NOTE TUTORIAL

Master your guitar playing skills before you take the stage in front of your adoring fans!

Notes drop down the TV screen from the top and pass through the Target Zone at the bottom. Press the correct Fret Button and strum when the note enters the Target Zone. Once you've successfully hit your notes, you'll move on to the Chords and Held Notes tutorials.

Once you've completed all 3 tutorials, you'll be ready to take center stage. Just remember, YOU are the rock star – so get out there and show them what you've got!

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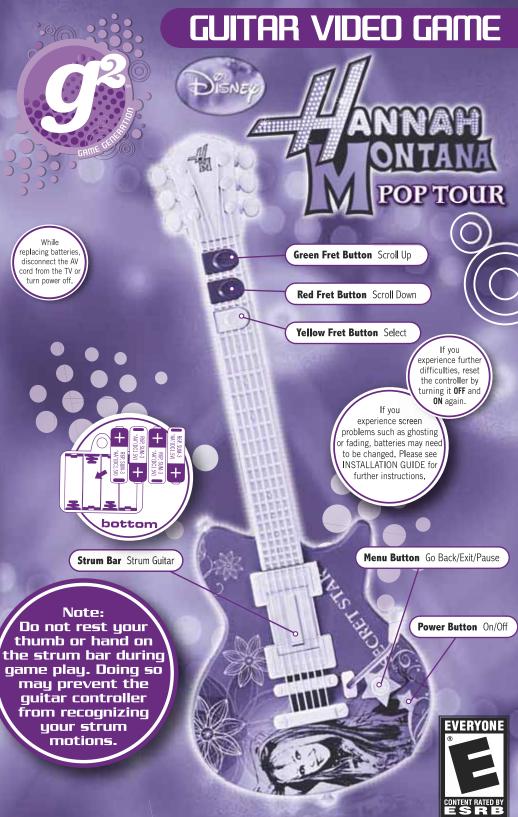
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Hey Superstar! Ready to step out into the limelight of jam-packed arenas? With the Hannah Montana: Pop Tour Guitar Video Game, you'll be rockin' to sold-out crowds across the country. So grab the guitar and get ready to give your fans the ultimate show. With 10 awesome Hannah Montana songs built inside, you can rock right out of the box.

HANNAH MONTANA SONG INCLUDED:

- 1 The Best Of Both Worlds 6 This Is The Life
- 2 The Other Side Of Me
- **3 Just Like You**
- 4 Nobody's Perfect
- 9 If We Were A Movie 10 Rock Star

8 Life's What You Make It

7 | Got Nerve

- **5** Pumpin' Up The Party
- To get started, just plug the guitar into your TV and get ready to rock out as Hannah Montana. You'll build skills, earn points, and make new fans along the way.

Once you're plugged in, the start up Title screen will appear. Press the Menu Button to go to the Main Menu.

MAIN MENU

Pop Tour Free Play Head to Head Tutorial **Options** The Gallery

PAUSE MENU Continue

Music Level (Low-Medium-High) **SFX Level (Low-Medium-High) Restart and Exit to Main Menu**

HEAD TO HEAD

Challenge your friends! Players take turns struttin' their stuff. Perform any song that's been unlocked. Both players will perform at the chosen level of difficulty.

TUTORIAL

Learn how to Play Notes, Strum Chords, play Held Notes, and use the Crowd Meter.

OPTIONS

Change Difficulty level, Look at High Scores and Erase a saved game.

THE GALLERY

Place for player view awards that have been unlocked during game play.

GET FAMILIAR WITH YOUR GUITAR

Fret Buttons are the buttons located on the neck of the guitar.

The Strum Bar is located on the lower portion of the guitar, and is strummed to trigger the sound.

PLAYING THE GUITAR

Press the Fret Button that matches the note color appearing in the Target Zone on your TV screen. Hold the Fret Button and strum the Strum Bar.

PLAYING NOTES

Note: Do not rest your thumb or hand on the strum bar during game play. Doing so may prevent the guitar controller from recognizing your strum motions.

There are 3 types of notes:

- Single notes One note comes down on the TV screen. Press the Fret Button once and strum to play the note.
- Chords Two or three notes come down together. Press the

POP TOUR

Play to unlock other cities and songs. You'll be touring the hottest towns - New York, Los Angeles, Miami, Nashville and Houston – while singing the hottest songs.

FREE PLAY

Play any song you have unlocked in Tour mode at any time.

Fret Buttons down and strum to make the chord.

• Held notes - Notes come down with a tail. Press and hold the corresponding Fret Buttons for as long as the tail streak goes while only strumming once at the beginning of the note. Taking your finger off the note in the middle of the streak will break the streak and the note will fall.

Important Safety Information (continued) TO AVOID BATTERY PROBLEMS, ALWAYS: -Have an adult install and change the batteries. -Turn off the Guitar Unit when you finish using it. -Replace all batteries at the same time.

-Insert batteries according to the instructions in your Guitar Unit Tips For Set-up

IF YOU NEED FURTHER ASSISTANCE, CONTACT OUR CONSUMER RELATIONS DEPARTM Telephone: 1.877.875.2557. Monday – Friday 7:30 am – 5:30 pm Pacific Time. Excludes Ho Mail: JAKKS Consumer Relations 21558 Ferrero Pkwy, Walnut, CA 91789 Please include your name, address and phone number.

s and phone number

he limits for a Class B digital device, pursuant to Part 15 of the protection against harmful interference in a residential e radio frequency energy and, if not installed and used in erence to radio communications. However, there is no guarantee this equipment does cause harmful interference to radio or e equipment off and on, the user is encouraged to try to correct been tested and founits are designed to nt generates, ictions, may not occur in a particular installa ception, which can be deter

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e with the Class B FCC limits. elded cables must be used with

JAKKS PACIFIC, INC. ELECTRONICS TOY 90 DAY LIMITED WARRANTY

THANKS FOR PURCHASING A GREAT PRODUCT FROM JAKKS PACIFIC. INC.

PLEASE IMMEDIATELY REGISTER YOUR PRODUCT ONLINE at www.G2gamegeneration.com/register. Registration is not required for the effectiveness of this limited warranty.

IMPORTANT NOTICE TO CONSUMER: THIS LIMITED WARRANTY APPLIES TO THE ORIGINAL PRODUCT PURCHASER, PROVIDED THE PRODUCT: 1) WAS PURCHASED FROM AN AUTHORIZED JAKKS PACIFIC™ DISTRIBUTOR / DEALER / RETAILER, AND 2) IS RETURNED AT YOUR EXPENSE, POSTAGE PRE-PAID AND INSURED, ALONG WITH THE ORIGINAL DATED SALES RECEIPT. PLEASE SAVE A COPY OF YOUR ORIGINAL SALES RECEIPT. AS THE ORIGINAL RECEIPT WILL NOT BE RETURNED TO YOU. IF THE PRODUCT IS RETURNED TO US WITHOUT THE ORIGINAL DATED SALES RECEIPT, IT WILL BE EXCLUDED FROM

THIS WARRANTY COVERAGE. IF THE PRODUCT IS DETERMINED TO BE DEFECTIVE, WE WILL (AT OUR OPTION) REPAIR OR REPLACE IT. RETURN SHIPMENT MAY TAKE UP TO 6 WEEKS, DEPENDING UPON YOUR LOCATION. IF YOUR PRODUCT IS REPAIRED OR REPLACED, IT WILL BE WARRANTED

FOR THE LONGER OF THE ORIGINAL WARRANTY OR FOR 30 DAYS AFTER WARRANTY SERVICE.

SCOPE OF LIMITED WARRANTY: The product is warranted to be tested and inspected before shipment and to be free of defects in material and workmanship for 90 days from date of purchase. If a covered defect occurs within the warranty period, then at our sole option, we will repair or replace the product or provide you with another product of equal value. WHAT IS NOT COVERED BY LIMITED WARRANTY: This warranty is void if the product has been modified or repaired by user or others or if it has been damaged as a result of accident, immersion in water, neglect, abuse, misuse, battery

leakage, improper battery installation, unauthorized service, loss of parts, weather, acts of God, any action or omission which constitutes a deviation from the operating instructions, or any other causes not arising out of defects in workmanship materials

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NOTICE:

Never mix old and new batteries or different brands Changes or modifications to this unit not

- of batteries. Never mix alkaline, standard [Carbon-Zinc] and
- rechargeable [Nickel-Cadmium] batteries. Never use rechargeable batteries with this product.
 Operation is subject to the following two
- Do not dispose of batteries in fire. Batteries may leak and explode.
- The device complies with Part 15 of the FCC Rules. Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

- conditions:
- This device may not cause harmful 1. interference.
- 2. This device must accept any interference received, including interference that may cause undesired operation.

TIPS FOR SET-UP:

To use your Guitar Unit, follow three basic steps:

- **INSERT NEW AA BATTERIES INTO GUITAR UNIT** 1. To insert the NEW AA batteries, unscrew the compartment (located under Guitar Unit) with a small screwdriver. Install the NEW AA batteries by matching the polarity icons on the battery with the polarity icons on the Guitar Unit. Replace the lid on the battery compartment,
- and finish by re-securing the screws and compartment together. 2. CONNECT THE GUITAR UNIT TO THE TV OR VCR The Audio/Video cable attached to the Guitar Unit has a yellow input and a white input. To plug the Audio/Video cable into your TV or VCR: plug the yellow input into the Video IN (which is a yellow
 - outlined hole on your TV or VCR) and plug the white input into the Audio IN (which is a white outlined hole on your TV or VCR).

Installation Guide & Safety Information

you experience screen problems such as ghosting ading, batteries may need to be changed.

EXCLUSIONS FROM LIMITED WARRANTY: This warranty is exclusive of and in lieu of all other express or implied warranties related to this product, including any implied warranties of merchantability or fitness for a particular purpose. Special, incidental and consequencial damages arising from possession, use, or malfunction of this product are excluded both for property damage and personal injury to the extent legally permitted.

ADDITIONAL LEGAL RIGHTS: This warranty provides specific legal rights. You may have other rights in your state or country. Some states and/or countries do not allow exclusion or limitation of a) incidental, special and consequential damages, or b) duration of an implied warranty, so the above exclusions

or limitations may not apply to you. QUESTIONS OR COMMENTS: If you experience product difficulties or have questions or comments, you may contact our Consumer Relations department as follows: Phone: 877-875-2557 (toll-free, North America only) or 909-594-7771 x 560 (Monday-Friday, 7:30AM-4:30PM Pacific / GMT - 8). Mail: JAKKS Pacific, Inc. Consumer Relations, 21749 Baker Parkway, Walnut, California USA 91789. Email: consumers@jakks.com.

WHEN WRITING TO US: Please include: 1) product name; 2) item number; 3) purchase date; 4) description of the problem being experienced, and 5) your name, address and phone number. Additionally, if eligible under the warranty and so advised by Consumer Relations, also include the defective product and the ORIGINAL dated sales receipt evidencing product purchase. Please retain a copy of your receipt. 090106

3. ONCE THE AV CABLES ARE CONNECTED TO THE TV OR VCR

You may need to select the appropriate "Line-In source." To do this, first turn on the Guitar Unit.

a. For multiple input televisions

Set your TV to either channel 3 or 4 depending on which you watch your videos. In most cases, you will need the original TV remote. You will need to turn off your Satellite system or in some cases disconnect it from the TV. On TVs with multiple inputs there is usually a button labeled "Input", "Source", "Aux", "Ant", "Video", or "Game." Selecting one of these buttons will normally bring the game up on the screen. You may need to press the button more than once. The game usually plays through your "Video 1", "Video 2", "Line 1", "Line 2", or "Auxiliary" source. If your remote does not have one of these buttons, try keying in "00" or "01" using the number pad on your remote control. If after these steps the game fails to come up on the screen, you can choose the down arrow on your remote control or TV and go below Channel 1.

TROUBLESHOOTING:

Α.

(TIPS FOR SETUP continued)

If your channels are programmed properly, you should see a "blue screen", followed by one of the sources mentioned above. Continue channeling down and the game will pop up on the screen. If you get a number as opposed to one of the sources previously mentioned, you would need to reprogram your TV channels through your "auto programming" button which is usually located on your TV.

Single input televisions b.

On TVs with only 1 input source, there is usually a button that says "Line" or "Line In" or "Line/ANT" or "Input" on the remote control. If this button exists, pressing it should select "Line In" as the active source and you should see the game on your screen. If your remote does not have one of these buttons or something similar, try changing the channel to "00" or "01" using the number pad on your remote control. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owner's Manual for your TV should provide instructions on how to do this without the remote control. If the steps above do not work, consult the owner's manual for your TV to determine how to select the line input for your brand and model. If this still does not resolve the problem, contact the Customer Service Support Line for your television manufacturer.

VCR/DVD Connection c.

Setup your television as if you were going to watch a tape from your VCR/DVD. You may need to press the "TV/VCR" button so that you are viewing the VCR's output on your TV screen. Using the VCR/DVD remote control, look for a button that says "Line" or "Line In" or "Line/ANT" or "Input" or "Source." Pressing this button should select "Line In" as the source for the VCR/DVD. You should then see the game on your screen. In most cases, you will need the original remote to your VCR/DVD to access the menu. If you do not have the original remote control, then the Owner's Manual for your VCR/DVD should provide instructions on how to do this without the remote control. If the steps above do not work, consult the manufacturer's guide for your VCR/DVD to determine how to select the line input for your brand and model. If this still does not resolve the problem, contact the Customer Service Support Line for your VCR/DVD manufacturer.

ADDITIONAL TIPS:

- 1. Depending on your type of TV or VCR/DVD, the "Video In" and "Audio In" inputs will be located in different places, but usually they are located in the back of the TV or VCR/DVD.
- 2. If you are connecting your Guitar Unit by plugging it into the AV outlets on your VCR/DVD player, you will need to make sure your VCR/DVD player is on or it will not work.
- 3. If you are connecting your Guitar Unit directly to your TV, but there is a cable box also connected to your TV, you will need to access the "set up" menu and change the source of the input just as you would if you were using a VCR or DVD. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owner's Manual for your TV should provide instructions on how to do this without the remote control.

- Connecting to the TV or VCR If you have plugged the Audio/Video cable in properly, but still cannot get the product to work, the following additional steps might need to be taken depending on the make and model of your TV and/or VCR:
- 1. Connections to Satellite systems may interfere with reception. Again, depending on the make and model of your TV and/or VCR, you may need to disconnect or turn off the satellite system. Then you will need to reconnect the Guitar Unit as indicated above.
- 2. If your TV has an option for "Games" or "Games Systems," you may need to turn this feature on or the product may not work. You may need the original remote control for your TV to access this feature.
- 3. If you have an older TV set that does not have Audio or Video inputs, then you will need to purchase an adapter called an "RF Modulator." These can be purchased from most major electronic stores.

If none of the above suggestions work, please contact the Customer Service Support Line for your TV manufacturer. Reference the list of most major TV manufacturers and their Customer Care numbers on the next page.

B. Problems after connected

If you have successfully connected your Guitar Unit to your TV or VCR and have been able to use it, but suddenly experience a distortion, such as "ghosting" or "fading," in the images on the screen, most likely this is an indication that the batteries need to be replaced. When replacing the batteries, use only NEW batteries and dispose of the old batteries properly. Please refer to the back page of the instructions for the type of batteries to use.

Important Safety Information:

SEIZURE WARNING: A small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the Guitar Unit, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic seizure or symptoms in these individuals or in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you or anyone in your family experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.
 To reduce the likelihood of a seizure while playing video games:

 Sit or stand as far from the screen as possible.
 Play video games in a well-lit room and on the smallest available screen.
 Do not play if you are tired.
 Take a 10 to 15 minute break every hour.

REPETITIVE STRAIN WARNING: Playing video games continuously can make your muscles, rt after a few hours. To avoid problems such as Tendonitis, Carpel Tunnel Syndrome

- 15 minute break every hour, even if you don't think you need it. , wrists or arms become tired or sore while playing, stop and rest I hours before playing again.
- 4. Image Burning or "Ghosting" (for all TV's but especially plasma TV's) If you are not actively playing the game, turn the game off. Never leave the game on your TV set for an extended period of time, as this may cause the image to "burn" into the screen. Consult your TV owner's manual.
- B. If you continue and se nue to have sore ha e a doctor. s during or after play, stop

playing and see a doctor.
BATTERY WARNINGS AND PROPER USE: Battery acid leakage can cause personal injury and cause damage to your Guitar Unit and surrounding property. If battery leakage occurs, thoroughly wash any affected skin, making sure to keep battery acid away from eyes, ears, nose and mouth. Immediately wash any clothing or other surface that comes into contact with leaked battery acid. Leaking batteries may make "popping" sounds.
TO AVOID BATTERY PROBLEMS, NEVER:
-Leave batteries in the Guitar Unit for long periods (a week or more) of non-use.
-Leave the Guitar Unit on after the batteries have lost their charge.
Put batteries in backwards by placing the negative (1) battery pole into the positive (+) recent

-Put batteries in backwards by placing the negative (-) battery pole into the positive (+) receptor

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