



Introduction

What started with Beatmania eventually evolved into a genre—peripheral-based music gaming—and we're here to talk about one of its freshest additions. Activision's Guitar Hero: Aerosmith lets you rock out with your plastic guitar out, and it's their first title in the series which focuses on one group (three guesses as to which). That's not to say you'll be smashing those colored fret buttons to Joe Perry alone, since other artists like Cheap Trick, Joan Jett and the BlackHearts, and Run DMC make their own appearances.

If you want to do them all justice, you'll need to play that miniature Gibson Les Paul with style, and we're itching to help you learn how. Beginners will receive advice on getting started, everyone can benefit from tricks of the trade, and the most seasoned shredders will enjoy to-the-point advice for each Expert song. Beyond what the in-game tutorials provide, you'll be treated to alternative playing styles, advanced techniques, and a few extra goodies on the side.

In this Guitar Hero: Aerosmith strategy guide, you'll find:

- **LEARNING to ROCK** // Basic tips and strategies for launching a successful rock career.
- **ADVANCED PLAYING METHODS** // Keep up with Hard and Expert with these advanced techniques.
- **CAREER WALKTHROUGH** // Tips for completing each song on Expert difficulty.

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Guitar Hero: Aerosmith Learning to Rock

<<	Holding the Guitar + Hammer-Ons	Strumming Methods + Scoring Tips	Guitar Hero Glossary	>>
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Holding the Guitar

Assuming that you're clear on how to insert that shiny DVD and get your system started up, we're going to move on to the pretty plastic guitar you finished unpacking. It comes with a shoulder strap, and its use is recommended, especially while you're trying to find out a comfortable way to hold on. Different people play different ways, and here's a few you can try out.

Pretending you're playing a real guitar while seated is one method, and you should have a stool or armless chair to try it out on. When you sit down, make sure you're comfortably upright. Your good hand (e.g., if you're right-handed, it's your right) should be in the area of the strum bar, while your other hand is supporting the neck (where the fret buttons are located). As you're holding your instrument, you'll notice that there's a curved indentation on both sides, and you want to rest this curve on your leg. Real guitarists normally rest their axe on the leg closest to their strumming arm, but this is a miniature plastic imitation, so you should put it on whatever leg you're most comfortable with.

If you want to stay seated but would rather go Ukulele style, you should take off the Les Paul and tighten up the shoulder strap a bit. Your ultimate goal is to have the guitar hanging from your neck, and resting either right under or against the top of your chest. This might sound painful, and it can be if you pull down on the guitar while holding the neck, but some people love it. Your strumming hand will usually be pressed against the body for additional support (and neck relief), and you'll get to pretend you're shredding Hawaiian style.

Of course, real rockers do it standing up, and you'll have to let out the shoulder strap all over again for this one. In fact, it's good to let the strap out all the way, and then adjust it as necessary. In the end, you'll want the Les Paul to be hanging around your stomach (or lower), with your fret hand supporting its weight. Your strumming hand will be hovering around near the body of the guitar, but usually not pressing too hard against it. Some people will point the neck outward while having the body pressing against their stomach, while others let it dangle. Play around and see what works best for you.

There are countless variations and little changes you're bound to make in how you hold that Les Paul, and don't be afraid to do so. There is no "right way" to play a guitar, particularly a plastic one, so you should do what's most comfortable for you.

Fingering the Frets

The very top of your instrument is called the "headstock," and the area right beneath it is where you'll be tapping those colored fret buttons on its neck. A good habit to get into is resting the butt of your palm against the back of the fret area, and having your fingers curl around underneath and to the front for pressing the buttons. To paint a clearer mental picture, this is akin to grabbing the neck from the underside and trying to make a loose fist around it.

Many players start out with their index finger on the top-most green fret, but this is strongly discouraged. You'll establish a habit that you'll have to break when you get into Medium, Hard, and Expert mode, so you should do things right from the start. Settle your pointing finger on the red, your middle on the yellow, your ring on the blue and your pinkie on the orange. That's right, you're going to get your pinkie into this whether you like it or not. Don't worry though, as you won't really be using it that much till Medium at least. Just be prepared.

This might leave you wondering how you'll hit the green, and that's simple. You'll slide your hand up the fret board to move your pointer from the red to the green. Once you've hit it, you'll move right back down again to red. Practice this as much as you have to in order to get used to it, and don't let yourself keep your hand at the top all of the time.

Hammer-Ons and Pull-Offs

Another method of fret-pushing is using hammer-ons and pull-offs, which are also referred to as HOs and POs. Their use is detailed in one of the in-game tutorials, titled "Advanced Techniques," and it's recommended that you run through it before starting to play. Though this isn't exactly an advanced player's method, you won't really see this in Easy mode, so beginners may want to return to this section later on. Nonetheless, don't forget to try that tutorial!

Basically, hammer-ons refer to a low-to-high series of note gems that are played from the left to the right, and only require one strum at the beginning. Pull-offs are the opposite, for they require strumming once on a low note and then tapping the subsequent, higher notes.

You can recognize both HOs and POs by looking at a sequence of gems on your screen. First, we'll check out HOs:

To start a hammer-on, you should hold down the fret button for the very first, incoming note, and strum once that note reaches the bottom. This is ordinary, but what follows isn't. You won't strum for the subsequent, halo-endowed gems, but you'll tap their respective fret buttons instead. As in real life, hammer-ons only require the guitarist to strum one time for the sequence. Once the solid, non-highlighted notes reappear, you'll have to resume strumming.



Likewise, there's the PO:

This is the hammer-on's opposite. You'll hold down and strum the first high note, and then simply tap the brighter, lower notes that follow. Optionally, you can hold down every fret leading to the first PO gem, and then peel away (or "pull off") your fingers for the subsequent ones. That's how things worked in the first Guitar Hero, but it's too slow for the toughest songs. Still, it's fun to do.

There's some in-depth info written about the crazier HOPOs that Guitar Hero: Aerosmith has to offer, and you'll find it in the "Tapping That Fast" section. That'll only apply to people who are really going all the way, however; the average Joe won't need to sweat it.



Strumming Methods

Now that you've got the frets down, we'll focus on the strum bar, which is near the center of the Les Paul's body. Every time you hit a note, you'll need to strum that bar like a real guitar's strings, and there's more than one way to do it.

A lot of people rest their thumb against the top of the strum bar and press down whenever they need to strike a chord, and some get away with doing this forever. On Easy and Medium, it's rather forgiving, but it requires endurance and a lightning-quick yet feather-light touch on higher difficulties. This lets you rest your palm against the body, and enables using the Select button for Star Power activation (which we'll get to later).

Holding onto the slim area of the strum bar like a guitar pick is another and more advanced method, and this is an excellent one to learn. It's also more challenging, but it pays off in the long run. Specifically, you'll be holding the thin plastic area of the bar in-between your pointer and thumb fingers, and strumming up then down (or down then up, if that's your thing) to hit the gems. This is as close to real-life guitar as hitting that clicky bar is going to get, and will carry you through every difficulty in the game. You won't need to up/down on every single note, but it's useful for very repetitive sections.

No matter which way you hit that bar, there are various ways you can pour power into it. Relying entirely on your fingers is natural, but can quickly lead to cramping and fatigue. The moral of this story: don't forget to rely on the other parts of your arm, too. If it helps, watch someone play a real guitar and notice how their lower arm and wrist moves, and come up with your own style of mimicry.

Using Star Power

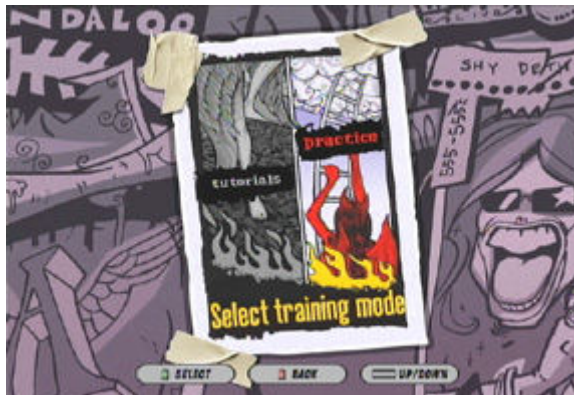
If you've ever played Guitar Hero before, you're familiar with "Star Power" (AKA "SP"). Once you've hit enough star-shaped gems, you'll be notified that your Star Power's ready. Activate it and you'll increase your score multiplier, plus your Rock Meter will get a boost. The latter bonus can be especially useful if you're about to fail out of a song, since it'll please the crowd and save your butt.

Outside of tapping those rows of stars (which are in what we call "Star Phrases"), you can increase the amount of Star Power you earn in another way: whammying chords. When you see a SP gem followed by a long line, that's a SP chord. Repeatedly tap the whammy bar while sustaining that note to sap out extra power.

When it comes to using this coveted ability, there are two ways: tilting the guitar's neck skyward, or pressing the Select button. Using the tilt method is fun, but it can be a little finicky sometimes. Although tapping Select is considered an advanced method, you should try to get used to that, too. Review the "Strumming Methods" section, and try to come up with a style that lets you use your pinkie or ring finger to slide onto that button. This is a great thing to grow accustomed to, and you'll be glad you can use it when you're playing more difficult songs.

School of Rock (Training)

While practicing your guitar-holding, fret-shredding, and strum-slamming earlier, you may have already played through the Tutorials. If not, it's the best place for beginners to start. You should run through all four of them, even though one is about multiplayer mode. The reason is simple: They're all ways for you to practice, and you need as much of that as you can get. You'll unlock an achievement for finishing them all, too!



When it comes to more focused training, there's the "Practice" mode. This lets you test your mettle against any of the songs you've unlocked, and you will become very, very familiar with this. By enabling you to replay the songs section by section, and at any speed you choose, it helps you develop "muscle memory." Eventually, you'll be able to play the toughest songs in the game if you're dedicated enough to repeatedly practice them.

You don't have to access this mode from the main menu, either. If you're playing a song in the normal game and it's too tough for you, pause your game and select "Practice." This will immediately bring you into the training studio with the same song already loaded, and you can try it again and again without worry. When you exit, you'll be back at the song selection screen.

How to Score

You're already familiar with combos, the multiplier, and Star Power, right? (If you're not, you should do a little backtracking.) All three of these things will help increase your score, but you need to know what drives it in the first place.

Whenever you successfully hit a note, you'll score some points. The amount you gain per normal gem is always the same, but when you have a combo going, you'll inevitably increase your multiplier, which goes up to x4 on its own. As if that weren't enough, Star Power doubles its effectiveness, so you can earn up to x8 the points under the right conditions!

Outside of bragging rights, high scores will also earn you virtual cash, and you can read more about this in the next section.

Printing Money, the Easy Way

In single player career mode, you're out to impress the masses and earn yourself cash. You would think that the better you play, the more money you earn, and this is true—to a point.

Every time you complete a song, you're awarded a star rating that depends solely on your overall performance. If you did poorly, you'll likely get three out of five stars, and a so-so paycheck. Do very well, and you'll get five stars and the biggest amount of moolah possible. In following the trend, you might think that getting a perfect rating on a song would earn you even more money, but it doesn't.

Easy	\$9,300
Medium	\$18,600
Hard	\$37,200
Expert	\$55,800

In knowing this, you're aware of the "easy way" to make money. The amount of cash you're rewarded is strictly related to your star rating, **not** the specific percentage of notes hit nor the exact amount of points earned. If all you want is money, don't worry about perfection. Despite that, if you're determined to fill your pocketbook to bursting, here's the maximum amount of money you can earn in each career mode (by five starring every song):

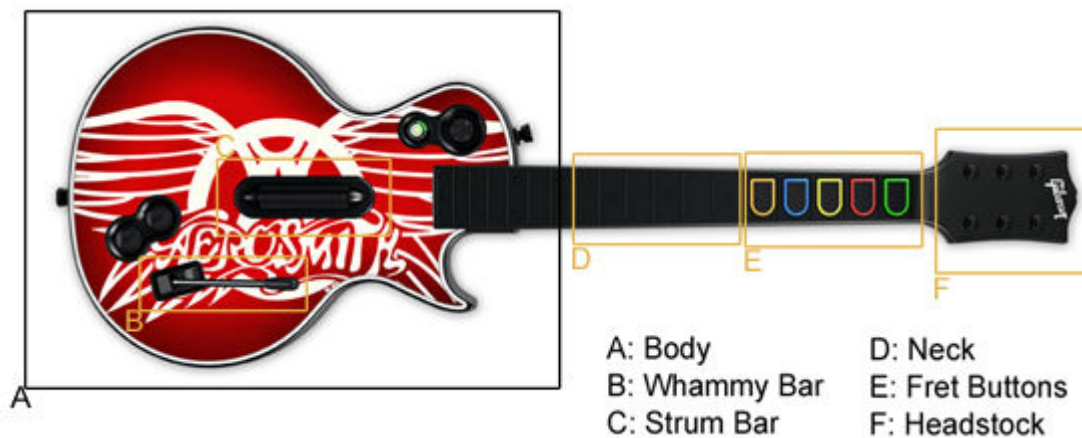
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Know the Terms (Glossary)

Here's some of the terminology that will be used throughout this guide. If you prefer pictures, you'll find a couple at the bottom of this section.

Axe	Slang for guitar.
Body	The widest area (the bottom) of the guitar.
Chord	Any long notes (appearing as a colored circle followed by a line) which must be sustained.
Combo	When you're hitting many notes in a row without any misses, you have a "combo" going. There's a meter beneath the multiplier which keeps track of how many sequential notes you've hit.

Frets	In the Guitar Hero language, "frets" are the five colored buttons at the top of the guitar's neck.
Gem	An official term for the round, colored notes you see on the highway.
Gibson Les Paul	The Guitar Hero III and Guitar Hero: Aerosmith guitars are modeled after a real life Gibson Les Paul (and its name came from a Jazz artist). Here, it refers to your plastic version.



Hammer-On (HO)	Whenever a note is followed by a higher, brightly-colored note (going from left to right), you'll only have to strum the first, and then tap the second. This is called a "hammer-on" (AKA "HO"). See "Hammer-Ons and Pull-Offs" or the advanced "Tapping That Fast" section for more details.
Headstock	The very top of the guitar (where you would tune it, if it were real).
Highway	On your screen, you'll see a fret board in the very center, and the colored gems will scroll down along it. That fret board is the "highway."
Multiplier	If you have a combo going, you'll see a number appear in a circle on the left side of the highway. This is your "multiplier," and each time you hit a note, your score will be multiplied accordingly (e.g., a x4 multiplier means you'll receive four times the normal amount of points per note struck).
Neck	This is the long, slender area of the guitar where the fret buttons are located.
Notes	In Guitar Hero's case, these will often refer to the round, colored buttons (AKA "gems") that you'll be strumming to.
Pull-Off (PO)	Whenever a note is followed by a lower, brightly-colored note (going from right to left), you'll only have to strum the first, and then tap the second. This is a "pull-off" (AKA "PO"). See "Hammer-Ons and Pull-Offs" or the advanced "Tapping That Fast" section for more details.



- A: Highway
 B: Score/Multiplier/Combo Meter
 C: Star Power Notes
 D: Chord
 E: Rock/Star Power Meter

Rock Meter	In the lower right region of the screen, you'll see your "Rock Meter." This tells you whether you're doing well, so-so, or terribly, and the crowd's commotion will change accordingly. If it's turning red and they're booing at you, time to pick up the pace, or you'll fail the song!
Star Power (SP)	Once you've hit star-shaped notes on the on-screen highway, you'll brighten some light bulbs which represent your "Star Power." See section 2e, "Using Star Power," for more information.
Tapping	On a real guitar, "tapping" essentially refers to tapping and/or sliding the tips of your fingers off the strings. In Guitar Hero, it's conceptually similar, and involves tapping the fret buttons (often with both hands). This is discussed further in the advanced section "Tapping That Fast."
Whammy	In the lower right area of the body, you'll see a slender bar that you can depress. This is your "whammy bar," so when you see lines like "whammy the chords," it refers to this function. You'll find out more about its purpose in the "Using Star Power" and "How to Score" sections.

Moving On

With that said, you've learned all the basics, and are ready to move on to truly rocking out. If this section hasn't satisfied your appetite, you can leap into the "Advanced Playing Methods" part of this guide to learn even more. Its information will prove useful to you later, especially on the Hard and Expert difficulties.

Guitar Hero: Aerosmith Advanced Playing Methods

Advanced Playing Methods

You're already aware of various guitar-holding, fret-shredding, SP-using methods. You still don't know everything, but who does? In all seriousness, Guitar Hero does require getting your hands dirty in order to rule its world, and even this guide couldn't prepare you 100% for that. But there are some folks who aspire to go above and beyond even before they get started, who want to be prepared for every possible outcome and challenge that dares to bring them down. This section is for you, the person who can't wait for or is about to enter Expert mode, the player that wants to be the best.

Before we begin, heed this warning: too much physical stress can actually injure you, so take the most demanding songs in Guitar Hero as seriously as a jog in a park, or a gym workout. Don't unnecessarily limit your muscle usage, and take all of the necessary precautions.

Tapping That Fast

During the hardest of the hard-ass songs in Guitar Hero: Aerosmith, you'll encounter solos which start with one normal note and are followed by many hammer-ons/pull-offs (AKA "HOPOs").

When you're playing the last two tiers of songs in Expert Career, this is the sort of thing you'll see often. There are a few ways the craziest ones can be played, but if you're after a high-score, five-star rating, one of the tools you'll need is Guitar Hero-style tapping. Somewhat like the most intense true-to-life tapping (or "fretting"), this necessitates taking your strumming hand away from the bar and using it to tap the lower frets.

You might not believe it, but this does mean that both your finger sets will be on those colored buttons, and the body of the guitar will be abandoned. This is useful because you only need to strum the first note in a long HO/PO, and are only required to tap the rest. If you've ever watched someone strike every gem in an incredibly tough song for a full combo (AKA "FC") play, this is part of their strategy.



Tapping may sound simple in theory, but its execution is another thing altogether. Like just about everything in Guitar Hero, there are multiple ways of going about this. One is strumming the first note in a HOPO series, and afterward, rapidly bringing that hand's fingers up to the bottom fret buttons. Another involves placing your most nimble and accurate fingers on the frets before the HOPOs start, and putting your right (or left, if you're left-handed) elbow near the strum bar to hit the first note.

Both of these methods are as advanced as Guitar Hero gameplay gets, so do not be discouraged if you're trying to employ them and aren't succeeding. It'll take a lot of time and practice. Don't burn yourself out on learning it, but let it come to you gradually.

Speed Strumming

Whenever an avalanche of notes starts racing down the highway and **doesn't** consist of a bunch of HOPOs, you may be at a loss on how to hit them all. Quick fingers aside, you'll have to strum faster than normal, and the aforementioned up/down tactic (focused on in the "Strumming Methods" section) is the best way to do this. That alone may not be enough, however, especially if you don't want your hand to fall off when you've barely made it through the first section.

What you'll have to do is reinforce your strumming hand and arm with some kind of support, or relieve its pressure by other means. If you have watched a myriad of Guitar Hero Expert videos for the series' nastiest tracks, you may have noticed guitars being propped up or otherwise suspended by stands, clamps, or simple tabletops. Not only does this let the guitarist focus on fast-paced tapping, but it also significantly lowers the stress that strumming through intense sections puts on their hand.

If you don't have any of those tools or think using them would be too awkward, you can use yourself. Letting the curve of the guitar body rest on your leg should mean it'll remain stationary for you, but if it winds up sliding around, you might want to lean forward and pin it between your torso and leg. Already, this should eliminate your strumming arm's need to support the guitar at all. If you have something to lean its elbow on, even better.

Furthermore, don't forget to use your entire arm, as specified in the "Strumming Methods" area of this guide. At the very least, make sure you use your lower arm and wrist, as rigid finger-only motion will wear you out quickly.

Guitar Hero: Aerosmith Career Walkthrough

<<	Intro	Songs 1 - 5	Songs 6 - 10	Songs 11 - 15	>>
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Even a complete list of notes wouldn't tell you how to rule Guitar Hero: Aerosmith, since mastering the game involves perfecting your technique. That comes with practice, and if you're new to the series, you should always start with a play through the Easy mode. Just as well, if it's been a while since you've played a guitar-based music game, you should start on Easy too. Guitar Hero: Aerosmith, like Guitar Hero III before it, is tougher than the first two games in the series. Its Easy mode is roughly equivalent to their Medium setting!

Don't let that scare you if this is your first Guitar Hero, though. You have the Tutorials, Practice Mode, and the first ten songs to cut your teeth on. If you play a few and are already having fun, stay relaxed, and rock at your own pace. You might want to grab a second guitar and play with a friend, too, as that makes the songs even easier (since you'll have fewer parts to play). These games are designed to let you pretend you're a star without the stress, so you'll defeat the purpose if you worry too much. Above all else, enjoy yourself. The game isn't going anywhere anytime soon, and neither is this walkthrough!

Easy Mode	As its name implies, this is the easiest career to play. Beginners or rusty guitarists should all start here. Only three gems—green, red, and yellow—will be seen in this mode, but anyone planning to move beyond it should still use their pointer for both of the top two frets. If you learn to slide now, it'll make things simpler later on. Aside from that, you won't see hammer-ons, pull-offs, or anything really complicated in Easy Mode. Consider it your forgiving and fun introduction to Guitar Hero: Aerosmith.
Medium Mode	Adding a little complexity, this career path brings the blue button into the mix. Anyone who learned to slide in Easy Mode will be all right here, normally keeping their pointer on the red, their index on yellow, and their ring finger on the blue. You'll meet double chords, and as you rock further along, some simplistic hammer-ons and pull-offs. They won't be any scarier than what you already passed in the tutorial, but should still be considered a sign of what's to come.
Hard Mode	This is a wonderful warm-up career for reasonably experienced Guitar Hero guitarists, and it's where newcomers will finally learn to use all five fret buttons. Once you've made it this far, you should be comfortable with your four fingers sitting on the bottom four frets. If you've grown used to up/down strumming, that's even better, but if not, try training yourself to use it on the most repetitive, predictable sections in songs. The technique will help you when the longer HOPOs start filling up your highway near the end of this career, and will prepare you for the Expert challenge that awaits.

Only Experts Need Apply

Unlike the other sections, this one will provide brief, song-by-song advice for Expert mode's numbers. You'll be given a general idea of the challenge and told to keep your eyes open for the tougher parts (which will often be referred to by section name). The descriptions will also specify which songs are good practice material and why, so if you're still polishing your skills, glance through the "Should You Practice" notes within this section, and make a list of tracks to test yourself with.

<<	Intro	Songs 1 - 5	Songs 6 - 10	Songs 11 - 15	>>
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"Dream Police" by Cheap Trick

This is an appropriate opener for Expert mode. It's a perfect song for learning to use all of the frets without forcing you to play too fast. If you're not intimately familiar with the entire spread of frets yet, this will help initiate you. There are also a few friendly triple chords and simple POs, and no fearsome solos to worry about. You won't need to hold onto your SP at any point, so use it whenever you have it.



Should You Practice? If you've played through Easy, Medium, and Hard mode, or are a Guitar Hero pro, you shouldn't struggle with this song. Any difficulties you have with it should be alleviated by general practice in Hard mode.

"All the Young Dudes" by Mott the Hoople

Just as "Dream Police" familiarized you with fret placement, "All the Young Dudes" reminds you that when you come to Expert mode, you get to know the HOPOs. This track also doesn't have any particularly tough parts, so you won't need to conserve SP. Instead, use it as a learning tool to further your HOPO-playing abilities. This and "Dream Police" are excellent starter songs, and will help prepare you for the Expert road ahead.



Should You Practice? This one isn't too tough, so you shouldn't have to throw it into training mode. Go ahead if you're really suffering on the easiest sort of HOPOs, but otherwise, move on.

"Make It" by Aerosmith

Kicking the challenge up a notch, "Make It" is going to ask you for a better command of the frets. At its start, you'll face some rapid double notes followed by rather easy power chords. From then on, you'll be moving your fingers back and forth constantly. Outside of that, however, there's nothing especially worth looking out for.



Should You Practice? Maybe. Seasoned shredders needn't apply, but those who are new to Expert might want to give this one a few shots. It doesn't offer any particular thing to test your mettle on, but will help you gauge whether you're ready for this level of difficulty or not.

"Uncle Salty" by Aerosmith

It's easier than "Make It" for the most part, but it's one of the first songs in Expert that'll give you a specific sort of section to test one skill on: up/down strumming. There are several parts of "Uncle Salty" where you'll see a stream of identical double notes, and the steady rhythm affords a superb opportunity for ensuring you're a skilled strummer by now.



Should You Practice? As aforementioned, this is a good track to train your up/down strumming on. If you're struggling to get that down, load the section into the practice mode, and have at it.

"Draw the Line" by Aerosmith

There's a section near the middle of this track which will once again provide an opportune up/down testing ground. Aside from a general increase in challenge, you'll be moving all over the fret board constantly, meaning that "Draw the Line" is going to test your orientation and skill. It's a perfect closer for the first batch of tracks in Expert mode, as it combines most of what its predecessors provide into one package.

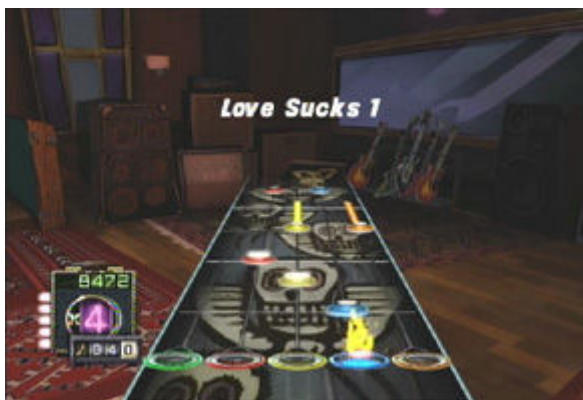


Should You Practice? If you're still fairly new to Expert mode but are starting to get the hang of it, yes. This packs several different ways of honing your skills into one track, but isn't really an "advanced" song, so the more experienced guitarists shouldn't worry about it.

<<	Intro	Songs 1 - 5	Songs 6 - 10	Songs 11 - 15	>>
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"I Hate Myself For Loving You" by Joan Jett and the BlackHearts

The fairly high-speed, two note HOPOs in the "Pre-Chorus" sections are a good test for your finger-wigglin' skills. The song isn't a toughie in any other areas, but those HOPOs will require coordination and nimbleness. By now, you should know better than to give in to strumming them; it's important to master the tapping method.



Should You Practice? To help cut your teeth on slightly faster HOPOs, yes. Focus on the "Pre-Chorus" until you've mastered it.

"All Day and All of the Night" by The Kinks

Suddenly turning up the heat, this one will give any Expert newbie a run for their money. Undoubtedly, you're going to want to save your SP for "Chorus 1". This is the first time you're specifically going to be conserving your SP to survive, and it definitely won't be the last. Prioritize hitting those Star Phrases to give yourself a fighting chance. You'll need the power for "Solo A" and "Solo B" near the end, too.



Should You Practice? Yes. This is a good warm-up for experienced Guitar Heroers and a proper challenge for Expert newcomers. Study "Solo A" and "Solo B" well.

"No Surprise" by Aerosmith

What might surprise you about this number is the amount of gems and chords it'll throw your way. You're going to be all over the neck of the guitar throughout this track, which features plenty of orange-to-green play, many double and triple notes, and some HOPO wiggling at the beginning of "Solo A."



Should You Practice? To find out what fingers you'll use for HOPOs near the bottom of the fret board, yes. Load the "Solo A" section, and try a couple different methods. First, there's using your ring and pinkie finger. The second is moving your pointer and index all the way down to the blue and orange frets, which requires a quicker hand but could provide greater accuracy. Choose whatever method is most comfortable, and train yourself well.

"Movin' Out" by Aerosmith

When this track starts throwing notes out you, you'll likely be intimidated by the variety of frets, but it's not as hard as it seems. "Movin' Out" is very repetitive, and memorizing its patterns is your key to success. It features some lengthy, low-speed HOPOs, too, which serves as a gentle trainer for those still learning to tap. Once you reach the "Slow and Sweet" section at the end, you might feel some HOPO pressure, but it's a very satisfying section to pass.



Should You Practice? It won't hurt to run through this one several times, but once you've learned its pattern, it shouldn't challenge you again. Load the Arpeggio sections into practice if necessary, and mastering "Slow and Sweet" wouldn't hurt either.

"Sweet Emotion" by Aerosmith

Prepare for deception. You'll think you've got it easy till you've reached "Sweet Riff 1", and you'll want to conserve your SP for that. It's one of the most realistic string-shredding sequences you've seen yet, with waves of double notes that'll take you all across the neck. This is Joe Perry proper. You didn't think that this track got a free ride to radio play fame, did you?



Should You Practice? Yes. These are the nastiest HOPOs you've encountered, and you'll want to conquer their kind before pressing onward. Dominate the "Sweet Riff" and "Outro Solos", dominate the song.

<<	Intro	Songs 1 - 5	Songs 6 - 10	Songs 11 - 15	>>
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"Complete Control" by The Clash

Giving you a break from the tough stuff, "Complete Control" won't stress you out, especially after you've beaten "Sweet Emotion." It's yet another nice up/down strum track, too; resist the temptation to slack off! You won't sweat till the outro hits you, which could be an unexpected speed bump on your road to fame, so hold onto some SP when you're nearing the song's end.



Should You Practice? This one is easier than most of the songs before it. Practicing shouldn't be necessary, but "Outro Solo A" through "Outro Solo D" may give you some trouble.

"Personality Crisis" by the New York Dolls

How comfy are you with sliding? Here, you'll be doing it a lot, and rapidly. If you're not capable of easily sliding your pointer from green to red by now, "Personality Crisis" will teach you. It's a fast-paced song with double notes, short chords, and plenty of other reasons to keep you busy. Though you could cheat and not slide your pointer a lot, you'll feel more accomplished if you don't and still succeed. This is an important skill to hone, and you should train it at every chance you get.



Should You Practice? Yes. You'll be sliding your pointer to and from green and red, repeatedly. It's important to master this.

"Livin' on the Edge" by Aerosmith

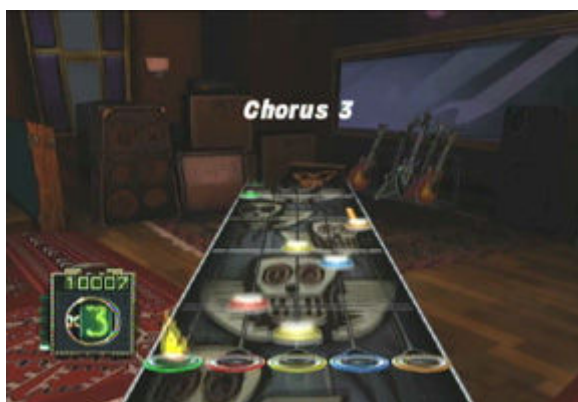
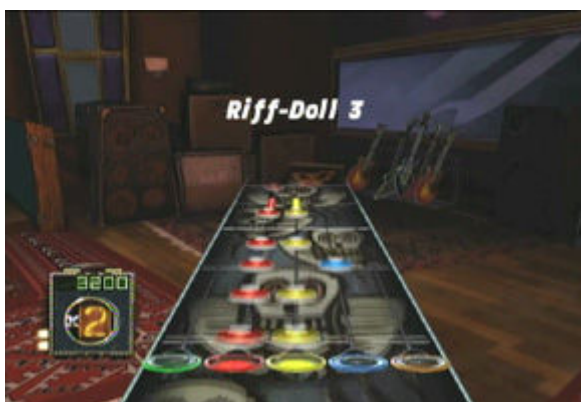
Three challenges await you: one to your sliding, another to your deft fingerwork, and the last to your endurance. Your fingers will be jumping all over the place during every bridge, but once you're approaching the end of the song, you'll get to relax a little as you casually tap away at the green, orange, and yellow. As it's hard in some parts, yet forgiving in others, this is a nice song overall, and good for training yourself, especially when it comes to triple chords.



Should You Practice? Yes, if you're searching for something that isn't prohibitively tough, but still worthwhile enough to hone your skills. Also, the aptly-named "Two Hand Tapping 101" section is good for learning to tap like a pro. Visit the "Tapping That Fast" section for more details on this.

"Rag Doll" by Aerosmith

Say hello to some of the wildest hammer-ons and pull-offs you've met yet! In "Rag Doll," you'll be doing the back-'n'-forth HOPO rather than the normal hi-low/low-hi. It'll test your concentration, and as always, it's vital that you don't strum every halo-endowed gem. You can't let up on your quest to master the HOPO, especially on a track like this. Outro aside, "Rag Doll" is repetitive, so conquering the main chorus should carry you through.



Should You Practice? For those who wish to become one with the HOPO, yes. Visit the "Riff-Doll" and chorus sections in particular.

"Love in an Elevator" by Aerosmith

This toughie has tons of gems—once you get to its solo, that is. Don't let its start lull you into a false sense of security, or you'll be shaken when it's time to really hit the riffs. On top of that, there's lots of double and triple notes in this one. Save your SP for the HOPO-tastic "Perry-Dice Solo 1" section, and brace yourself for what's to follow.

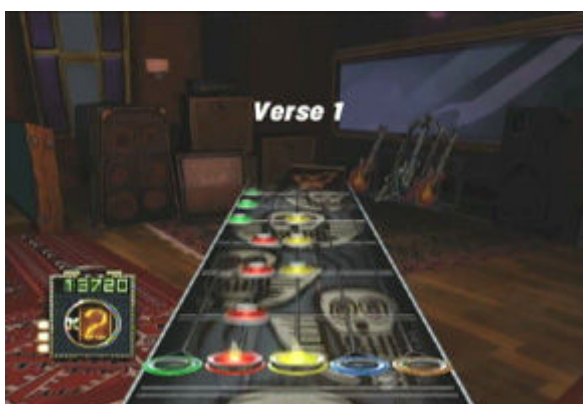


Should You Practice? Yes, especially when it comes to the "Perry-Dice Solo 1" and onward.

<<	Songs 16 - 20	Songs 21 - 25	Songs 26 - 31	---	>>
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"She Sells Sanctuary" by The Cult

For those of you in need of a breather, "She Sells Sanctuary" has arrived. You should enjoy it, as it's a fun number with some simplistic tapping, double and triple chords, and a fair amount of repetition. Neither extremely fast nor otherwise challenging, it's a good time.



Should You Practice? Not if you've made it this far on your own.

"King of Rock" by Run DMC

This is easier than "She Sells Sanctuary." Too easy, to be honest. It'll only call for a little bit of HOPO, but you should never feel endangered. Use your SP whenever you have it, and don't fear. There's a chance you'll have some trouble with the last several solos, but this still can't compare to songs which came before it nor the ones to follow.



Should You Practice? No, most likely. This song is incredibly simple and has several breaks with no notes at all. If you're worried anyway, throw the latter solos into practice.

"Nobody's Fault" by Aerosmith

Now we're back in business. Considerably harder than the last two tracks, this one will remind you that you're on Expert. At the end of the first section, you'll run into a very long SP chord; make sure you whammy the heck out of it to ready Star Power. You might need it when the intro ends and you're thrown into the early complexity of "Nobody's Fault." Fortunately, you'll soon realize that this song is heavily pattern-based and has lots of notes for raising your combo count (and Rock Meter). Once you've got the hang of it, use your SP liberally, although you may want to hold onto some for the HOPO solos at the very end (the song itself is a little over five minutes long, total).



Should You Practice? Songs are getting tougher now, and this one moves along at a brisk pace, plus it requires HOPO playing. Thus, it's a good training piece. Also, if you're determined to rock the up/down strum method, run yourself through the "Apocalyptic Verse" sections incessantly.

"Bright Light Fright" by Aerosmith

Right at the start of this one, you'll be hit hard and fast by a rapid stream of notes. Your fingers will constantly be jumping (rather than sliding) all over the frets here, and there are a lot of HOPOs, too. Luckily, the SP phrases themselves are not difficult to hit, so you should hang onto your Star Power in case you run into trouble. The first solo you'll face isn't that far in, and it'll make you work. All told, "Bright Light Fright" will remind you of how far you've come into Expert mode. Take heart: it's short, so if you struggle with it, you won't be fighting for too long.



Should You Practice? Yes. The SP phrases in this one are easy to hit, but a lot of other sections aren't. Since it's under three minutes long, you may as well run through the whole thing each time.

"Walk This Way" by Run DMC feat. Aerosmith

HOPOs and sliding are the name of the game, here. If you're real comfy with both of those, most of "Walk This Way" won't challenge you. If not, you're going to have a real rough time. The HOPOs will get progressively harder, which you'll notice after the second verse. Undeniably, you'll want to put this one in practice mode. The specific sections you'll need to focus on are "Quick Solo 2" all the way through "Rock This Way 6." In fact, you might want to repeatedly practice "Solo A" through "Solo C" before seriously trying to pass this song. Be sure to save your SP for the stream of ending solos; they follow the second main chorus and the subsequent repeat of the main riff.



Should You Practice? Without a doubt, yes. This could very well be the nastiest track you've dealt with.

<<	Songs 16 - 20	Songs 21 - 25	Songs 26 - 31	--	>>
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"Hard to Handle" by the Black Crowes

Though this one might give you a scare at first, it's another heavily pattern-based song. Learning its main verse is the key to victory. Its solos consist of basic HOPoing, and the choruses are easy, giving you numerous opportunities to get your Rock Meter back into the green. Make the best of them.



Should You Practice? Do practice the verses, over and over till you've memorized them. Don't concern yourself with anything else (except "Solo 2", if you must).

"Always on the Run" by Lenny Kravitz feat. Slash

Despite its being significantly more difficult than the preceeding song, "Always on the Run" is just as strongly pattern-based. They both have tough verses, but easy chorus parts. At the start, the "Run 1" section will show you exactly what your worst enemy is: itself. You'll have to conquer this section to rule the song, because you're going to run into it over and over again.



Should You Practice? Yes, and by focusing on "Run 1." This is the main riff that repeats throughout the song, and is your real opponent. Learn it well. Maybe test yourself against "See Slash Run!" while you're at it.

"Back in the Saddle" by Aerosmith

Students, this is one of your most important exams! It's a amalgam of every Guitar Hero-related topic you've studied thus far, and you need to play well enough to reach the closing solos without relying on Star Power. In fact, the finale is what you should conserve it for. The last 10% or so of this piece consists of demanding solos, and even a full meter of SP won't see you through its entirety.



Should You Practice? Definitely. First, repeat "Chorus 1" and "Verse 1" until you have no trouble passing both. For the blue-orange hammer-ons during the verses, learn to rock your ring and pinkie fingers back and forth. Got that? Good, now try to rock out on the "Very Perry Solos", because you'll need to if you want to win.

"Beyond Beautiful" by Aerosmith

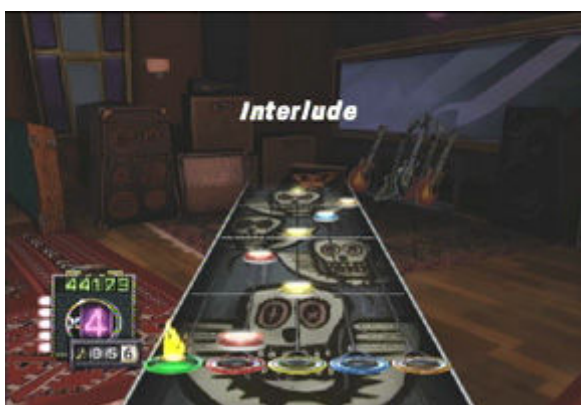
Hiding its true nature at first, "Beyond Beautiful" won't bear its teeth till you've reached the solos. That's where this track transforms into something terrifying. From that point onward, it's virtually one huge solo of hammer-ons and pull-offs. Whenever you get a break from them, do your best to hit every chord and comparatively simple stream of gems, else the HOPOs will get you. Be afraid. They know where you live.



Should You Practice? From "Solo A" onward, yes.

"Dream On" by Aerosmith

Undeniably one of Aerosmith's most well-known songs, it's also one of the easiest in this game. Considering its lack of complexity, that's not a surprise, but it's refreshing; it's practically a reward to play such a great track so far along into the Career Mode. At worst, you may stumble a little with the "Guitar Break", but it's no tougher than things you've faced in the past.



Should You Practice? To be honest, it's doubtful you'll need to.

<<	Songs 16 - 20	Songs 21 - 25	Songs 26 - 31	...	>>
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"Cat Scratch Fever" by Ted Nugent

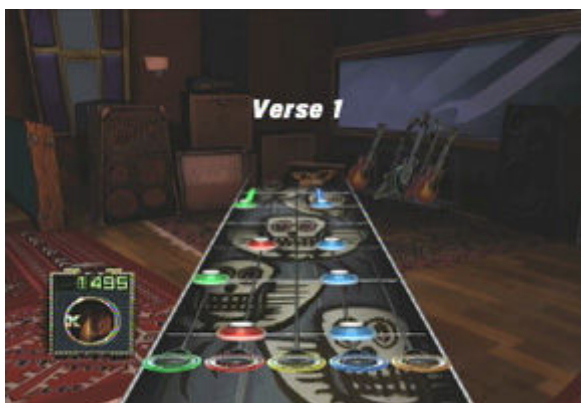
Following an easy ride like "Dream On," this is a kick in the pants. Although it sounds incredibly repetitive, there are subtle nuances here and there which will prevent you from practicing on one section and thusly mastering them all. Despite their names, the "Dangerous Breakdown" and "Motor Solo" segments aren't that bad; it's the rest of the song that's fearsome. You can ignore those and focus on just about everything else (as each "Terrible Ted" section, though mostly simple, includes its own little taste of poison too).



Should You Practice? Yes. The HOPOs in this one aren't very rhythmic and are therefore high unpredictable, requiring familiarization through training.

"Sex Type Thing" by Stone Temple Pilots

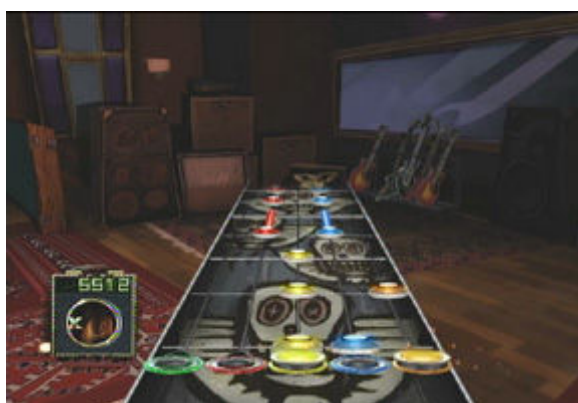
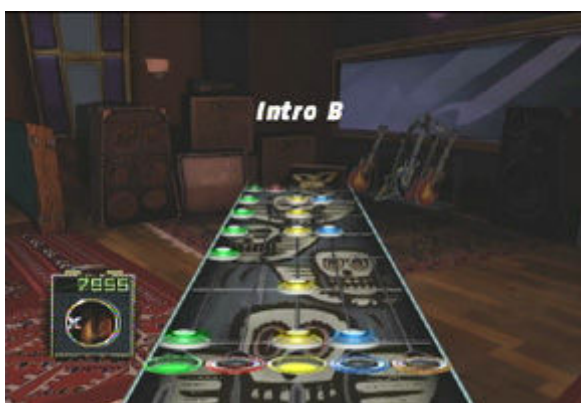
Its pacing will probably throw you off at first, but the heavily pattern-based makeup of this track means it's ultimately easier than its predecessor. If you can conquer the first verse, you should be able to handle the entire song, because that's the roughest component. The choruses and bridges are easy, and the intro and outro are virtually identical.



Should You Practice? Sure, but you won't have to for very long. Once you've got "Verse 1" down, you'll pass it with no trouble.

"Mama Kin" by Aerosmith

You're closing in on the finish line, and that means the competition's getting more desperate. Only three more songs stand between you and success, and none of them are freebies like "Dream On." When it comes to "Mama Kin," you'll encounter constant movement across the frets, rapid strumming sequences, and both before the intros end! That's what the entire song is like, so if you're feeling worn, take a breather before having at it.



Should You Practice? Like "Cat Scratch Fever," small note differences here and there prevent any section from being the end-all for practice mode. However, mastering any one of the chorus sections in training mode will be helpful.

"Guitar Battle VS Joe Perry" by Joe Perry

An infamous boss battle awaits you! Before this starts, you'll read a screen telling you about the new, special notes that you're going to encounter. Already, you know this won't play out like a traditional Guitar Hero track. Two highways will appear on screen, and it's you versus the CPU; both of you will shred different sections. How it goes depends on how well you play, and it's merciless, lightning-fast and saturated with HOPOs. If you don't want to win this fight fair and square, however, there is a strategy that can get you through it in under two minutes.

Because the point of this battle is to see who fails first, you can exacerbate the CPU's problems by attacking it with special moves you've charged up. Like Star Phrases, you'll want to hit every single "battle gem" (spiked note) sequence, and use your attack against the enemy whenever a big stream of notes are coming down their highway. If you memorize the spike phrases and Joe Perry's notes near the beginning, you can force his Rock Meter into the red fast, and move on.

Should You Practice? By using the "Unlock All Songs" cheat (or buying it otherwise), you can play "Guitar Battle VS Joe Perry" in practice mode, but it is not the same. Because all of the sections are compiled as one song, and you are not actually battling the CPU, it's not really helpful. Instead, train yourself in the actual Career Mode following the strategy above.

"Toys in the Attic" by Aerosmith

Right from the start, you know you're in for a hurtin'. The "Guitar Battle VS Joe Perry" was one thing, but you could sort of rig it by using those battle gems to your advantage. When the HOPOs start hitting you right away, you know that no such thing will save you here. Hardly any parts of the song will give you relief, meaning that you may want to learn this one piece by piece before attempting to pass the whole.



Should You Practice? Yes. As the second to last song in the Career Mode, "Toys in the Attic" is outdone only by "Train Kept a Rollin'." Learn each section separately before trying to beat this one. It's too complex to rely on SP alone; you'll have to hone your skills to make it through.

"Train Kept a Rollin'" by Aerosmith

You've made it this far, and you can't give up now, but this track doesn't care about that. It's going to throw you down to the ground, spit on you, and dare you to get back up again. If you want to have a fighting chance, get the intro sections down pat before attempting anything else. You will have to build up your Rock Meter ASAP. Luckily for you, the main verses aren't that bad, and you should perfect them. Along with the intro, they're your lifeline. The "Observation Car Solos" are going to rough you up a bit, and the foreboding drum roll that follows them alerts you to the worst notes yet to come.



Should You Practice? Without question! You must master the introductory section (pre-"Train's a Comin'") to have a healthy Rock Meter for everything that follows. Difficult solos aside, "Verse 3" holds the pattern you'll need to memorize in order to beat every subsequent verse, and keep your audience approval healthy. This track is not easy, but once you've passed it, you've won! Or have you...?

You're Not Done!

Congratulations! You've finished off Expert mode, and can call yourself a true Guitar Hero shredder. That doesn't mean you've seen everything Guitar Hero: Aerosmith has to offer; there's a lot more! All of that cash you've earned will buy you several new songs, and they're not pushovers. On top of that, how many foes have you battled online? What about in the supposed safety of your own living room? How many friends will become your enemies?!

There's plenty left to do, but you've already accomplished a lot and should be proud. Bask in the afterglow, and then prepare to be humbled all over again when you buy the unlockable content.

Closing Notes

Thank you for reading our entire Guitar Hero: Aerosmith guide. By this point, if you were a newcomer to Guitar Hero, you should have a firm grasp on everything you ever wanted to know. If you yearn to learn more, the world of Guitar Hero is a big place that continues to grow, both in terms of its large consumer following and its releases. Upcoming ones include the main entry, Guitar Hero: World Tour, and the next off-shoot, Guitar Hero: Metallica. Since you've shown Aerosmith your stuff already, who are you gonna rock next?

- Valerie Hilgenfeldt