



Shady O'Grady's™

Rising Star

Hughes Lane

G111games

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Credits

Gilligames

Producer, Designer, Programmer, Graphics,
Sound Design, Manual Design Todd M. Gillissie
Historical Date Research..... Judyth Stayton
Concert Photography..... Adam Mokan
Concept Art.....Myles Wohl

Contracted Artists

City Models & Textures, Van TexturesIvan Miskelic
Cover Illustration..... Hugh Jamieson
www.paintandsuffering.com

3rd Party Libraries

Particle Candy Library www.x-pressive.com
Uses Tokamak Game Physics SDK www.tokamakphysics.com
Tokamak Blitz3D Wrapper..... Sweenie
EasyTOK LibraryPhilippe Agnisola
Datafunk LibrarySnarkbait
Cruncher Library..... Harald Wagner
Blitzsys Library Rob Hutchinson & Joseph Cox

Publishing

Publisher..... Todd M. Gillissie
Public Relations & Promotion..... Michael Meyers Public Relations
Beta Test Coordinator..... Mindi Arnesen (Shrapnel Games)
Lead Tester..... Gandalf Parker
Equipment Images.....American Musical Supply
www.americanmusical.com

Special Thanks

I would like to thank all of my friends and family that patiently supported my efforts of the last two years while making this game. In particular, I would like to thank my life partner Judyth, and our children Josh, Cameron and Elizabeth.

- Todd



Shady O'Grady's™ Rising Star

Introduction

In Shady O'Grady's™ Rising Star, you start out as a person who wants to be a musician. You have no skills, no equipment, and no band mates, but you are filled with the desire to be a music star. Success does not come easy. A lot of hard work and practice is required to make it far in this business.

Automatic Updates

Each time you start the game, it attempts to find available updates over the internet. If updates are available, a list is presented and you can choose to download any updates. If no updates are available, then the game continues to launch as normal. If a problem is encountered while checking for updates, an error message is displayed. You must then manually click "Launch" in order to start the game. If you prefer not to check for updates automatically, you can turn the option off in the "Options" page from the Main Menu after the game has launched.

The updater is the only part of Shady O'Grady's™ Rising Star that connects to the internet for any reason. No information is submitted other than the anonymous request for updates.

Interface Basics

Throughout the game, certain functionality is common:

- Enter and Return keys act the same. In this manual, "Enter" means either key.
- Esc will take you back to the previous screen (where applicable).
- Esc will cancel any popup dialog window.
- Enter will close a popup dialog window, with entered data applied (where applicable).
- "Left click" means to click the left mouse button. "Right click" means to click the right mouse button. Just plain "click" is the same as "left click".
- If a screen has a red button with a yellow lightning bolt in the upper right corner, you can click it to close the screen. This is the same as pressing Esc.



Main Menu

Resume Game - Only available if a game is in progress. Exits the Main Menu and resumes the current game.

New Game - Start a new music career.

Load Game - Resume playing a previously saved music career.

Options - Includes display, soundtrack, and other options. See the Options section for full details (page 23).

Exit Game - Exit Shady O'Grady's™ Rising Star completely.

Starting a New Game

When you create a new game, a new career is started from scratch. You create a single character that represents “you” in your band. Additional musicians must be recruited later in the game.

First, enter your **character's first and last name**. You may optionally include a nickname by putting it in quotes between the first and last names, such as **Karl “The Dude” Jensen**. You may change your character name at any time during the game on the **Musician Details** screen.



Next, enter your **band name**. Sure, you don't really have a band yet, but this is what your act will be known as. This name cannot be changed after the game is started, so think of something good.

Choose your character's **instrument**, **gender**, **skin tone**, and favorite music **genre**. These things cannot be changed after the game has been started, so choose wisely now.

Finally, choose your **home city**. The size of your home city will affect your gameplay experience quite a bit. A smaller city has less resources available for bands to become successful, but is easier to get around in, with key locations generally closer to your home. Beginners may want to choose a medium sized city (around 2 million population). Keep in mind that you may travel to other cities, no matter what city you call home. To scroll the **U.S. map**, you can either use the **arrow keys**, move the mouse pointer to the **edge of the screen**, or hold the **right mouse button** down and **drag** to scroll the map quickly.



Click “**Let’s Rock**” to start your new career. You will be asked whether you want to enable **Tutorial Mode**. If you do, a set of yellow “sticky notes” will appear on various screens to help explain the basic functionality of each screen, as well as guide you in the right direction to get started successfully.

The next screen you see is your musician’s details, where you will need to assign your first 10 skill points.

Musician Details

Character & Band Name

These are displayed at the top of the screen. You may change any musician’s name at any time, but you cannot change your band name. To change a musician’s name, click on the current name, then type in the new name. You may optionally include a nickname by putting it in quotes between the first and last names, such as **Karl “The Dude” Jensen**. If you include a nickname, then it will be displayed on the Main Screen instead of the musician’s first name.



Character Skills

There are six Skills that determine in which areas a musician is most talented. You assign the points for each of these Skills whenever the character levels up from gaining **experience (XP)**. If a Skill is being adjusted for any reason (**equipment bonuses, health issues**), then the **effective Skill rating** is displayed in parentheses next to the **actual Skill rating**.

Playing - Affects the rate at which the band gains playing skill of practiced songs.

Songwriting - Affects the maximum quality of songs written when this character is included in the writing process.

Stage Presence - Affects the amount of energy that the character can exert when playing a live gig, without the risk of being injured. Audiences love high energy bands.

Production - Affects quality of recordings produced by your band. Only the highest Production skill level of all band members is used.

Repair - Affects the chance of repairing equipment at home. Also affects the amount of points repaired when successful.

Business - Affects the cost of practically everything in the game. Only the highest Business skill level of all band members is used.



Character Attributes

Attributes are additional stats that are not directly controlled by the player.

Inspiration - Affects songwriting. The higher the inspiration of the chosen songwriters, the more time you'll have to improve the song quality. Inspiration fluctuates based on your actions, as well as random events in the game.

Health - The physical condition of the musician. This directly affects the effective skill values of the musician. For example, a health of 50 will result in all skills being 50% of their full values. Health is affected by random sickness, as well as injuries. Resting regains health for free, while visiting the local Hospital allows quick healing for a price.

Happiness - Although this doesn't affect any gameplay, if a musician's happiness and inspiration get too low, the musician may quit the band. Happiness is affected by personal relationships with other band mates, as well as contribution to songwriting. Additional events can also affect happiness.

Ego - This value never changes, but it affects a few things in the game. Primarily, it affects the happiness of a musician, based on the amount of songwriting contribution by the musician. In addition, the happiness of a musician can be affected by ego when playing (or not playing) songs that the musician helped write.

Birthdate, Age, Gender - For informational purposes only, and doesn't affect gameplay. However, band member birthdays are considered "significant dates", where bonuses are granted on those days.

Level - Indicates the overall skill level of the musician. The Level increases when enough Experience is gained. Each time a Level is gained, the musician gains 10 Skill points to distribute amongst the six Skills.

Experience - The counter that keeps track of the amount of experience a musician has. Experience points are gained by doing practically anything in the game.

Next Level - The amount of Experience needed to increase a Level.

Appearance

Each musician can have its appearance customized. The appearance of your musicians doesn't affect gameplay, but **inspiration** is gained when buying new clothing.

Select the clothing, face and hairstyle for the musician by **clicking the left and right arrows** next to each category. Clothing that offers more than one variation of style will be indicated by a numbered, **round button** displayed under the **Style** column. **Clicking** this round button will cycle between the available styles for the particular piece of clothing.



The **hair color** is controlled by clicking the colored square button in the **Hair/Hat** row.

You start with a very basic set of clothing, but more styles can be **purchased** at any clothing store in the game. Not all clothing stores have the same styles, so shop around to find new styles.

Musician Avatar

The musician's avatar displays the current set of **clothing**, **hair** and **face** chosen in the **Appearance** section. You can **rotate** and **move** the avatar up and down by **left clicking** on the avatar and moving the **mouse** around. You can also **zoom in and out** by using the **slider** to the right of the avatar, or by using the **mouse roller** while pointing at the avatar. The position of the avatar will be snapshotted for the main screen when you leave the details screen.



Kicking a Musician Out of the Band

If you're not happy with a musician at any time, you can kick him or her out of your band by clicking on the **"boot"** button in the upper left corner of the musician details screen. Of course, you cannot kick yourself out of your band. Be aware that kicking a musician out of the band may have consequences.

Selecting a Musician

If you have more than one musician in your band, you can quickly select another musician by using any of the following methods:

Click the **left or right arrow buttons** at the top of the details screen.

Press the **left or right arrow keys** on the keyboard.

Press **F1-F6** to jump straight to the musician in the numbered slot.

Music Equipment

Each musician must have music equipment in order to make music. Depending on the musician's chosen instrument, the kind of equipment required varies. Equipment is broken down into smaller categories as follows:

- **Instrument**
- **Amplifier**
- **Supplies**
- **Effects**

Some **instruments** require **supplies** in order to function. For example, a guitar requires guitar strings. In addition, some **instruments** require an **amplifier** to be useful.

Regardless of the type of instrument, anyone may use up to three different **Effects**. Effects are completely optional, but may provide additional **Skill bonuses**.

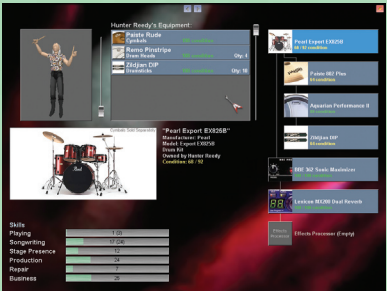


Every piece of equipment has a **Condition** rating, based on a percentage of “brand new”. Normal usage will reduce the Condition rating. **Instruments, Amplifiers** and **Effects** may be repaired and refurbished to restore the Condition rating, but **Supplies** cannot be repaired.

Different equipment models have different quality levels, which affects skill bonuses and Condition wear rate. See the **Equipment Editor** section for more information about equipment quality (page 24).

Musician Inventory

The inventory screen shows the entire list of the musician's **equipment**, as well as what equipment is currently being used (in the **equipment tree** on the right). For convenience, the musician's **Skills** are also displayed so you can see how equipment bonuses affect the musician's Skills. To see the details of any piece of equipment, **left click** the equipment in the list or in the equipment tree.



Equipping/Unequipping Equipment

To equip a piece of equipment, either **right click** the equipment in the list or **left click** and **drag** the equipment to the appropriate place in the **equipment tree**. While dragging, the appropriate place will be highlighted with a **green box**. To unequip, either **right click** the equipment in the equipment tree or **left click** and **drag** it from the tree to the list. If you unequip an instrument, all **attached supplies** will also be unequipped and placed into the list.

Main Screen



The “main screen” is actually a border around the screen. It is visible in most places within the game for easy access to musician details and other information.

The upper left corner contains the **Main Menu** button. Next to that is the **name of the screen** you are currently viewing. In the center at the top is the **name of the city** you are currently in. The **current date** is displayed in the top right, as well as your band's **money**. If in a store, individual musician money is also displayed. The **mini-calendar** is in the far top right corner.



Musician Avatars

Each musician in your band is represented by an avatar at the bottom of the screen. You may have up to six musicians in your band. The **first name or nickname** of each musician is **written on the tape** above the avatar.



To access the details screen for a musician, click on an avatar. You may also press **F1-F6** to jump straight to a musician's details. To go straight to the musician's inventory screen, click on the **instrument icon** in the lower left corner of the avatar.

In some situations, you need to select a current musician for an action, such as shopping. In these situations, the first click on an avatar will highlight it with a spotlight, indicating that the musician is selected. If clicked again, you will then be taken to the musician details screen.

To the right of each avatar is a **volume slider** that represents each musician's current **inspiration** level. The higher the slider, the higher the inspiration. See the **Musician Details** section for more information about Inspiration (page 4).

Above each inspiration slider is a **face** that represents the health and happiness of each musician. A happy musician is represented by a face with a large smile, and an unhappy musician is represented by a face with a nasty frown. A healthy musician is represented with a beige color, and an unhealthy musician is represented with a wrinkled green color.

The pulse of the **LED meters** next to the inspiration sliders represent each musician's **general outlook and attitude**. If musicians have LED meters that pulse in sync, then they get along with each other very well. If the LED's are out of sync for musicians, then they probably don't like each other very much. To see an overview of relationships between band members, see the Band Info screen.



If a musician isn't equipped with all required equipment, then the missing equipment type icon will appear at the bottom of the avatar with a red outline. If the musician is equipped, but the equipment is in bad condition, then the damaged equipment type icon will appear at the bottom of the avatar with an orange outline.



Whenever a musician has gained enough experience to **gain a level**, you will hear a short guitar lick, and a **yellow "+"** will appear in the upper left corner of the avatar, indicating that the musician has **skill points** that you should assign immediately.





Calendar

Located at the top right corner of the screen, the calendar indicates the current date in the game. The mini-calendar shows the current date in yellow, as well as gigs in green, and reminders in blue. Click the mini-calendar to view the full-sized calendar.

October 2000						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

The full-sized calendar keeps track of your gigs (upcoming and past), as well as reminders to watch shows. Click the name of an event to see the details about the event. You can navigate to other months by clicking the left and right arrows, or by pressing the left and right arrow keys.



Band Info

Accessed by clicking the yellow “i” button in the menu on the right.

The diagram on the right side represents the personal relationships between each band member. The color of the line between two musicians represents the quality of the relationship between those two musicians, with green being good, red being bad, and yellow in the middle. Relationships affect how well musicians work together when writing songs, as well as happiness over time. Relationships may change gradually over time, so keep an eye on this diagram. Finding musicians with good relationships goes a long way in being a successful band.



The **Reputation** value is an overall value for the city, and is affected by gains and losses at all venues in the current city. Reputation is gained by watching shows and playing gigs in the current city. If you skip a gig, your reputation will lower dramatically. A higher reputation helps your band receive more gig offers.

The **Popularity** meter is displayed for your band's primary genre of music in the current city. Click “**All Cities/Genres**” to see the full list of cities in which your band has popularity.

Musician Coverage indicates the amount of coverage your band has in Rhythm &

Instrument	Rhythm	Melody
Vocals	0	35
Guitar	15	35
Bass	35	5
Drums	35	0
Keyboards	20	20
Turntables	10	10
Saxophone	10	20
Trombone	10	20
Harmonica	5	25



Melody, based on the instruments played by your band members. To get the best results when playing gigs, both of these values should be as high as possible. You will need to find a balance between sound fullness and the challenges of having a large band.

Your band's **CD Releases** are broken down into the following three categories:

Full Length (10 or more songs)

EP (3-9 songs)

Single (1-2 songs)

The **Band Shirt** section displays the number of t-shirts that you have sold, the number currently in stock to sell at gigs, as well as the current selling price. The same **Band Shirt** information is also available on the **Discography & Merchandise** screen.

If your band is currently under **contract** by a record label, then the **contract information** is displayed next. After the contract has been fulfilled, the info is no longer displayed, but the band will still receive royalties from CD sales.

Contract With Afraid Knot Records
Releases: **0 / 1** Min. Quality: **100**
Gigs: **0 / 50** Royalties: **16%**
Expenses: **Re-paid \$0 / \$500,000**
Next Release Due By: **January 7, 2001**

You can access the list of all other local bands by clicking "**Other Bands**" in the menu on the left. The Other Bands list allows you to easily see which bands you have a relationship with, as well as the popularity level of all bands in the current city. You can also see where each band is playing next.



Discography & Merchandise

Accessed by clicking the **CD button** in the menu on the right.

All CD's that your band has released will be listed here, including the amount that you have in stock for selling at gigs. Go to any studio to buy more CD's to sell at gigs. Click the title of any CD to see its details, including the **Sell Price**, which you can set.

Discography & Merchandise					
Title	Tracks	Release Date	Chart Position	Distributed	In Stock For Gigs
Avatar	10	9/01/2000	224	2,632	0
Band Shirts					
Shirts Sold:		150 (4 in Augusta)			
Sell Price:		\$14 (Click To Set)			
Net Profit:		\$1,350			
Shirts In Stock:		0			

The **Band Shirt** section displays the number of t-shirts that you have sold, the number currently in stock to sell at gigs, as well as the current selling price. The same **Band Shirt** information is also available on the **Band Info** screen.

Band Shirts
Shirts Sold: **150 (4 in Augusta)**
Sell Price: **\$14 (Click To Set)**
Net Profit: **\$1,350**
Shirts In Stock: **0**





Master Song List

Accessed by clicking the red musical note button in the menu on the right.

Every song that your band currently knows is listed in the Master Song List. Clicking a column header will sort the list in ascending or descending order by that column. The list can also be sorted by clicking "Sort By Date Written" at the top of the screen.

Sort By Date Written
View Archived

Master Song List - 14 Songs

Title	Genre	Quality	Popularity	Play Skill	Recording	Released
Sesside Town	Rock	14	0	14	N/A	
Perfectionary	Rock	34	0	37	N/A	
Hole in the Sky	Rock	12	0	16	20	
Free at Last	Rock	42	0	74	N/A	
Team Warfare	Rock	34	0	42	N/A	
Tales from a Ham	Rock	21	0	39	N/A	
Tact O'Clock	Rock	21	0	42	N/A	
Petified Time	Rock	41	0	76	N/A	
Plexiglass Pith Helmet	Rock	42	0	91	N/A	
Teatotaler	Rock	39	0	42	N/A	
Giant Castle	Rock	40	0	59	N/A	
Haven Gigs	Rock	40	0	76	N/A	
An Obsolete Band	Rock	41	0	76	N/A	
Springs Fuzz	Rock	34	0	37	N/A	

Click a song title to view the **Song Details**. The details screen provides information about the song, as well as the ability to forget the song by clicking "**Forget Song**" in the menu on the left. If you forget a song, it will be deleted from your Master Song List permanently. Songs that have been released on a CD cannot be forgotten, but if you want to remove any song from the visible list, you can mark it as "**Archived**".

It's Ordinary

Performed By: **Herbicidal Maniacs** **Appears on CD's**
 Written On: **January 4, 2000** **Axstar**
 Written By: **Joe Reimera**
 Genre: **Rock**
 Energy Level: **Low**
 Popularity: **0**
 Band Playing Skill: **95**
 Quality: **10**

Recording Info
 Produced By: **Herbicidal Maniacs (Band)**
 Recording Quality: **20**

☐ Archived

MP3 Filename **Clear Filename**
 ...access to be forever @_Ship to the Face.mp3

You may optionally assign any song a **MP3** file from your PC. Whenever you play this song at a gig, the assigned MP3 will be played instead of the soundtrack music.



Manager Communication

Accessed by clicking the green tie button in the menu on the right.

If you have hired a manager, you will be able to communicate with him through this screen. See the **Manager Offices** section for more information about hiring a manager (page 22).

Management Information

Manager: **Noah Kauffman**
 Home City: **New York, New York**
 Reputation: **16**
 Pay Rate: **41%, with a minimum monthly charge of \$1,000**
 Employed By: **Herbicidal Maniacs**
 Satisfaction: **20**
 Assignment: ☐ Book a tour, ☐ Book a tour
 Tour Start: **October 21, 2000**
 Tour End: **February 29, 2001**
 Starting City: **Birmingham, Alabama**
 Touring with: **Stem**

Your manager's current **Satisfaction** level is displayed here. This value fluctuates based on actions by the band. If it ever reaches zero, then your manager will quit. All managers are very satisfied to be working for an active, successful band.

You can assign your manager any of the following tasks:

Book local gigs - When this option is selected, you can determine how far from his home city that he should look for gigs.



Find a recording contract - You manager will seek recording contract offers.

The quality and amount of offers will primarily be determined by your manager's reputation and your band's popularity. Since you can only have one active recording contract, if you choose this option when you already have one, then your manager will effectively be doing nothing.

Book a tour - When this option is selected, you can choose when to start and end the tour. However, you cannot choose the accompanying tour band, which is automatically determined. Generally, you should tour after a new CD is released on a record label, to help satisfy the gig requirements for the contract.

Find product endorsements - Your manager will look for equipment manufacturers that are willing to pay your musicians to use their equipment at gigs. The higher your popularity, the more the endorsements will be worth, so you should assign this task to your manager periodically after you've gained significant popularity. Most of the time, if you don't want your manager to book local gigs, find a recording contract, or book a tour, you should assign him to find product endorsements.

Do nothing - Your manager will do nothing. Not a very popular option, but it is available just in case. Please note that your manager will still expect to get paid each month.

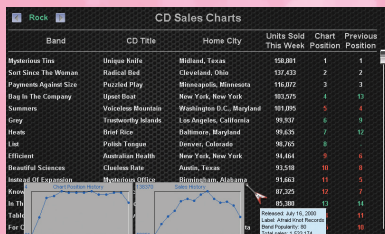
If you're not satisfied with your manager's performance, you can get rid of him by clicking **"Fire Manager"** in the menu on the left. Please note that if you fire a manager, then that manager will not want to work with you again in the future.



CD Sales Charts

Accessed by clicking the **line graph button** in the menu on the right.

You can view and monitor the progress of the top 100 CD's in each genre on this screen. The "Chart Position" column displays the current position of the CD, while the "Previous Position" column shows where it was in the previous week. The position number is color coded. White means it stayed in the same position from the previous week, red means it dropped in position, and green means it rose in position. If the Previous Position contains a hyphen, then the CD debuted in the current week.





Entertainment Guide

Accessed by clicking the **concert tickets** button in the menu on the right.

You can find out what venues have upcoming shows, as well as which bands are playing in the current city. You can use this information to help find appropriate venues for gigs. If you click an advertised show, you will see details about the show, as well as the ability to add a reminder to watch the show to your calendar. If the show is on the current date, you will also be able to set your destination to the venue, making it very easy to find it while driving in the city.

Entertainment Guide		
Augusta, Georgia	Rock	Thursday, October 19, 2000
TONIGHT!!! at State Theatre Steen, Horridical Maniacs, Miss For The Building	Tomorrow Night at Shirley's Bar Miss For The Building, Minds, Sisters, Peer For Memory	Tomorrow Night at The Domestic Birth Committees
This Saturday at The Domestic Birth Twists	Friday, October 27 at Shirley's Bar Green Ballroom, Buy After The Offer, Years, Senses After The Wine	Friday, October 27 at The Domestic Birth Defeated Flames, Miss For The Building, Senses After The Wine
Saturday, October 28 at Shirley's Bar Easy	Saturday, October 28 at The Domestic Birth Without Weather	Friday, November 3 at Shirley's Bar Without Weather, Committees, Defeated Flames
Friday, November 3 at The Domestic Birth Thought	Friday, November 10 at Shirley's Bar Twists	Friday, November 10 at The Domestic Birth Easy

In the City

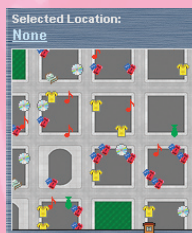
Driving around the city in your van is how you get from place to place. Use the **arrow keys**, or the **ASDW keys** to control the van. Be careful not to **crash** into buildings and other obstacles, as it will **damage** your van & equipment, and **injure or kill** your musicians. If your van sustains too much damage, you will need to repair it at a **Garage**. See the **Garages** section for more information about repairing your van (page 22).



Each location in the city has a parking space that indicates which kind of location it is. When you stop your van on a parking space, a **"Go Inside"** option will appear on the menu on the left. You can click **"Go Inside"** or press Enter on the keyboard to enter the location.

A partial **mini-map** is located on the left side of the screen, allowing you to see nearby areas of the city. Press the **M key** to toggle the full mini-map to see the entire city's layout. Locations that have been discovered appear on the mini-map as the icon that represents the location type.

Left click a location icon on the mini-map to select the location. When a location is selected, a **yellow rotating star** appears over the location icon on the mini-map, and a **blue arrow** appears at the top of the city view, pointing in the direction of the location.



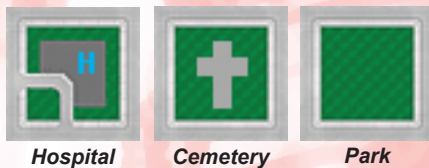
Locations may also be selected in other ways, such as using the **Entertainment Guide** or receiving gig reminders. If your band has a gig on the current date in the current city, then the location of the gig will have a **green rotating star** over the icon on the mini-map.

Right click a location icon on the mini-map to mark the location as a favorite. This will put a **green box** around the location icon on the mini-map. **Favorite locations** can be easily selected by clicking the **link immediately above the mini-map**, then selecting a location from the list of favorites.

Shift-right click a location icon on the mini-map to mark the location as disliked. This will put a **red box** around the location icon on the mini-map. **Disliked locations** will be ignored by your manager when he is looking for gigs for your band.

Hospitals, cemeteries and parks

are treated slightly differently on the mini-map. Hospitals are represented by a capital "H", cemeteries by a cross on a grassy block, and parks by a plain grassy block. Hospitals, cemeteries and parks do not need to be discovered in order to appear on the mini-map. In addition, they cannot be selected as the current location on the mini-map since they don't have traditional parking spaces.



You can **leave the city** at any time by either clicking on the **"U.S. Map"** button, or by driving to the edge of the city. A map of the United States is presented. Simply click on a different city name to travel to that city, or click **"Done"** to cancel and return to the current city. Traveling to other cities costs travel expenses, as well as time. To scroll the **U.S. map**, you can either use the **arrow keys**, move the mouse pointer to the **edge of the screen**, or hold the **right mouse button** down and **drag** to scroll the map quickly.

Parks

Throughout the city, there are several parks. Parks are a great way for starving musicians to make some **extra money**. If you see an unmowed park, park your van near (or in) the park. When close enough to the park, a **"Landscape Work"** option will appear on the menu on the left. Either click the **"Landscape Work"** button or press the **Enter key** to do the work and **earn \$200 instantly**. If you work two parks in a day, then the day will end. Each park takes seven days to grow back again.



Side Jobs

Various locations throughout the city periodically offer side jobs as another opportunity to make **extra money**. A location with “**Help Wanted**” beneath the name currently has a job offering. Enter the location and click “**Apply For Work**”. The details of the job are displayed, and you have the chance to accept or decline the job. You can only do one side job per day.

Locations



Home

Home is the base of your band's operations. Most of the options at home are not available anywhere else in the game.



Rest - Passes a day of game time, while restoring lost health.

Resting at home restores

more health than resting at a hotel or motel. However, if you spend the day

resting (before night falls), then inspiration is lowered.

Write A Song - Takes you to the songwriting interface, which

has two parts. **The first part**

involves titling your new song,

choosing the **energy level**, and

choosing which musicians will

contribute to writing the song.

The genre of the song will be

automatically determined by

the favorite genre of the chosen

songwriters. A song will not have more than two genres. Click the “**Write It!**”

button to continue to the **the second part**, which is a timed mini-game of tile

matching to determine the quality of the song. Songwriting skill, inspiration

and relationship between the

chosen songwriters affect the

possible quality of the resulting

song.

- **Songwriting Skill** - Affects

the value of the entire tileset in

the mini-game.

- **Musician Relationships**

- Affects the number of tiles on

the board. The entire tileset's

value is divided among the

tiles on the board. Better

relationships mean less tiles,



and less tiles means more points per tile (and easier to finish before running out of time).

- **Inspiration** - Affects the amount of time given to play the mini-game. Each time your band writes a song, your band's main genre is determined. If your band covers multiple genres, your "main" genre is considered the one with the most songs of the genre.

Practice - When you write a song, your band still doesn't have any skill playing it. You must practice to raise each song's **Play Skill**. The Play Skill affects audience reaction when playing the song at gigs, and also affects the maximum recording quality of the song. Musicians' **Playing Skill** affects the rate at which the Play Skill is raised when practicing songs. You may practice up to 15 songs at a time, but the more songs you practice, the less each one's Play Skill will raise.

Repair - Each musician may attempt up to five repairs per day. The musician's **Repair Skill** is used to determine the chance of success and amount of repair performed. If a repair succeeds, then the condition is raised by the amount of the musician's Repair Skill, and the Repair Skill is raised by one point. If a repair fails, then the equipment's condition is lowered even more. If the condition reaches zero, then the equipment cannot be repaired at home, and must be repaired at any music store.

Awards - You can view any awards that your band has earned.

Possible awards are:

- **Battle of the Bands**
- **Top 100 Record**
- **Top 10 Record**
- **#1 Record**
- **Gold Record (500,000 copies sold)**
- **Platinum Record (1,000,000 copies sold)**
- **Double Platinum Record (2,000,000 copies sold)**
- **Triple Platinum Record (3,000,000 copies sold)**
- **Diamond Record (10,000,000 copies sold)**

Statistics - Displays a wide range of trivial statistics. Competitive players may use this screen to compare games with friends.

Remodel - When you've earned enough money, you may remodel each home you own to give it a fresh look. It also adds value to the home if you decide to sell it.

Sell Home - Sells the current home for the current market value. You may buy a home in each city in the game if you can afford it. Homes in larger cities cost more money. **Warning!** Do not sell your only home, since you need it to practice and rest.

Vacation - Long-term rest is often needed after a grueling tour schedule. Although it can be expensive, the positive effects it has on happiness and inspiration are well worth it, and may be the difference in keeping your band together when tensions run high. You may also want to simply pass long periods of time by going on vacation.





Music Stores

Equipment is bought and sold in music stores. Also, this is where you find musicians for your band.

Click the avatar of the musician that you want to buy or sell equipment. The **spotlight** indicates the selected musician. When a musician other than yourself is selected, the **money indicator** in the upper right corner will show the individual's money as well as the band's money. The equipment list on the left is what the store has in stock for the selected musician. Not all stores have the same equipment in stock, and the stock changes every week. The list on the right is what the musician owns that isn't currently equipped. **Left click** an equipment button in either list to see **details about the equipment**. See the **Music Equipment** section for more information about equipment (page 6).

The screenshot shows the 'Music Stores' interface for a musician named Randy Aragon. It features two main panels: 'Buy From The Store' on the left and 'Randy Aragon's Unused Equipment' on the right. The left panel lists various guitars and amplifiers with their prices. The right panel lists equipment that is currently unused by the musician. At the bottom, there is a detailed view of a 'Gibson Les Paul Classic' guitar, showing its specifications and a 'View Web Site' link.

Buy From The Store:	Equipment	Supplies	Effects
GHS Guitar Boomers	Electric		
Gibson Les Paul Classic	Electric		
Gibson SG Special	Electric		
Ibanez SA160 Black	Electric		
BC Rich Mockingbird Bronze Red	Electric		
BC Rich Mockingbird Bronze Red	Electric		

Randy Aragon's Unused Equipment:
GHS Guitar Boomers
BC Rich Warlock Bronze Black
Crane GT212

"Gibson Les Paul Classic"
 Manufacturer: Gibson
 Model: Les Paul Classic
 Guitar
 \$12,300
 Still known for Randy Aragon:
 • 15 Flips
 • 8 Song Writing
 • 15 Stage Presence
[View Web Site](#)

Buying Equipment - To buy equipment from the list on the left, either **right click** the desired equipment button or **left click it and drag the icon** to the list on the right. If the musician doesn't have that kind of equipment already equipped, then it is equipped immediately automatically. Otherwise, you'll have to manually equip it on the musician's **inventory screen**. When buying equipment, the individual's money is spent first, then the band's money is spent.

Selling Equipment - To sell equipment from the list on the right, either **right click** the desired equipment button or **left click it and drag the icon** to the list on the left. When selling equipment, the money is given directly to the former owner, instead of being added to the band fund. However, if your main musician gains money, then it always goes into the band money.

Repairing Equipment - Equipment condition lowers over time due to usage at practice and gigs. Any music store can **repair** and/or **refurbish** any equipment except for supplies. You can repair an individual piece of equipment, or repair everything with a single click if you have enough money. Repair costs are first taken from each musician's personal money, then from the band's money. You can also attempt your own repairs at home to save money. See the **Home** section for more details (page 15).

Recruiting Musicians - This is where you find other musicians to join your band. Click each musician in the list to see some basic info about him or her. Some musicians refuse to join a band with inexperienced musicians, so keep looking until you find a willing recruit.

Tip: Find a willing musician

The screenshot shows the 'Local Musician's Bulletin Board' with a list of musicians. The list includes names, instruments, and ages. A detailed view of Rita Wheatley is shown on the right, including her avatar, name, instrument, and compatibility information.

Local Musician's Bulletin Board	Rock
Devin Houghton	Male
Dieter Madera	Male
Tyler Moreno	Male
Carlos Evers	Male
Simon Butt	Male
Nina Gaytan	Female
Rita Wheatley	Female
Thelma Grace	Female
Hunter Ready	Male
Meghan Padgett	Female
Katrina Pauley	Female

Rita Wheatley
 Bass Guitar
 Female, Age 23, Level 9
 Rock
 Compatibility with:
 Jimmy "Jazzman" Jackson

Recruit This Musician



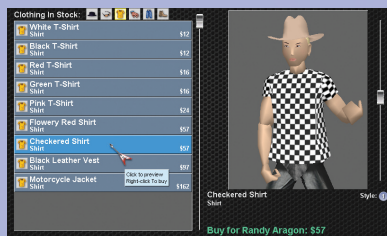
with some experience, and others may be more willing to join. The **“Compatibility with”** area indicates the personality match of the selected musician with current band members. Green is a good match, red is bad, and yellow is in the middle. Recruited musicians come with a random set of equipment, so verify that they are properly equipped and supplied before leaving the music store.



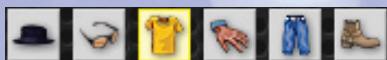
Clothing Stores

Clothing for customizing your musicians' appearances are bought at clothing stores.

Click the avatar of the musician that you want to buy or try on clothing. The **spotlight** indicates the selected musician. When a musician other than yourself is selected, the **money indicator** in the upper right corner will show the individual's money as well as the band's money. The clothing list on the left is what the store has in stock. Not all stores have the same clothing in stock, and the stock changes every week.



Clothing types - Clothing types are represented by **icons** at the top of the clothing list. Click the clothing type in which you would like to browse. The clothing list changes to list the available clothing for the selected type.



Trying on clothing - **Left click** a clothing button to preview the clothing on the selected musician. You can select different musicians to see how the same clothing looks on each of them.

Buying clothing - Either **right click** the clothing button or **left click** the **“Buy for: \$”** link. After a musician buys a piece of clothing, he or she owns it forever and may wear it at any time. The musician will be wearing it by default when it is purchased.

Buying band shirts - Whenever your band plays a gig, you can help **promote your band** and **make money** by selling band shirts. You can stock up on band shirts at any clothing store. See the **Discography & Merchandise** section for more information about band shirts (page 10).

Venues

Venues are the lifeline of the **music scene**. This is where the practice pays off, and you get to show your stuff to audiences. This is also where bands hang out to **support other bands**, and become familiar in the local **music scene**.



Calendar - The main screen is a calendar that displays the shows scheduled at the venue. **Left click** a show description to see more details about the show. If the **description is blue**, then you have the opportunity to **book the show** as a **gig** for your band. After booking a gig, the show will also be displayed on your personal calendar, and a reminder is automatically given to you on the day of the show. If the **description is black**, then you have the opportunity to **add a reminder** to watch the show on your personal calendar.

Venue Schedule - January 2000						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
2	3	4	5	6	7 Venue After Hours Show	8 Blink
9	10	11	12	13	14 Pearl Jam	15 Unleash the Animals
16	17	18	19	20	21 Blink Pearl Jam The Baby Animals The Smash	22 Miles Smile
23	24	25	26	27	28 For The Lovers	29 Miles Smile
30	31					

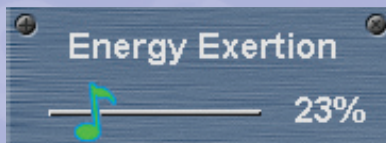
Watching A Show - If a show is scheduled for the current date, then you have the opportunity to watch the show by clicking "**Watch The Show**" in the menu on the left. Watching a show increases your **reputation** with smaller venues, as well as your **relationship** with the bands playing in the show. Watching shows is a **critical part** of becoming involved in the **local music scene**. You can't expect to get a gig if nobody knows who you are.

Playing A Gig - After you've booked a gig at a venue, you must show up at the venue on the day of the gig. Click "**Play Your Gig**" in the menu on the left to start your gig.

Energy Exertion		Set By Date Written		Choose Songs For Set List					
23%		View Feedback		Title	Genre	Quality	Popularity	Play List	Recording
SET LIST (2/3)		Valley Beyond the O		Baby Gravy Fairy	Rock	100%	100%	100%	100%
Score		Score		Gravy Band Cuz	Rock	100%	100%	100%	100%
				Here's to Me	Rock	100%	100%	100%	100%
				It's Ordinary	Rock	100%	100%	100%	100%
				Ballroom Blues	Rock	100%	100%	100%	100%
				Hardcore Chrysothem	Rock	100%	100%	100%	100%
				Knot's Cudd	Rock	100%	100%	100%	100%
				Audience Feedback (2,579 Attendance)					
				Audience Energy Available: 85%					
				Audience Interest Level: 25%					

When playing a gig, you must decide which songs to play, and in what order. The **set list** on the left shows which songs you've already played, and the total that you need to play. Each time you choose a song, the **audience's energy and satisfaction** levels are adjusted accordingly. **High energy** songs expend lots of energy from the audience, but usually result in lots of satisfaction. **Low energy** songs renew audience energy by a large amount, and **medium energy** songs renew a small amount of energy. Try to end each gig with the highest **audience satisfaction** level possible. Note: If you have assigned a **MP3** file to a song, then that **MP3** will be played when that song is chosen during a gig.

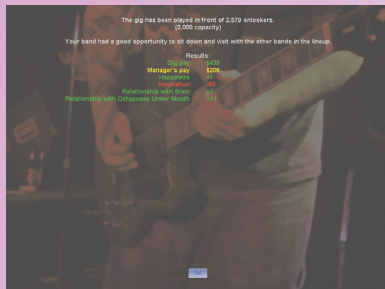
Above the set list is a slider that allows you to choose how much **energy to exert** during the performance. Higher energy exertion results in higher audience satisfaction. The exertion value defaults to the lowest **Stage Presence** skill value of all the musicians in your band. You may raise it as much as you want (up to 100%), but if you raise it



above a musician's **Stage Presence** skill level, then the musician **risks injury** during the performance. The higher you raise it, the more serious an injury may be. If a serious injury happens during a gig, then the gig will be forced to end prematurely.

After all songs are played and the gig is over, the **results** are displayed. Many different results are possible, but not always applicable to each gig. Results may include adjustments to happiness, inspiration, popularity, relationships, reputation, song popularity, money, and more. If the gig was a **Battle of the Bands**, then the results will

include each bands' score, and declare the **winner**. Note: You may **click** the mouse to speed through the results if desired.



Smaller venues allow bands to book their own gigs after they've gained enough popularity or reputation with the venue, but larger venues can only be booked through a **manager**. See the **Manager Offices** section for more information about managers (page 22).

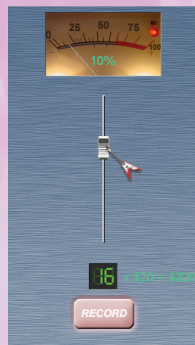


Studios

The path to stardom includes a stop in the studio. This is where you immortalize your songs by **recording** them and putting them onto **CD's**.

This is also where you go to **stock up on CD's** to sell at gigs for **extra money**.

Recording A Song - Choose a song from your list by **left clicking** it. The recording screen shows a volume slider and VU meter. You can adjust the slider to determine the number of hours to spend producing the recording. As you increase the hours, the resulting recording quality is displayed in the VU meter. The hourly rate is multiplied by the hours, and the total cost of recording the song is displayed next to the slider. After you've decided on a good balance of quality vs. cost, **click** the **"Record"** button to record the song. The maximum possible **recording quality** of a song is affected by the band's **playing skill** for the song, as well as the producer's **Production** skill.



Hiring A Producer - If you can't get enough quality from your recording by self-producing, then you may **hire a producer**. The current producer is displayed at the top-left part of the screen, beneath the studio name. If



you haven't hired a producer, then your band's name is indicated as the producer, using the highest **Production** skill value of all musicians in your band. On the **main studio screen**, click "**Hire Producer**" to see the list of the current city's producers, their production skills, and hourly rates. Hiring a producer doesn't cost you any money until you record a song with the producer selected.

Assembling A CD - After you've recorded some songs, you must assemble the songs onto a CD. Click "**Assemble CD**" to see the list of current CD projects. Click "**Create New CD**" to start a new CD project. After you've titled the CD, you can choose which **songs to be included** on the CD. You may also **click the CD title** to change it before it gets released. You can **rearrange the order** of the songs on the CD by **clicking the arrows** next to the songs that have been selected. After you've configured your CD project to your liking, click "**Release CD**" to release it. After releasing a CD, you can no longer make changes to the project. The CD will now appear in your **Discography** list. You can now **stock up** on the new CD to **sell at gigs**.



Buy CD's - This is how you **stock up** on CD's to **sell at gigs**. You may stock up on any of your CD's at any studio. CD's cost **\$2 each to buy**, and you can set the selling price to whatever you want. See the **Discography & Merchandise** section for more information about selling CD's (page 10).



Hotels & Motels

If you find yourself on the road and you need a place to crash, Hotels & Motels allow you to **get some rest** for a price. If you're short on cash, you may want to shop around for the cheapest room, but if you need better rest to **rejuvenate some health**, then cheaper isn't always better. You may only be checked into one hotel or motel at a time, so if you check into another one on the same day, you are automatically checked out of the previous one without a refund.



If you're feeling frustrated and uninspired, it is rumored that **trashing a room** can be somewhat therapeutic, although expensive. After you've checked into a room, you will see the inside of the room. Use the **arrow keys** or **ASDW keys** to walk around the room. Click and hold the **left mouse button** to look around the room. When close to an object in the room, you may pick it up by clicking and holding the



right mouse button while pointing at the object. Release the right mouse button to throw the object forward in the direction you are facing. Tip: **Press F12 to make screenshots** to share with your friends.

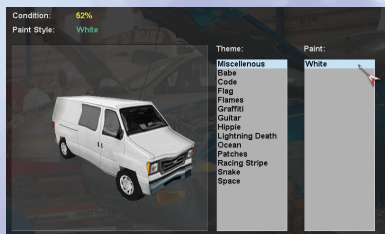
After checking into a room, you may also **write a song** and **save the game**. If you decide to write a song, then the day will pass without explicitly clicking **"Rest"**.



Garages

You can visit any garage to maintain or paint your van.

The **current condition** of your van is displayed above the rotating model of your van. The lower the condition, the slower your van will be able to move.



Wash Van - As you drive, your van gets dirtier and dirtier. Traveling between cities is a fast way to add dirt to your van. If you don't like looking at a dirty van, you can pay **\$10** for a wash by clicking **"Wash Van"** in the menu on the left.

Repair Van - If your van's **condition** is less than 100%, and you have enough money, you can repair your van by clicking **"Repair"**.

Paint Jobs - On the right is a list of **paint job categories** and **paint jobs** available for your van. Click a category, then **click** a paint job to **preview** it on your van. If you like it, and can afford it, you can buy the paint job by clicking **"Buy Paint Job"**.



Manager Offices

To make it big in the music business, you eventually will need a manager. Visit all managers' offices in your home city and find one that is willing to work with your band. A manager's **reputation** and your band's

popularity determines if a manager is willing to work with your band. After you've hired a manager, you will have additional options for communicating with him. See the **Manager Communication** section for more information (page 11).



Hospitals

Each city has one hospital that is always open.

Hospitals allow your band members to **regain health** immediately, for a price. For each musician that isn't at 100% health, the **cost of healing** is displayed next to the health meter. **Click** the dollar amount to heal the musician.

Note: Health regains for free when resting at home or in a hotel or motel. Resting at home regains health the fastest, but still not as fast as a hospital.





Cemeteries

Each city has one cemetery. You may drive into the cemetery, then click **"Enter Cemetery"** in the menu on the left. If any **musicians died** while in your band, then you will see their **tombstones** in the cemetery of the city that they died in. You may visit the cemetery as long as you wish. While visiting, **inspiration** slowly rises while **happiness** slowly lowers.



Options

Pointer - Choose the desired mouse pointer.

Screen Mode - Choose the desired screen mode. The game always runs in **1024x768** resolution. Windowed mode is the default, but if you run your Windows desktop in 1024x768 resolution, then the window will *appear* full screen. Windowed mode is not allowed on desktops set to less than 1024x768 resolution. Choose **"32 bits"** for 32-bit color full-screen mode, **"16 bits"** for 16-bit color full-screen mode. Changing this option requires restarting the game before it takes effect.

Music Volume - Controls the volume level of the soundtrack music in the game.

Sound FX Volume - Controls the volume level of all sound effects in the game, other than the soundtrack music.

Cities - Launches the City Editor (see below).

Equipment - Launches the Equipment Model Editor (see below).

Location Name Color - Click this link to cycle through available colors for the location names in the game. The location names are displayed above the parking spaces while driving around the city in your van.

Check for updates upon launch - Keep this box checked if your PC is connected to the internet and you would like the game to look for updates automatically each time you launch it. If you don't want the game to check for updates automatically, then uncheck this box. See the **Automatic Updates** section for more information (page 2).

Soundtrack - You can choose which songs to be included in the soundtrack rotation. To exclude a song from the soundtrack, **click** the song in the **"Play these tracks"** list, then **click** the **"Move Selected"** button to move it to the **"Skip these tracks"** list. Note: You may add any MP3 file to the **"Soundtrack"** folder to add it to the game's soundtrack.



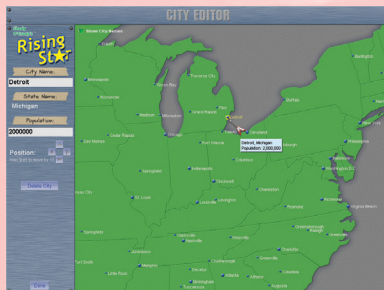
Equipment Editor

If you would like to see a piece of equipment in the game that doesn't currently exist, you can use the Equipment Model Editor to **add** it. You may also **modify** properties of existing equipment. Follow the built-in tips for best results. The equipment editor can only be used when running the game in Windowed Screen Mode.



City Editor

If you would like to include **additional** cities in the game, or make adjustments to **existing** cities, you can use the City Editor. Editing a city is as simple as **positioning** it on the map, **naming** it, and specifying the **population**. All cities must have a minimum population of 100,000. The state is automatically detected, based on the positioning of the city. Tip: Position cities so that their names don't overlap each other.



The scroll the **U.S. map**, you can either use the **arrow keys**, move the mouse pointer to the **edge of the screen**, or hold the **right mouse button** down and **drag** to scroll the map quickly.

Hints

The most challenging part of a music career is getting started. Here are a few tips to help get your career moving...

- Don't recruit a full band right away. Only recruit two or three musicians that have a good relationship. This will help you write some decent songs without the need to maintain a full crew.
- Watch shows at small bars. Use the Entertainment Guide to find shows in small venues, especially Battle of the Bands. Watch shows at the same venues for a while, and watch the same band at multiple venues. Eventually, you will have enough reputation and relationship with bands that you will be able to start playing gigs. Make sure you have at least six songs ready when you're asked to play gigs. Winning a Battle of the Bands can be a huge boost in money and popularity. Use the popularity while you have it, because it will lower eventually if it doesn't go up again.
- As soon as you can, hire a manager and have him book local gigs for you.
- Do landscaping work to earn easy money that you can use to record your songs. Don't forget to stay stocked up on CD's and t-shirts for selling at gigs.
- Give away CD's and t-shirts at gigs. You will lose money, but more people will take free stuff and get the word out about your band, resulting in larger audiences later.

Keyboard Shortcuts

Not all keyboard shortcuts work on every screen, since navigation may be limited on some screens.

- M** Toggle mini-map when driving in city.
- Enter** Enter a location when on a parking space. Do landscaping work when near a park.
- F1 - F6** Display musician details.
- F12** Make screenshot. (saves in Screenshots folder as a BMP file)



Soundtrack Credits

All songs on the soundtrack are from real, unsigned, independent artists. Please support these artists' efforts. If you hear something that you like, please contact the artist. Let them know and that you heard them in this game's soundtrack. If they have a CD or other merchandise available for sale, please consider buying it. All songs are copywritten by their respective artists.

Artist: **Mime Bomb**
From: **Clarkston, Michigan, U.S.A.**
Web: www.mimebomb.com
Songs: *Decimalimal (SOGRS theme song), Who?, ReBend, Watch You Burn*

Artist: **A Murder of Crows**
From: **Flint, Michigan, U.S.A.**
Web: www.murdercrows.net
Songs: *Consequences of Trying to Have a Relationship With a Crackhead, I'm an Expert in Nameology, Icarus Metaphor*

Artist: **Eyes of Dominance**
From: **Davison, Michigan, U.S.A.**
Web: www.eyesofdominance.com
Songs: *Candy Corn, My Balls They Klink, Chain Reaction*

Artist: **Skin Casket**
From: **Lapeer, Michigan, U.S.A.**
Web: www.myspace.com/skincasket
Songs: *Dawn of a New Age, The Greatest Threat, Broken Pieces*

Artist: **Gerard Smith**
From: **Detroit, Michigan, U.S.A.**
Web: www.gerardsmith.net
Songs: *The Maid of Cabra West, Tripping Up the Stairs/The Pipe on the Hob, Waves of Confusion, Road Kill, Tokens of Affection*

Artist: **Trunk**
From: **Flint, Michigan, U.S.A.**
Web: www.myspace.com/trunkrock
Songs: *It Makes Me Think, The Rock Song, When Rome Burns*

Artist: **The Mat Edwards Band**
From: **Louisville, Nebraska, U.S.A.**
Web: www.musiciansregistry.com/search/listing.htm?lid=3356
Songs: *It Ain't Love, Blues Playin' Man, Heart v. Head, Nothin' At All*

Artist: **Tony Lannen "T-Bone"**
From: **Walled Lake, Michigan, U.S.A.**
Web: www.geocities.com/t-bone7192@sbcglobal.net
Songs: *Nifty Thrify, Snappin', Vile on the Nile*



Soundtrack Credits Continued...

Artist: **Paul Miles**
From: **Detroit, Michigan, U.S.A.**
Web: **www.paulmilesmusic.com**
Song: ***A Good Time, Delta, It's A New Day***

Artist: **Pete "Big Dog" Feters**
From: **Wyandott, Michigan, U.S.A.**
Web: **www.petebigdog.com**
Song: ***Big Dog Boogie, South From Detroit City***

Artist: **Alan Collins**
From: **Farmington, Maine, U.S.A.**
Web: **www.tumbledowntunes.com**
Song: ***Make It Up To You, The Right Thing To Do***

Artist: **The Dirt**
From: **Chilliwack, British Columbia, Canada**
Web: **www.thedirt.ca**
Song: ***Pieces of You***

Artist: **Doug Van Slembrouck**
From: **Rochester, Michigan, U.S.A.**
Web: **doug.anchorwave.com**
Song: ***Funktastic Chill***

Artist: **John Anaya**
From: **San Francisco, California, U.S.A.**
Web: **www.johnanaya.com**
Song: ***Extra Stuff***

Artist: **Charles Herold**
From: **New York, New York**
Web: **myspace.com/charlesherold**
Song: ***Sex God***

Artist: **X-Kid**
From: **Glendale, California, U.S.A.**
Web: **www.myspace.com/flaveworld**
Song: ***Blow Treez***

Artist: **Joey Stuckey Band**
From: **Macon, Georgia, U.S.A.**
Web: **www.joeystuckey.com**
Song: ***Scratch That Itch***

Artist: **ProBlack**
From: **Chapel Hill, North Carolina**
Web: **www.myspace.com/problack**
Song: ***Hat Low***

Artist: **Chocolate Sunday**
From: **Helsingborg, Sweden**
Web: **fadeoutstudio.com/csfallen**
Song: ***Enlist Victim***

Artist: **Tayduh AKA Blind Faith**
From: **Oklahoma City, Oklahoma, U.S.A.**
Web: **www.garageband.com/artist/Tayduh**
Song: ***Throw It Up***

Artist: **Junkbox**
From: **Tugunga, California, U.S.A.**
Web: **www.myspace.com/junkbox69**
Song: ***Shove***

Artist: **Traffic Jam Zombies**
From: **Noblesville, Indiana, U.S.A.**
Web: **www.trafficjamzombies.com**
Songs: ***Virginia***

Artist: **Alazae**
From: **Clearwater, Florida, U.S.A.**
Web: **www.myspace.com/bigalazae**
Song: ***Full Clip***

Artist: **Psychosoma**
From: **Whitstable, Kent, United Kingdom**
Web: **www.psychosoma.net**
Songs: ***The L Word***



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