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Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

SETTING UP

To begin your journey toward guitar masterdom, use the Rocksmith Real Tone Cable™ to attach your guitar to your Xbox 360. Do not connect any devices or extra cables between your guitar and the Rocksmith Real Tone Cable™.

To save any and all progress, make sure you're signed into a profile.

At the title screen, press  to continue.

If this is your first time playing, a Soundcheck is conducted to check your volume levels and make sure your guitar is in tune. After this, you can navigate to the Techniques menu to revisit Soundcheck at any time.

HDTV INPUT LAG

Modern HDTVs have a characteristic known as input lag. This is the amount of time it takes the TV to process digital signals and display it on screen. Typically lasting just a fraction of a second, the lag is usually unperceivable. Rocksmith innovative gameplay requires split-second timing, and so the delay from the signal of the guitar to the TV is more pronounced. This becomes even more noticeable as the audio from the TV can be heard slightly after playing the note, creating an echo effect. If you notice an echo from your TV after playing a note, take these steps to help reduce the amount of lag.

1. If available, set your TV to the Game or PC display mode. On some displays, these modes bypass extra video processing filters to reduce lag time. Refer to your TV manual for more information.
2. If your TV doesn't have a Game or PC mode, you may still be able to reduce the lag by turning off video processing filters. Refer to your TV manual for more information on how to turn off processing filters.
3. Make sure that the Xbox 360 is outputting video at your TV's native resolution. If your TV's native resolution is 1080p, but the Xbox 360 is set to 720p, the TV must process the signal to scale the image on the entire screen, intensifying input lag.
4. On some TVs, HDMI connections can introduce more input lag than component or PC cables. If your TV has noticeable input lag using a HDMI connection, you may be able to reduce the lag by switching to component video cables or PC cables.

5. On some TVs, there are specific ports that have less input lag than others. These are typically marked as PC or DVI ports. Connecting the game through these ports can greatly improve the input response time.
6. If you're using external speakers, connecting the audio from the Xbox 360 to a stereo receiver or home theater system using analog audio cables can significantly reduce audio lag. To connect your Xbox 360 using analog audio cables, please refer to the Xbox 360 user manual. To match the on-screen note display to the audio, you can advance the notes within the Display Lag Correction menu under Options > Sound and Display Settings. Adjust the meter to match the lag time. This will ensure that the notes are displayed in time with the resulting audio.

MENU NAVIGATION AND CONTROLS

Navigation

Utilise the  or the  to navigate between selections.

Select

Press  to select a highlighted option.

Go Back

Press  to return to a previous menu.

Amp

Press  to open the Amp menu.

Main Menu

Press  within a menu to return to the Main Menu.

MAIN MENU

The **Main Menu** lets you select gameplay options or tweak settings.

CONTINUE JOURNEY

After you play your first song, your career begins. Select Continue Journey to resume from where you previously left off. This is where *Rocksmith* helps you continue to learn new songs, improve your skills, perform at Events, and unlock new equipment.

MAIN MENU

SONGS

Select a song to play, and then choose to tackle the Combo Arrangement, Single Note, or Chord Arrangement.

GUITARCADE

Test a range of playing skills with eight fun mini-games.

TECHNIQUES

Use Soundcheck to tune your guitar, or enter the Technique Challenges, Chord Book, or Videos to help master different skills.

OPTIONS

Adjust Sound and Display Settings, tweak Game Settings, Restore Default Options, view Credits, and open this User Manual.

SHOP

Purchase all the latest and greatest downloadable content from the Shop.

MULTIPLAYER

Play with another local musician.

TUNER

Access the Tuner to adjust your strings.

CONTINUE JOURNEY

JOURNEY MENU

The Journey menu found in Continue Journey contains your Events Manager and Rocksmith's suggested path to help best develop your skills. On the left side of the screen, you can view information about the item you have selected. The Tracker, which is a timeline of your progress, is always displayed in the background.

EVENTS MANAGER

The Events Manager is home to all of your active events. From here you can Customize Set lists, Qualify Songs, and then Perform entire sets in front of an audience to earn rewards.

ROCKSMITH RECOMMENDS

Based on your past performance, Rocksmith Recommends provides you with play options to best help you progress in your journey. Practice a full song in Rehearse or work on specific skills in the various practice sessions.

Previous scores

ROCKSMITH RECOMMENDS

3-SONG EVENT AT THE MOUSE HOLE
 Duration: 10:55
 Minimum RSPs : 67,100
 Setlist Min/Max: 3-5 Songs

I CAN'T HEAR YOU THE DEAD WEATHER	18,700
BOYS DON'T CRY THE CURE	6,900
IN BLOOM NIRVANA	Qualified!

Tip: Sharpen your guitar skills by playing arcade-style minigames in the Guitarcade ... Tip: If you master every arrangement while qualifying for

(A) SELECT (X) AMP (B) MAIN MENU

Profile Information

Rocksmith001
Local Support Act

Tracker

429,251 RSP

426,406

rehearse
Boys Don't Cry
The Cure

CHORD

play
Palm Mute Challenge

Song name

Artist

Arrangement type

Button commands

note The Tracker always displays your potential progression for completing a Rocksmith Recommends selection.

TRACKER

Keep an eye on your progress with the Tracker, which is always seen in the background. The more you improve, the more Rocksmith Points you earn and the higher your Tracker soars.

CONTINUE JOURNEY

PROFILE INFORMATION

Your profile information, which includes your player name, current rank, and progress bar, is viewable in the upper right-hand corner of the screen.

TICKER

Important game information and tips are always streaming along the bottom of the screen, making sure you stay updated on everything *Rocksmith!*

VENUE UNLOCKED LINE

These lines identify the next available Venue in your progress toward guitar mastery. As soon as you score enough Rocksmith Points to unlock the Venue, a new space becomes available in your Events Manager.

EVENTS

Events challenge you to play an entire set in front of an audience, with the reward of a new guitar after a successful performance. As you earn more points and rank up, bigger and better venues become available.

QUALIFYING SONGS FOR EVENTS

You must reach a song's Event Threshold in order to play it at an Event. The points required for this are displayed whenever you view that song, whether in your journey or through the Songs menu. To reach the Event Threshold, you need to level up the song's phrases through accurate playing in order to obtain higher scores through multiple playthroughs. Once you reach the Event Threshold, you can play that song at any Event! Just select Customize Setlist in the Event menu to adjust the setlist to your liking.

note

Perform well enough within an Event to be invited to play an Encore! This may be a song you've never performed before, or one of Your most frequently played songs. Perform exceptionally well, and you'll be asked to perform a Double Encore!

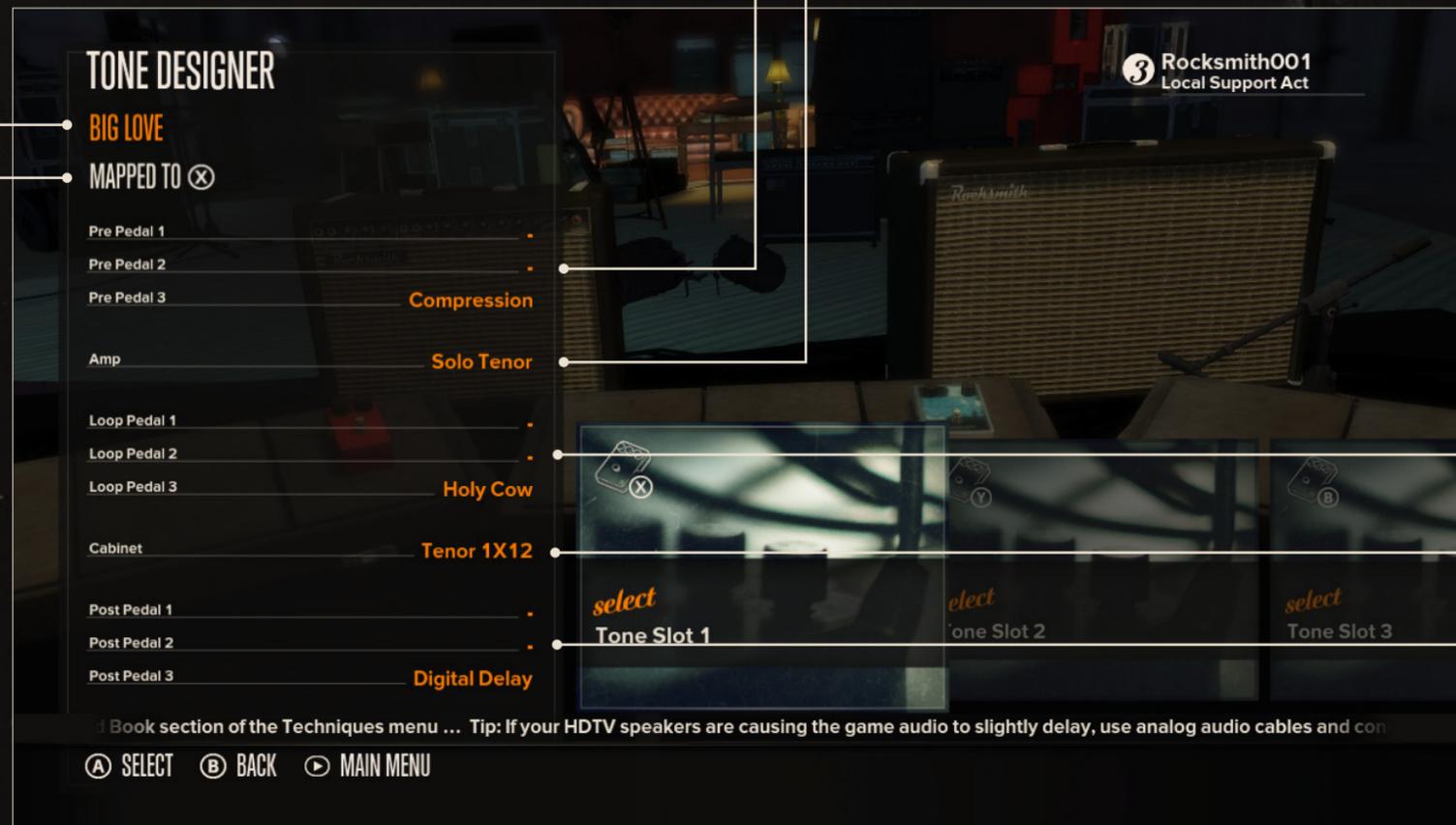
CONTINUE JOURNEY

Mapped button

Tone name

Pre-Pedal slots

Amp type



AMP

The Amp menu lets you customize your sound by setting up the amplifier and effects chain. Performing well unlocks Authentic Tone setups and individual effects, amps, and cabinets. This equipment can then be used to create your own sound. The Amp menu is the home of experimentation.

You can have a maximum of three unique pedals in a tone, plus an amp and cabinet. Each tone slot is assigned to a controller button (X, Y or B); pressing the corresponding button while playing a song will switch to the selected tone.

Loop pedal slots

Cabinet type

Post-pedal slots

note Use Load Tone to load unlocked Authentic Tones or saved Custom Tones.

In addition to selecting tones, you can pick Guitar to select your guitar and enter the Shop.

CONTINUE JOURNEY

PLAYING GUITAR

The screenshot displays the Rocksmith guitar interface. At the top, a 'Phrase Line' shows a progress bar with a white dot indicating the current position. Below it, 'Lyrics' are displayed: 'But I know that it's too late And now there's nothing I can do'. To the right, a 'Song Position' bar shows a progress bar with a white dot. Further right, a 'Scoreboard' displays the score '9,627'. The main view is a 3D virtual guitar with a glowing yellow fretboard and strings. A blue box highlights a specific fret on the guitar, with lines connecting it to the 'Noteway' and 'Notes' sections on the right. The background shows a dimly lit room with a window and some equipment.

TUNING UP

To make sure you're getting the right sound, a tuning check is conducted prior to playing each song, mini-game and practice session. Play the highlighted open string (without pressing on any of the frets) to check the tuning. If a string is out of tune, the camera shifts to the head of the guitar, and a tuner appears. Play the string again and then adjust the highlighted metal tuning peg until the needle levels out at 0.

Noteway

Notes

Fretboard



CONTINUE JOURNEY

PLAYING

During play, the camera focuses on the frets in use. Both the fret markers and the numbers on the Noteway indicate the general position of incoming notes. Strings with an approaching note are highlighted, and a growing box outline shows which fret the note should be played on. Just before it's time to play, the note will turn and slot into the outline. Play the note at this time.

note Throughout your career, you will learn to play different types of notes, like muted notes and harmonics, as well as different techniques to give notes a particular sound, including bends and slides! Training videos can teach you how to perfect these techniques, as well as how to spot them ahead of time on the Noteway.

CHORDS

Chords require you to play more than one note simultaneously. These are represented by a grouping of notes highlighted with a flat, white background. Be sure to fret each of the notes (except for included open strings) and strike them in unison when it's time to play the chord.

DYNAMIC DIFFICULTY

Rocksmith adjusts its progression and difficulty depending on your performance. Nail a song's phrase and that phrase levels up. A leveled up phrase will have more notes the next time you encounter it until you're playing the phrase note for note, earning the maximum number of points possible. On the other hand, a phrase won't progress in difficulty if you're having a hard time.

MASTER MODE

When you max out every level of a song and score more than 100,000, you earn a Master Badge, which allows you to perform the song in Master Mode. This mode doubles your scoring potential, but also removes the interface so you must play the song as if it were a real performance.

note If an Event consists of only Master Mode songs, it becomes a Master Event – the Ultimate challenge!

SONGS

Rehearse or perform any song and any arrangement in your library. You will see three arrangement types, Chords, Single Notes, and Combo (both chords and single notes).

This mode isn't just for fun. Leveling up a song in this section counts toward your journey—from here you can even qualify songs for Events.

SORT

Set the order of your song list by Song, Artist, Album, Year or Duration.

FILTER

Filter the song list by arrangement to show All, Single Note, Chord, or Combo.

EVENT

Display only the songs with arrangements qualified for an Event.

List of available arrangements

Song title



Duration

Year of release

Album

Artist



GUITARCADE

Each game in the Guitarcade is based on a key guitar technique, helping you improve your skills with exciting challenges.

DUCKS

Improve your fretboard reflexes and shoot down ducks scrolling up the noteway. Play the matching fret on the E string (the thickest string) based on each duck's location. String together consecutive hits for a score multiplier!



SUPER DUCKS

Think you've mastered the fretboard? Play the matching fret and string based on each duck's location and color. String together consecutive hits to unlock the next level. Let a duck get through, and you lose one life!



SCALE RUNNER

Select a scale and key, and play the note indicated by the next runway. The runner speeds up as you hit the right notes. Hit the next note in the scale in time to avoid falling off the platform!



QUICK PICK DASH

Play the highlighted open string that the ostrich is running along as quickly as you can. Switch strings to jump to different tracks and collect points to extend the countdown.

GUITARCADE

BIG SWING BASEBALL

Play the note indicated by the fret number and color thrown by the pitcher. Time your swing for the most power, and watch out for bends when the pitcher throws a curve!



SUPER SLIDER

Colored blocks drop from the top of the grid. Play the indicated string at the block's fret number and then slide up or down to move the position of the block. Strum all strings to drop the block immediately. Stack matching colors for points!



DAWN OF THE CHORDEAD

The undead hunger for flesh, and it's up to you to keep them at bay! Play the indicated chord to activate your defense systems before they close in for the attack.



HARMONICALLY CHALLENGED

A live bomb is set to explode unless you can play the right harmonics before detonation. The strings and fret numbers are displayed before the bomb goes live. Play the harmonics in the correct order to defuse the bomb in time!



TECHNIQUES

SOUNDCHECK

Select your hand orientation and watch a brief instructional video before testing out your sound. When told to Make Some Noise, strum all six strings until the meter fills.

note Rocksmith closely tracks your performance. Based on your playing, many of these Technique Challenges may be suggested to you in your Rocksmith Recommends options.

note Every song has its own set of skills required to master it. To view the Technique Challenges related to a specific song, select Associated Techniques from the song's menu or from a song's results screen.

CHORD BOOK

Choose to view chords by the songs they appear in. When you head to the song selection screen, highlight a title to view the number of arrangements and chords and then select it to practice.

VIDEOS

Watch these easy-to-follow how-to videos for mini-lessons in 29 different topics. Learn how tackle scales, bends, slides, picking, restringing, and more.

OPTIONS

SOUND AND DISPLAY SETTINGS

- Volume Settings** Adjust the volume for the music, your guitar, your mic, and crowd volume.
- Subtitles** Turn the game's subtitles on or off.
- Display Lag Correction** Adjust the input timing for note recognition during gameplay.

GAME SETTINGS

- Difficulty Settings** Choose to set all songs to their highest achieved level or their lowest/initial level.
- Hand Selection** Select to set your guitar playing to left-handed.
- String Layout** Select to invert the view of your guitar strings in the HUD. This option is best for players used to reading music in tablature form.

RESTORE DEFAULT OPTIONS

Return all your altered options to the default settings.

CREDITS

Check out all the people who made this game happen.

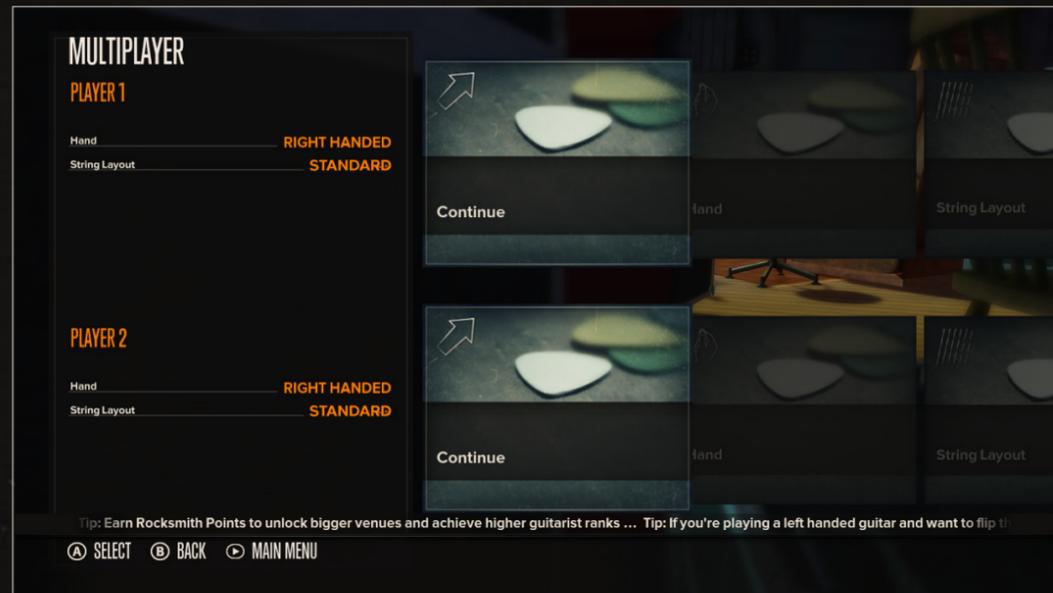
USER MANUAL

Access this in-game manual.

SHOP

Connect to Xbox LIVE® to access the Shop. Purchase new content direct from the in-game store. Choose from featured items, songs, packs, and gear.

MULTIPLAYER



Play with another guitarist locally. In multiplayer, the screen is divided in half and each musician's options appear in his or her section of the screen. When a selection is shared it appears in the center of the screen and both players have navigational and selection control.

Upon starting Multiplayer mode, each musician has several options to choose from.

note Progress is tied to your profile. Any advances made during a multiplayer session are retained in your single player game.

CONTINUE

Choose to move forward with playing multiplayer. After selecting Continue, you are taken to the Song Select where you can choose to play songs together.

HAND

Select the hand you use to strum the guitar.

STRING LAYOUT

Determine your type of string layout.

DIFFICULTY SETTINGS

Choose your phrase levels. Each player may select to set all songs to their highest level achieved thus far or to set all songs to their lowest level.

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Uses Scaleform Gfx © 2010 Scaleform Corporation. All rights reserved

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To all family and friends who've supported us throughout the production. Love you all!

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Published by Bratty BC (SESAC).

Courtesy of Mexican Summer.

Blur - "Song 2"

Written by Damon Albarn, Graham Coxon, Steven James and David Rowntree.

Published by EMI Blackwood Music Inc. (BMI). All Rights Reserved. Used by Permission.

Courtesy of EMI Records Ltd. under license from EMI Film & Television Music.

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Published by Dratleaf Music, Ltd. (PRS) and E C Music Ltd (PRS). All rights administered by Warner/Chappell Music International Ltd.

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Published by Jones Music America (ASCAP) admin. by ARZO Publishing / © 1974 Chrysalis Music (ASCAP) / Colgems-EMI Music Inc. (ASCAP). All rights reserved. Used by permission.

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Published by E C Music Ltd (PRS).
All rights on behalf of E C Music
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Franz Ferdinand – "Take Me Out"

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Co. Ltd. / Epic Records.

By arrangement with Sony Music
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Incubus – "I Miss You"

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Interpol - "Slow Hands"

Written by Carlos Andres Dengler,
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Daniel Alexander Kessler.

Published by Kobalt Music
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Carlos Dengler Music/Idle
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Jarvis Cocker - "Angela"

Written by Martin James F. Craft,
Ross Orton, Jarvis Branson
Cocker, Stephen Patrick Mackey,
Timothy McCall and
Simon Edward Stafford.

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Jenny O. - "Well OK Honey"

Written by Jenny O. Music by
Jenny O., Mike Green and Rob
Kolar and Jacob Wick.

Published by The Sleepy Anne
Publishing Company (ASCAP).
Courtesy of Manimal Records.

**Kings Of Leon – "Use
Somebody"**

Written by: Caleb Followill
(ASCAP), Matthew Followill (BMI),
Jared Followill (BMI) and Nathan
Followill (ASCAP).

Published by: Bug Music (BMI) /
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Little Barrie – "Surf Hell"

Written by Barrie Cadogan, Lewis Reuben Wharton, Virgil Howe.

Published by Touch Tones Music Ltd.

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Lynyrd Skynyrd - "Sweet Home Alabama"

Written by Edward King, Gary Robert Rossington and Ronnie Van Zant.

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Pixies - "Where Is My Mind?"

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RapScallions – "California Brain"

Written by Chris Clemence,
Dario Forzato, Matthew Still,
Wendy Starland and Adam
Fisher.

Published by Chris Clemence
/ Dario Forzato / Matthew Still
/ Wendy Starland (ASCAP) -
Wendelicious Music /
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Red Fang - "Number Thirteen"

Written by David Sullivan,
John Sherman, Maurice Bryan
Giles and Aaron Beam.

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Written By: Seth Chapla (BMI)

Published By: Seth Chapla

Sigur Ros - "Gobbledigook"

Written by Jon Thor Birgisson,
Orri Pall Dyrason, Georg Holm
and Kiartan Sveinsson.

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Silversun Pickups - "Panic Switch"

Written by Brian Aubert,
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Lester and Nicole Monninger.

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Stone Temple Pilots – "Between The Lines"

Written by Robert Emile DeLeo, Dean DeLeo and Scott Richard Weiland.

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Stone Temple Pilots – "Vaseline"

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Taddy Porter - "Mean Bitch"

Written By Andy Brewer, Joe Selby, Kevin Jones and Doug Jones.

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The Dead Weather - "I Can't Hear You"

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Published by Domino Publishing Company of America, Inc. (ASCAP) / Sleeping Disorder Music (BMI) / Each Hit Below Me (BMI) / Third String Tunes (BMI).

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The Horrors - "Do You Remember"

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The Rolling Stones - "(I Can't Get No) Satisfaction"

Written by Mick Jagger and Keith Richards.

Published by ABKCO Music, Inc. Courtesy of ABKCO Music & Records, Inc. (www.abkco.com).

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**The Rolling Stones -
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Written by Nanker Phelge.
Published by ABKCO Music, Inc.
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**The Rolling Stones -
"The Spider and The Fly"**

Written by Mick Jagger and
Keith Richards.
Published by ABKCO Music, Inc.
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**The Strokes –
"Under Cover Of Darkness"**

Written by Julian Casablancas,
Nick Valensi, Albert Hammond,
Jr. and Fabrizio Moretti.
Published by The Strokes Band
Music (ASCAP).

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The White Stripes - "Icky Thump"

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The xx - "Islands"

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Croft, Baria Qureshi, Oliver David
Sim and James Thomas Smith.
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Versus Them – “Six AM Salvation”

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Published By: Matt Montgomery

White Denim – “Burnished”

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Arrangement Title	Written By
Technique Challenge - Slides.....	Chris Lee
Technique Challenge - Double Stops.....	Brian McCune
Technique Challenge - Palm Mutes	Brian McCune
Technique Challenge - Bends.....	Seth Chapla
Technique Challenge - Tremolos.....	Seth Chapla
Technique Challenge - Power Chords.....	Brendan West
Technique Challenge - Barre Chords.....	Brendan West
Technique Challenge - Harmonics	Matt Montgomery
Technique Challenge - Hammer-Ons and Pull-Offs	Matt Montgomery
Technique Challenge - Open Chords	Matt Montgomery
Technique Challenge - Sustains	Matt Montgomery

Technique Challenge - Anchor Zones.....	Matt Montgomery
Space Ostrich (Quick Pick Dash).....	Nicholas Bonardi
Ducks	Nicholas Bonardi
Super Ducks	Nicholas Bonardi
Scale Runner	Nicholas Bonardi
Baseball.....	Nicholas Bonardi
Dawn of the Chordead	Zhang Xin
Harmonically Challenged	Zhang Xin
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