that's Truly “Everlong”** – ***Guitar Hero World Tour*** features the largest, most diverse on-disc set list to appear in a music-based video game. Comprised entirely of memorable master recordings from some of the greatest artists of all-time including Van Halen, Linkin Park, The Eagles, Sublime and many more, ***Guitar Hero World Tour*** delivers over 85 tracks for countless hours of rocking. In addition to the killer track list, the game will feature rock icons such as Hayley Williams of Paramore and Travis Barker of +44 and blink-182 and a collection of many other superstar musicians making their video game debuts on the *Guitar Hero* stage.
- **Don't Stop Till You Get Enough** – Starting with initial releases at launch, gamers will be able to expand the “Everlong” set list with frequent downloadable singles and track packs – including for the first time ever, in-game downloadable content on Wii. Making the options endless, rock stars will have a limitless supply of downloadable content through *GHTunes™* creating a set list where the music never ends. In both the quickplay and

career game modes, gamers can build their own playlists which allow them to select and perform up to six tracks in a single gig.

- **Making the Band** – *Guitar Hero World Tour* features an all-new cooperative band experience allowing gamers to share in the most social and expressive music revolution ever. Budding rock stars can live out their rock 'n' roll fantasies by playing either a single instrument or any combination of instruments, in addition to the full band experience. When rocking as part of a band, up to four players can jam together in quickplay or as they progress through a career. Both band and single-player careers feature non-linear progression giving artists the option to change difficulty and instruments with a variety of different gigs available at any time.
- **Global Invasion** – *Guitar Hero World Tour* introduces revolutionary new online game modes including “Battle of the Bands” which allows eight players to join online and challenge each other band-to-band to establish global supremacy. Virtual musicians in need of band mates can take their careers online forming worldwide ensembles so no rock star ever has to play a gig solo.
- **Fully Customizable** – Featuring one of the most extensive character creators ever, *Guitar Hero World Tour* allows gamers to create a rock star with style as unique as their own. Absolute customization from the clothes to the facial and body structure to the tattoos and accessories, players are encouraged to unleash their inner rock legend. The Rock Star Creator doesn't just allow players to build the ultimate rock god; the in-depth creators include the ability to customize guitars, drums and microphones. Adding yet another layer of personalization, gamers can create custom logos for their instruments, band or album covers.

We hope you enjoy playing *Guitar Hero World Tour* and encourage you to make ample use of the strategies and insider tips provided in this guide. If you have any questions or require any additional information, please don't hesitate to contact us.

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Playing Guitar Hero World Tour

Main Menu

Use the D-Pad on your controller or the guitar's Strum Bar to navigate the menu by pressing UP or DOWN. To select your choice, press the green fret button/drum pad. To back out of a menu, press the red fret button/drum pad.

Career – This is the heart of the game. Launch your rise to universal rock stardom either as a solo artist specializing in any of the three instruments or vocals or as a powerhouse band comprised of two to four hard-rockin' players.

Quickplay – No groupies on tour with you here: dive in and pick any song to play right away. There are 30 songs available by default and all other songs become available as you've unlocked them in Career mode (band or single). Songs downloaded via GHTunes or the Music Store will also be available to mix and match in a Quickplay Setlist.

Head To Head – Who's got the best set of pipes? Who slings the hottest axe or pounds the meanest set of skins? Settle it once and for all in Head to Head play, where you and a friend fight it out in three different modes to determine who's the ultimate rock god.

Xbox Live – Play anyone and everyone, anytime, anywhere. Invite your friends or play with others online in various cooperative and competitive game modes including Band Career and four versus four Band versus Band.

Music Studio – Comprehensive yet accessible, *Guitar Hero World Tour's* unprecedented music creation suite lets you create your own multi-track recordings then share them online via GHTunes. Once tracks are uploaded to GHTunes, gamers around the world can download, play and rate them.

Rock Star Creator – With *Guitar Hero World Tour's* comprehensive character creation tools you're free to express yourself by creating a rockstar as unique as you are. In-game instruments are also fully customizable offering the highest level of personalization to date! For those looking to jump right in, don't fret! All previous characters to appear in *Guitar Hero* are here as well.

Difficulty Levels

We suggest starting out on Medium which is considered the "normal" difficulty level for all three instruments and vocals. It should provide a challenge for most while keeping things very playable.

If you're having trouble with a song (or want more of a challenge) simply press START for the Pause menu. From there you can change your difficulty to whatever feels best. You'll have to start the song over again, but it sure beats having to restart the whole gig or having to back out.

As you work your way up to higher difficulty levels, you'll discover that you'll need to play more and more notes to the point where nearly every note is "played" at Expert. Singers will find pitch requirements to grow less forgiving at higher difficulties.

If all this has you feeling intimidated, well, there's always the Beginner difficulty level. This simple, no-fail mode is perfect for the youngest kids or anyone who's never played a videogame.

Downloads –

GHTunes – Your portal to the GHTunes user community. Search for the best of the week, of all time, or what's hot right now, then download and load the songs right into a Quickplay Setlist!

Music Store – Download hot new songs individually, in multi-song track packs or as full albums via the Downloads menu to help you create gigs so hot your fans will be screaming for more.

Options – Want to tweak your game settings? Calibrate for audio or video lag? In the mood to change your band name or logo? Or maybe you just want to check out the online leaderboards? All that and more is at your disposal in the handy Options menu.

Career Mode

This is the heart and soul of *Guitar Hero World Tour*. You'll need to play through this mode to unlock songs and venues and to earn cash to buy your character new gear and outfits. Just follow these steps to launch your career.

- **Name Your Band** The first time you start *Guitar Hero World Tour* you'll be asked to name your new band and give it a logo. You can go with the random name and logo generated by the game or you can create your own. Scroll through the letters on the right side of the screen to spell out your band's new name. Press the blue fret button/drum pad to open up the Logo Creator. Once you're satisfied, press the green fret button/drum pad to accept the changes.
- **Start a New Career** Select Career from the Main Menu to get your new band's career started. Take the time to play through the training offered for whichever instrument you're playing. With a number of new gameplay elements, even *Guitar Hero* vets will benefit from playing through the tutorials. Once you're ready to rock, it's time to decide if you're playing a Single career or as a Band.
 - **Single** After selecting "Single" to start your solo career you'll need to choose your instrument, set a difficulty level, and choose your rocker (or select Edit Rocker to custom create a new character). Select Play Show from the VIP Lounge menu to be taken straight to the Gig Board
 - **Band** If you select Band, you'll have the option to either join or host an Xbox Live Band or play a local multiplayer game by selecting Band Play. If you select Band Play you'll be taken to the band setup screen. Each player joins the band by pressing the green button on their controller then selecting their rocker (or selecting Edit Rocker to create a new character). Once every player confirms they're ready by again pressing the green button on their controller the *band leader* can press START on their controller to start play. Players will then select their instruments, set individual play options including difficulty levels, and then be taken to the Gig Board. It is the band leader's available songs that determine

the tracks available in quickplay. The band leader is responsible for select menu navigation and option configurations including in-game lag calibration and navigating through menus after failing a song.

- **Gig Board** Scroll through the posted gigs and select one that appeals to you. As you progress through the game by completing gigs, more gigs will open up to you including a special Create-A-Gig posting that will let you put up to six of your favorite songs into one killer set.

Playing a Song

Now that you're all set up and ready to rock, it's time to play. Here are the fundamentals of play.

ALL INSTRUMENTS/VOCALS

The Rock Meter – This meter just to the left of the note highway shows you how hard you're rockin'. Keep it in the green and the crowd loves you, fall to the red and you're in danger of being booed off the stage!

The Score Meter – Every note you successfully hit scores you points which are tracked just beneath the Rock Meter. If you keep nailing those notes perfectly, you will receive a Score Multiplier which gives you 2-4X the value of each note. Miss a note and you'll have to build it up again.

Getting Star Power (except for vocals)

Successfully play an entire string of star-shaped notes to earn Star Power.

Star Power Meter Every time you harvest Star Power it will fill up the amp bulbs lining the top of the Rock Meter. Once at least three bulbs are filled they'll glow signaling that you can trigger your Star Power for big bonuses.

Star Power Tips:

Save the Power While it's tempting to fire off Star Power whenever you see the onscreen alert, you'll get the most out of your it during solo play if you fill up the meter and *then* trigger it for a nice long bonus run. This way, if you mess up and drop your Score Multiplier to just 2X, you'll have time to run it up to 8X before the Star Power is depleted

Keep The Meter Running One new feature in *Guitar Hero World Tour* is the ability to harvest Star Power notes even though Star Power is activated. During solo play, fill the meter then fire it off just before starting a series of Star Power notes to refill your meter and extend your bonus time.

Save Yourself: While Star Power is a great way to rack up points, it is also a lifesaver when a performance starts going sour. If you're dipping into the red on the Rock Meter and you've got Star Power, activate it to drive the meter back up again. This is a solid tactic for both solo and band play.

Follow the Leader In Band Play, you can multiply the entire band's score by having multiple band members trigger Star Power. Once enough Star Power is built up, call out to your fellow band members, it's a lot easier than trying to watch every player's note highway and it'll help lead to higher scores.

GUITAR/BASS

Basic Notes – Press the fret button that corresponds to the note scrolling down on the screen. Strum moving the guitar's strum bar up or down. If the same note appears consecutively, you don't need to release and then re-press the corresponding fret button — you can keep it held down and just strum again.

Long Notes (Sustains) – These notes are distinguished by long colored streaks that trail the streaming note. For maximum points, keep the Fret Button held down for the entire duration of the sustained note. Releasing sustains early won't count as missed notes but you don't score as much.

Extended Sustains – These notes are new to the *Guitar Hero* franchise. They look like normal sustains except their streak doesn't end when a new note is played; instead, notes "stack" one on the other, with the new note(s) being played as you hold down the original sustain.

Chords – When two or more notes appear on the same line, this is known as a "chord". Press all the corresponding fret buttons simultaneously and strum. Chords can be held for sustains as well.

Hammer-ons/Pull-offs These notes do not require strums to play, allowing you to rip through some high speed sections more easily. Not any note can be played this way. Hammer-ons and pull-offs are special notes distinguished by their lack of a black ring around the white center of a note. When you see such notes, feel free not to strum them. If you miss one of these notes, you will need to strum again to restart the sequence.

Whammy Bar – Press the whammy bar down and allow it to return to its natural position repeatedly during sustained notes to add some style to your play or to milk sustained Star Power notes for even more Star Power.

Open Notes – A purple line running across the entire note highway is an open note. Simply strum without holding down any Fret Buttons to play them.

Slide Bar

One of *Guitar Hero World Tour's* most versatile new features is the slide bar located just beneath the regular fret buttons. The slide bar gives you all sorts of new playing opportunities.

Tap Playing: Transparent notes are notes that can be played with the slide bar. Simply touch or tap the corresponding colored portion on the slide bar to what you see onscreen and the note will be played without strumming.

Slide Play: Transparent notes connected by a purple "rope" are your cue for classic slide guitar play. Simply slide your finger across the bar back and forth to the correct notes—there's no need to lift your finger and, again, no need to strum.

Tap Strumming: Instead of using the strum bar, you can tap on the slide bar to strike your notes.

Wah Effect: Enjoy that great rock "wah" pedal effect on any sustained note by simply moving your finger up and down the slide bar.

One Tip: If you find transitioning from the fret buttons to the slide bar and back again, consider tap-strumming those songs you know will have extended tap or slide playing. When the tap/slide notes appear, play them with your strumming hand instead of your fret hand—you'll already be in position and will be ready to start fretting notes again once the solo is over.

Using Star Power – To double your current bonus multiplier trigger Star Power by tilting your guitar. Alternatively, you can press the Star Power bar just beneath the Strum Bar.

Guitar Duels – Within the lead guitar career, replacing the Boss Battles from *Guitar Hero III: Legends of Rock*, are two duels; original compositions from Ted Nugent and Zakk Wylde. Budding rockstars will trade licks with these legends with gameplay resembling multiplayer face-off.

DRUMS

Basic Notes – Hit the drum pad that corresponds to the note(s) scrolling down the screen. Purple lines that run across the entire note highway denote kick pedal (bass) notes — press down on the kick pedal when these lines cross the strike line.

Fills – Select passages of songs allow you to improvise your own drum fills for extra points. The background for the note highway is filled with a series of wavy lines and there are no note prompts in fill sections. Play whatever you want and stay on beat for maximum points.

Accents – The unique velocity sensitive nature of the *Guitar Hero World Tour* drum controller allows for these unique notes. Notes with a V-shaped indent on top are accents. Strike these notes harder than regular notes for extra points.

Using Star Power – To double your current bonus multiplier trigger Star Power hitting both the yellow and orange cymbals simultaneously instead of hitting a prompted note. Striking the cymbals together will not be read as a mistake regardless of what notes are “supposed” to be played provided you have Star Power to spend and you strike the cymbals on a noted beat.

Drum Tips:

Proper Position If your thighs are burning after drumming, you've got your leg in the wrong position since your calf muscles should be doing all the work. Sit so your leg is at a 90 degree angle with your heel resting on the floor/bottom of the kick pedal.

Pedal to the Metal Instead of letting your foot up after a pedal hit, rest your foot and just keep the pedal depressed. When a kick note scrolls down, lift your foot slightly and then push down. This will eliminate any discomfort resulting from keeping your shin muscles flexed all the time as they work to keep your toes up.

Release the Death Grip Hold the drum sticks lightly—gripping them the way you would a winning lottery ticket will tire your arms and make it harder to drum. A lighter grip will let the sticks bounce off the drum heads and make playing faster sections easier.

VOCALS

Basic Singing – You must have a controller connected to the console in addition to the *Guitar Hero World Tour* USB microphone in order to sing. Sing into the microphone and adjust your pitch so that the violet “comet” stays within the blue pitch tunnel. There are two options for displaying the comet and pitch tunnel.

- **Static** In this option, the comet moves and the highway remains still. This mode is similar to most karaoke machines and is better for learning/reading lyrics.
- **Scrolling** In this option, the comet remains stationary while the highway moves across the screen. This mode is best for staying on pitch.

Spoken Lyrics – Some lyrics are not sung but spoken. These lyrics are depicted with red bars on the vocal highway. To get points for these lyrics, simply say the lyrics in rhythm with the song.

Practice Makes Perfect

Having trouble finishing a song? You need practice! The Practice mode can be accessed in the Training menu after you select Career or will appear as an option if you fail a song. Note that the Practice mode divides the songs into sections so you can focus on a specific trouble-spot. You can also select an appropriate speed to practice in – Full Speed, Slow, Slower and Slowest. Sorry, only one player can practice at a time, not an entire band.

Freeform vocals – Certain songs allow you to improvise your own vocals. The freeform sections are marked by a wavy, golden line running through the vocal display and do not display lyrics. For maximum points, stay on beat and in tune.

Work the Crowd Sections of the vocal highway marked with blue, waving hands are hype sections, a singer’s cue to “work the crowd.” Shout out “Hello, Cleveland!”, “Rock on!” or just scream to work up the crowd and drive up the Rock Meter.

Gathering Star Power – To fill your Star Power meter, sing well throughout entire phrases. The more phrases you complete, the more Star Power you will generate.

Using Star Power – To double your current bonus multiplier, trigger Star Power by tapping the microphone firmly or pressing any of the main buttons on your controller.

BAND PLAY

Using Star Power – During band play, all Star Power is deposited into a common pool. Once the Star Meter glows, any player may activate Star Power for a personal multiplier bonus. When multiple band members activate Star Power, not only do they each receive a personal multiplier bonus but the band’s combined score receives a multiplier bonus as well. As more band members activate Star Power, the score begins to rise exponentially!

Band Streaks – When band members are in a note streak together, the sides of their highways will begin to glow and a streak counter will display the current streak under the

rock meter. This gives the band a bonus score. The more band members in the streak and the longer it is, the bigger the bonus.

REWARDS

Cash – At the end of a song, you can check out the More Stats page to get a complete breakdown of the cash rewards. Some examples of techniques to earn more cash are: earning more stars on a song, getting longer note streaks, whammy or slide wah all the sustains, etc... Cash can be used to purchase clothes and instruments.

Rock Rank – Your Rock Rank reflects the total career earnings you have achieved in *Guitar Hero World Tour*. This icon is displayed by your gamertag on all leader boards and in the online lobby. As you earn more cash, your Rock Rank will increase and its prominent display allows for bragging rights online.

Music Studio

One of *Guitar Hero World Tour's* most innovative features is the Music Studio which allows players to create original multi-track recordings and then share them with players around the world.

Recording Studio – Select this option to easily record an original song using the *Guitar Hero World Tour* instruments. Scores of different sounds are available to create truly original musical work.

- **Create New Song** Choose this to start recording a new song. Your only limits are your imagination and hard drive space on your Xbox 360.
 - Use the **WZ-RD 5000** to generate a backing drum beat, bassline, and choose the tempo. If you wish to create a song from scratch then just select "Create New Song."
 - Select **Rhythm** (Guitar), **Lead** (Guitar), **Bass**, **Drums**, or **Keyboard** to get started. Each instrument has its own unique sound available and up to 4 people can jam together in real time.
 - **Play \ Record \ Fast Forward \ Rewind**
 - **Right** on D-Pad Starts **Playback**
 - **Left** on D-Pad **Records** (while playing)
 - **Hold Right** on D-Pad to **Fast Forward**
 - **Hold Left** on D-Pad to **Rewind**
 - Pressing **START** brings up the options for the selected instrument.

Rhythm and Lead Guitars

- **Effects** - changes the guitar sound.

Bass

- **Bass Sound** - changes the Bass sound from the default (Clean Bass) to one of the keyboard sounds.

Drums

- **Drum Kit** - Choose a unique drum kit. Each drum kit also has a **percussion kit** that can be accessed by pressing the Back (360) or Select (PS3) button.

Keyboard

- **Sound Type** - changes the keyboard sound

Machines

- **Lead, Bass, and Key Machine** - These machines all function the same. They allow for the user to hold down a combination of fret buttons and rhythmic notes which change on beat between the held fret buttons.
 - **Slide bar** - While holding the fret buttons try experimenting with different touch zones on the slider bar. They will change the gate (length) of the notes, the interval, or even sustain the currently played note.
 - **Whammy** - Pressing the whammy will change the arpeggio type from Up\Down, Up, Down, and Random. This control alters the order of notes played when multiple frets are held at once.
- **Drum Machine (played on the guitar)** - Using this, the 5 fret buttons play different drum loops. You can "chop" up the loops by pressing and releasing a fret button.
 - **Slide Bar** - While holding the fret buttons try experimenting with different touch zones on the slider bar. Try the touch zones either individually (G, R, Y, B, O) or in consecutive 2 button combos (GR, RY, YB, BO) to manipulate the current beat.
 - **Whammy** - Press the whammy while holding a fret loop to make a crash cymbal sound.
 - **Strum Bar** - Moving the strum bar up or down will increase or decrease the pitch of the drums.
 - **Select** - Pressing the "Star Power" button changes the current drum kit to its percussion counterpart.
 - **Tilting the Guitar** - Increasing the tilt of the guitar raises the velocity (volume) of the drums. Lowering the tilt decreases the velocity of each drum hit in the loop.
 - **Loop** - The loop selection on the pause menu for the Drum Machine allows you to choose different banks of 5 loops. These loops get mapped to the 5 fret buttons on the guitar.

Common options for all instruments

- **Scale** - Define the scale and the root note for the fret buttons.
 - **Range** - Defines which of two octaves of the guitar are accessible by tilting the guitar.
 - **Set Band Scale** - Changes all other instruments in the band to use the same scale as the current instrument.
 - **Make Custom** - This allows you to create a custom scale where you can define each button pattern individually.
- **Settings** - Contains various mixing, tempo, and tuning options for the selected instrument.
- **Mixer (PS3 and 360 only)** - This brings up a mixing console where you can control pan and volume settings of all tracks in one convenient location. You can preview the track here for precise control of your mix.
- **New Instrument** - Allows you to change your initial selection (Rhythm, Lead, Bass, etc...) to a new instrument.
- **Clear Track** - Deletes all notes recorded using the current instrument.
- **Edit in GH Mix** - Allows you to edit the current recording in GHMix.
 - **Example Songs** Select this to hear and play examples of the amazing music that can be composed in the Music Studio. You can also load and edit the songs here to give them your own personal spin.

GH Mix – This robust editing tool allows you record new songs and fine tune existing ones. Pressing **START** brings up similar instrument specific options as described above in the Recording Studio section.

- **Snap** - Move the D-Pad Left or Right to change the snap value. The snap value is used in step recording to only place notes at the snap interval, and in skipping forward and backwards as the skip value.
- **Skip to Last Note** - Moves to the last note for the currently selected instrument track.
- **Skip Forward** - Moves ahead the distance of the snap value.
- **Play** - Plays the song from the current position.

- **Record** - Records from the current position into the currently selected instrument track.
- **Step Record** - Records each note in real time but only at the current snap value interval.
 - **Whammy** - Holding the whammy and moving the strum allows for navigation while in step record.
 - **Red (With Whammy held)** - Deletes the current note in step record mode.
- **Skip Backward** - Moves backwards the distance of the snap value.
- **Skip to Beginning** - Moves to the beginning of the song.
- **Loop** - Allows you to designate a part of the song to loop. This makes it easy to layer drums while recording or to listen to a section as it were looping before you copy and paste it multiple times.
- **Delete** - Allows you to delete a defined section of either the current instrument track or of all tracks.
- **Copy** - Allows you to copy a defined section of either the current instrument track or of all tracks.
- **Paste** - Allows you to paste what you copied.
- **Note Nudge** - Moves either one note or all subsequent notes forward or backwards by the current snap value interval.
- **Add Marker** - Drops a marker that can be used for navigation purposes or to **Create a Lightshow** change.
- **Switch Instrument** - Changes the current instrument track to the next one visible on the right.

GH Tunes – Upload your personal creations or download the best songs created by other players. The best part—it's all free. Name your song, assign it a genre, and create a unique album cover to show off your creation.

Tutorials – Learn the ins and outs of this innovative and comprehensive feature through a series of detailed, hands-on tutorials. You'll be up and recording your own masterpieces in no time.

Multiplayer Options

Guitar Hero World Tour is a game best enjoyed with other players. To get the most out of the game, enjoy the following multiplayer options.

Local Band Play – Get up to three of your friends to join you in *Guitar Hero World Tour's* addictive co-op band play.

- Follow the instructions on page 6 of this guide to get started *Guitar Hero World Tour's* outstanding co-op career.
- Select Quickplay from the Main Menu to easily create a set list for your band.

Online Band Play – Select Xbox Live from the Main Menu to enjoy these options.

- **Career** For the first time, you can go online and work through the band career. Join friends online, recruit players to play with you, or “sit in” with another band. All milestones or achievements you earn count, regardless of wherever you are in your own career.
- **Four versus Four, Band versus Band** Join other players online to determine which band rocks the hardest.

Head to Head Play – Select Head to Head to take on a friend in three exciting game modes.

- **Face-off** Two players compete in a guitar, bass, vocal or drum match while alternating play on the same note chart. Each player can adjust the difficulty to fit their skill level.
- **Pro Face-off** This is the ultimate duel for guitar, bass, vocal and drum champions. Two players battle it out by playing the same note chart at the same time on their selected difficulty levels.
- **Battle** Challenge a friend to a guitar and bass shred off with Battle Mode! Earn Attacks that you can use to disrupt your opponent. To activate Attacks you'll need to either tilt your guitar controller like you would when activating Star Power or by pressing the Star Power button.

Guitar Hero World Tour Song List

All songs are master recordings by the original artists.

(*) Denotes tracks recorded/re-recorded for *Guitar Hero World Tour*

30 Seconds To Mars – The Kill
311 – Beautiful Disaster
Airbourne – Too Much, Too Young, Too Fast
The Allman Brothers Band – Ramblin' Man
Anouk – Good God
The Answer – Never Too Late
At the Drive-In – One Armed Scissor
Beastie Boys – No Sleep till Brooklyn
Beatsteaks – Hail to the Thief
Billy Idol – Rebel Yell
Black Label Society – Stillborn
Black Rebel Motorcycle Club – Weapon of Choice
blink-182 – Dammit
Blondie – One Way or Another
Bob Seger – Hollywood Nights
Bon Jovi – Livin' on a Prayer
Bullet for My Valentine – Scream Aim Fire
Coldplay – Shiver
Creedence Clearwater Revival – Up Around the Bend
The Cult – Love Removal Machine
Dinosaur Jr. – Feel the Pain
The Doors – Love Me Two Times
Dream Theater – Pull Me Under
The Eagles – Hotel California
The Enemy – Aggro
Filter – Hey Man, Nice Shot
Fleetwood Mac – Go Your Own Way
Foo Fighters – Everlong
The Guess Who – American Woman
HushPuppies – You're Gonna Say Yeah!
Interpol – Obstacle 1
Jane's Addiction – Mountain Song
Jimi Hendrix – Wind Cries Mary
Jimi Hendrix – Purple Haze (Live)
Jimmy Eat World – The Middle
Joe Satriani – Satch Boogie
Kent – Vinternoll2
Korn – Freak on a Leash
Lacuna Coil – Our Truth
Lenny Kravitz – Are You Gonna Go My Way
Linkin Park – What I've Done
The Living End – Prisoner of Society
Los Lobos – La Bamba
Lostprophets – Rooftops (A Liberation Broadcast)
Lynyrd Skynyrd – Sweet Home Alabama (Live)
Mars Volta – L'Via L'Viaquez
MC5's Wayne Kramer – Kick Out the Jams*
Metallica – Trapped Under Ice
Michael Jackson – Beat It
Modest Mouse – Float On
Motorhead – Overkill*
Muse – Assassin
Negramaro – Nuvole E Lenzuola
Nirvana – About A Girl [Unplugged]
No Doubt – Spiderwebs
NOFX – Soul Doubt
Oasis – Some Might Say
Ozzy Osbourne – Crazy Train
Ozzy Osbourne – Mr. Crowley
Paramore – Misery Business
Pat Benatar – Heartbreaker
Radio Futura – Escuela De Calor
REM – The One I Love
Rise Against – Re-Education Through Labor
Sex Pistols – Pretty Vacant*
Silersun Pickups – Lazy Eye
Smashing Pumpkins – Today
Steely Dan – Do It Again
Steve Miller Band – The Joker
Sting – Demolition Man (Live)
The Stone Roses – Love Spreads
Stuck in the Sound – Toy Boy
Sublime – Santeria
Survivor – Eye of the Tiger
System of A Down – BYOB
Ted Nugent – Stranglehold
Ted Nugent's Original Guitar Duel Recording*
Tokio Hotel – Monsoon
Tool – Parabola
Tool – Schism
Tool – Vicarious
Trust – Antisocial
Van Halen – Hot For Teacher
Willie Nelson – On The Road Again
Wings – Band on the Run
Zakk Wyld's Original Guitar Duel Recording*