



User's Manual

Introduction

Thank you for downloading *Guitar Hero 3* for your TI-83/83+. The purpose of this manual is to help you figure out how to play the game. This manual will help you learn how the game works and will provide some tips and tricks for pleasing the crowds.

System Requirements

See *System Requirements.txt* for a list of requirements your calculator will need to meet in order to run **GH3** properly.

Installation

Here are some steps and guidelines for installing **GH3** on your calculator:

- 1) Backup any variables listed in *System Requirements.txt* that you are currently using.
- 2) Ensure that you have roughly 17 KB available.
- 3) a. For a **TI-83**: send GH3.83g to your calculator.
b. For a **TI-83+**: send GH3.8Xg to your calculator; if you don't want GH3 to use the archive, send GH3.83g instead.
c. For a **TI-84+**: send GH3v84.8Xg to your calculator.
- 4) Archive ZSETUP (for TI83+/84+ only).
- 5) Run GH3 from the program menu.

See the **Advanced Options** section for more options.

Main Menu

The main menu is where you can select to play, create new songs, view help, or find out a little about the game. You may press [CLEAR] at any time to go back to a previous menu.



Play

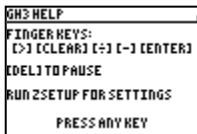
The Play option allows you to play multiple songs from a variety of set lists. The default set list is GH3 SET.

Create

Refer to the **Song Creator** section.

Help

The help screen exists to help you remember the finger keys for playing.



About

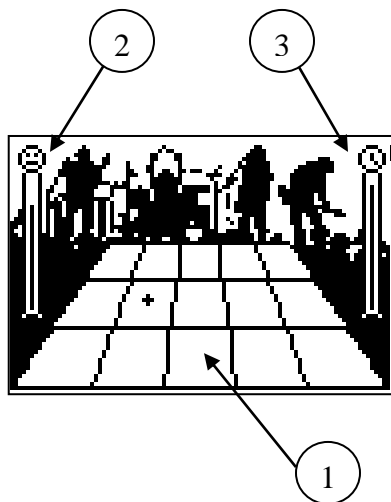
This screen tells a little bit about the game and its author. If you have any questions, concerns, or find any bugs in the game, please contact me at ticalcart@gmail.com.



Quit

Upon exiting the game, all of the temporary variables used will be deleted. Refer to *System Requirements.txt* for a list of variables you will need to backup.

Game Screen



Guitar

The guitar fret board (1) displays the notes you need to play as the song moves along. Refer to the Keys section for which buttons to push.

Crowd Meter

The crowd meter (2) shows how well the crowd is reacting to your performance. If you hit the right notes (or don't hit notes when you shouldn't), the level rise. Likewise, if you fail to play the correct notes, the level will fall. If the meter drops down to zero, the song will end and you will be booted off the stage.

Time Meter

The time meter (3) indicates your progress through the song. When the level drops to zero, the song is over.

Keys

During game play, there are only six keys you can press:

[▶]	1 st finger button
[CLEAR]	2 nd finger button
[÷]	3 rd finger button
[-]	4 th finger button
[ENTER]	5 th finger button
[DEL]	Brings up the pause game menu



Figure 1. Proper shredding technique.

Song Creator



New

Create a new song for the CUSTOM set list.

- 1) Enter the band name.
- 2) Enter the song title.
- 3) Enter the album title.
- 4) Enter the notes for the song. “0” means empty, “1” means the 1st fret, “2” means the 2nd fret, etc. Enter them in series such as “012345”. Do not use commas.

You can create as many songs as you like as long as you have memory. If you get a MEMORY error, you may need to delete other songs or sets to free some up.

Remove

Remove a song from the CUSTOM set list.

Rename

One you are ready to save the CUSTOM set list as something else, you can rename it to whatever you like. The limit is 8 characters. This way you can create many of your own set lists. To share them, just send *Str0* to a friend’s calculator.

Advanced Options

A screenshot of a text-based menu titled "GH3 SETUP". The menu lists four options: "1: RESET STARS", "2: REMOVE SET", "3: INSTALL/RESET", and "4: QUIT". The text is displayed in a monospaced font on a dark background.

```
GH3 SETUP
1: RESET STARS
2: REMOVE SET
3: INSTALL/RESET
4: QUIT
```

Run ZSETUP to access the advanced options. This program allows you to:

- 1) Reset stars for every song in your library. This is helpful when transferring the game to another calculator.
- 2) Remove set lists to free up memory.
- 3) Reset all data incase *Str0* gets modified or deleted by another program.

Hints

- Hold the calculator as shown in Figure 1 to really kick some axe.
- Watch the crowd response meter so you can see when you're hitting the right notes...but don't watch it too much or you might get booed off stage.
- The dynamics of the notes on **GH3** follow the dynamics of the actual songs. Although the songs are shorter and not exact, knowing how the songs go will help you anticipate which notes are coming up.
- Try using your right hand to play the 5th fret note. It makes playing the songs much easier during some transitions.

FAQs

See the *Readme.txt* file for more info.