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SCES-54131/ANZ

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singstar Anthems



Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

SCES-54131/ANZ

1 - 8 Players • Memory Card (8MB) (for PlayStation®2), 590KB minimum • EyeToy® USB Camera (for PlayStation®2) Compatible
• SingStar® Microphones (for PlayStation®2) and SingStar® USB Converter required

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singstar®

Anthems

GET THOSE VOCAL CORDS WARMED UP... WELCOME TO SINGSTAR® ANTHEMS


The lights flash, the disco ball spins and the crowd holds its breath... it's time to unleash your inner diva. Don your most glamorous outfit, step into the spotlight and get ready to perform an all-time classic anthem – your audience is waiting.

You don't have to perform solo – with team contests and head-to-head sing-offs, the competition to be number one is hotting up. Find out which of your friends could sell out stadiums and whose singing is best suited to the shower.

So what are you waiting for? Gather your friends, grab a mic and get the party started.

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/O indicator on the front of the console is lit up red. Press the I/O/RESET button and the I/O indicator will light up green.

Press the  button on the front of the console to open the disc cover and place the SingStar® Anthems disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place.

Close the disc cover by pressing firmly until you hear a click. SingStar® Anthems will then commence loading. It is advised that you do not insert or remove accessories once the power is on.

Owners of SCPH-30000 and SCPH-50000 series consoles should refer to the setup instructions supplied with the console.

Before commencing play, it is recommended that you select your preferred language from the console's System Configuration menu.

Throughout this manual, the term "EyeToy® Camera" is used to describe the EyeToy® USB Camera (for PlayStation®2).

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

SETTING UP THE MICROPHONES

1. Plug the SingStar® USB Converter into one of the USB connectors on the front of the console.



2. Plug the microphones into the red and blue sockets on the front of the SingStar® USB Converter. A 'click' sound will confirm that each connector is inserted correctly.



3. Once the game has loaded, a bright blue light on the top of the SingStar® USB Converter will indicate that it is inserted correctly and working.



4. When singing hold the microphone approximately 3-5 centimetres (1-2 inches) from your mouth. Sing directly into the top of the microphone.



5. Keep some distance between yourself and the TV. If the microphone gets too close to the TV, you will get feedback – a loud, high-pitched sound – ouch!



6. Just Sing!

NOTE: Only the official SingStar® red and blue microphones can be used to play SingStar® Anthems. Ordinary microphones cannot be inserted properly into the SingStar® USB Converter and will therefore not be picked up by the game. If the SingStar® USB Converter is connected, but with incompatible microphones inserted, the game will still appear to run, but players' singing will not be detected, nor will their voice be drawn on-screen.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (product code SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. Make sure there is enough free space on your Memory Card before commencing play. On start-up, any saved SingStar® Anthems options data present on the Memory Card will autoload.

WARNING: This title uses an autosave feature. Insertion of a Memory Card after start-up may result in data being overwritten.

DIRECTIONAL BUTTONS – MOVEMENT

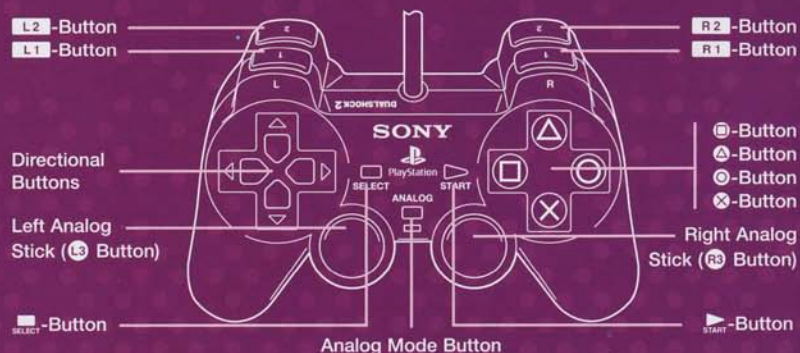
In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons on the Analog Controller (DUALSHOCK®2), Analog Controller (DUALSHOCK®) or Digital Controller.

CONTROLS

In SingStar® Anthems, microphones are used to play each game mode. Your vocal performance is transferred into on-screen data, allowing you to score points and see how well you are singing, whilst also being emitted from your TV's speakers.

In this game the only thing you need to control is your voice!

In order to navigate through menu screens and adjust volume levels in-game you will need to insert an Analog Controller (DUALSHOCK®2) into controller port 1 before commencing play:



↑, ↓, ← or →

Highlight Option/Select Song

⊗ button

Confirm/Continue

△ button

Back/Cancel

▶ button

Pause

L1 button

Increase Player Volume

L2 button

Decrease Player Volume

GETTING STARTED

Following a short cinematic sequence, the Title Screen will be displayed. Press the ⊗ button to access the Choose Mode Screen.

CHOOSE MODE SCREEN

Press ← or → to highlight one of the following options and press the ⊗ button to confirm.

- | | |
|-----------|--|
| Sing Solo | Sing a whole song or part of a duet |
| Party | Kick off your party with the ultimate multiplayer and team singing games |
| Freestyle | Practise your singing with no scoring involved |
| Charts | Check out the highest scores for each song and the overall top 10 |
| Options | Alter the game settings to your liking |

NOTE: Details on each of the individual modes can be found later in this manual.

PLAYING THE GAME

All you have to do to play SingStar® Anthems is pick a game mode, hold the mic and... SING!

Each of the different modes have various set up options to help you configure the game you are about to play. These options include things like choosing a song, organising teams in Party mode or selecting whether to perform a full song or a short version, and are adjusted by following a screen-by-screen series of simple instructions.

When the game begins and you start to sing into one of the microphones, SingStar® technology recognises your pitch, tone and rhythm and is therefore able to give you a score depending on how well you perform. Player 1 always uses the blue microphone and their vocal performance is drawn in blue on screen. In multiplayer games, Player 2 uses the red microphone and their performance is drawn in red on screen.

NOTE: In a Pass the Mic game, the Red Team might sometimes use the blue mic and the Blue Team might use the red mic, for example, in a Duet round. There will be on-screen instructions telling you when you need to use the other coloured mic.

THE GAMESCREEN

This is the game screen for Duet mode. Other game screens may differ slightly depending on the mode you are playing, the number of players, specific competition rules and so on.



Score

As you score points the score indicators at the top of the game screen will rise.

Pitch And Timing Indicators

These grey bars show the pitch of the note you should be singing in a similar way to a musical stave (the parallel horizontal lines on which musical notes are written). The higher the note, the further up the screen it will appear. The bars also indicate the sustain and timing of the note, telling you when to sing and how long to hold a note for.

Your Performance

As you progress through a song the notes that you sing will be displayed in relation to the notes you should be singing. Your vocal performance is colour coded and the bars that are displayed on-screen will be either blue or red, depending on the game mode, number of players and microphone you are using. By comparing your performance with the pitch and timing indicators, you can quickly tell if you are singing flat or sharp, are out of time or are simply not holding on to the notes for long enough. If you are singing well the notes you sing will be drawn over the pitch and timing indicators, fitting perfectly over the top, and you will begin to rack up points.

Lyrics

In each game mode, the lyrics for the current song will appear on-screen just before you are required to sing them into the microphone – sing in time by watching the words and singing as they fill up with colour.

When following the lyrics, you will notice that certain words are broken up with dashes. These dashes indicate that there are extra notes to sing during that word. The number of dashes corresponds to the number of notes.

Performance Meter

The performance meter is an indicator of how well you are doing overall at any point in the song. Keep your meter in the Bonus Zone to get extra bonus points for a consistently good performance.

Line Ranking

At the end of each sentence, you will receive a ranking to let you know how well you sang on that line.

Playhead

This device lets you see how far through the song you are.

Golden Notes

Every song has special golden notes – often, these are the particularly high or long notes. Hit these golden notes to accumulate more points.

REMEMBERING USERS

In SingStar® Anthems up to 20 player names and photos can be stored on a Memory Card. When setting up your games, you can scroll through all of these “player profiles” and assign players to each team. The maximum number of people who can play SingStar® Anthems at any one time is eight, so you can assign eight of the 20 player profiles (two teams of four) when playing an eight-player game.

When setting up your teams, select a player slot and press the **OK** button. You can then press the **Left** or **Right** directional buttons to scroll through the saved player profiles, or select “New Player” to enter a new name using the virtual keyboard.

When in Pass the Mic, if eight player profiles are displayed on-screen in the player slots, press the **OK** button to randomly assign players to each team.

Once you have inserted 20 player names, any new player who is added will replace the player who has played least recently.

Alternatively you can manually delete the player of your choosing by highlighting their name and pressing the **Ⓜ** button to enter edit mode and then pressing the **Ⓝ** button to delete.

NOTE: Please see the "Using The Virtual Keyboard" section of this manual for instructions on how to input player names.

SONG SELECTION

The songs available for you to perform are displayed on a carousel.

Press **←** or **→** to scroll through the available songs and to hear a sample of each one; you can speed up the carousel by pressing and holding the **R1** button. When you have decided which one you want to sing, select it and press the **ⓧ** button to confirm.

You can select a song randomly by pressing the **Ⓞ** button.

CHANGE DISC

When playing Sing Solo, Battle, Duet or Freestyle, you can quickly access more tracks by inserting other SingStar® discs, which will allow you to sing more songs.

When the song selection carousel is displayed in any of these game modes, press the **SELECT** button and follow the on-screen instructions.

You can move freely between the above game modes and most of the option screens with any other SingStar® disc inserted, however, in certain cases, such as if you want to play Pass the Mic you will have to re-insert the "master" SingStar® Anthems disc to continue. Helpful on-screen instructions will appear to tell you what to do.

NOTE: The SingStar® disc which you originally loaded is referred to as the "master" disc. This means that if you originally loaded SingStar® Anthems and you are instructed to insert the master disc, you must re-insert the original SingStar® Anthems disc.

DUETS

Duets are sung by two players together, or single players can choose to sing with the original artist.

Once you've selected a duet song and the desired song length you can also specify which part of the duet each player will sing. Press **↑** or **↓** to switch between the vocal parts and press the **ⓧ** button to confirm.

PASS THE MIC SONG SELECTION

In a Pass the Mic game, SingStar® Anthems keeps things fair by randomly picking songs for you and your opponents to perform. If you land on a track that you really don't want to sing, press the **Ⓞ** button to use a Shuffle Token and the game will automatically select a new track for you.

If members from both teams are to sing at the same time, then you will be asked which team's Shuffle Token should be used. Highlight the team and press the **ⓧ** button and they will use one of their Shuffle Tokens.

If it is a round where the teams are singing solo, then simply press the **Ⓞ** button and the game will automatically select an alternative track for the team who are about to sing; but remember – each team only has a limited supply of tokens, so use them wisely!

SONG LENGTH

You can choose to perform the full song by selecting "Normal", or select "Short" to sing an edited version. Press the **ⓧ** button to confirm after making your choice.

MEDLEYS

Medley mode provides a fun alternative to singing complete tracks – instead, you sing a succession of choruses from different songs.

Get straight to the best bits of your favourite hits, and prove you're not a one-hit wonder!

As well as being dedicated rounds in Pass the Mic mode, medleys will appear on the song carousel in Sing Solo, Battle and Freestyle mode.

MICRO-MEDLEYS

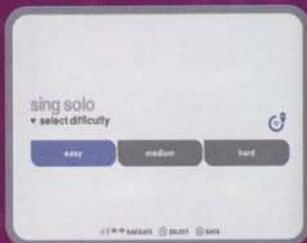
Micro-medleys are only featured in Pass the Mic and are similar in structure to medleys. Instead of singing a whole chorus, however, you sing only a key phrase from a song before moving on to a new track. These phrases are approximately two to four lines in length.

NOTE: You cannot include tracks from the discs of other SingStar® titles in medleys.

SINGSTAR® ANTHEMS GAME MODES

SING SOLO

This is your chance to go solo or sing part of a duet, where you will be accompanied by the song's original artist. When you sing a duet with the original artist you can choose which vocal part to perform and the artist will take the part of the second singer.



SETTING UP A SING SOLO GAME

Set up your game by entering your name; you can also select "Take Photo" to pose for a photo, provided that you have an EyeToy® Camera inserted. Then select a difficulty level and pick a track to perform.

The difficulty level will determine how well you have to sing to score points. The higher the difficulty level, the closer to the exact note you must be to score points. Before the song begins you can also choose whether to sing the normal or short song length.

NOTE: You can sing an octave higher or lower than the original artist on the recording – as long as you are in tune, you will still score.

TIME TO SING

During the performance the lyrics for the song will be displayed on-screen, as well as pitch and timing indicators and a score to let you know how well you are doing.

Sometimes, lyrics might be displayed in italics to signify that you can sing along if you want to, but you will not be scored for singing that part of the song. An example of when this would happen is in Sing Solo – if you have selected a duet, the lyrics of the other vocalist will appear in italics.

When the song finishes, your final scores will be displayed and you'll be awarded a ranking. If your score is good enough, you can enter your name on the high score table – can you make it into the top five scores achieved for that song?

NOTE: If a Memory Card is inserted into MEMORY CARD slot 1, these scores will automatically be saved to your SingStar® Anthems save file.

PARTY

There really is no better way to prove that you've got what it takes than to take part in a little Party mode action. Who deserves their place under the stage lights alongside you, and who really should be pursuing a solo career? There's only one way to find out – choose your teams, grab your mics and get singing!



You can sing against a friend or in teams of up to four people; scores are awarded for each performance and an overall score is calculated after the final round.

There are three Party game modes: Pass the Mic, Battle and Duet.

PASS THE MIC MODE

Pass the Mic is a party game for two to eight players. Each game is made up of a series of rounds where you are presented with different singing challenges.

SETTING UP A PASS THE MIC GAME

After choosing to play a Pass the Mic game, set up your teams by specifying a number of players for each side, then select the relevant player profiles or enter new player names.

If you have an EyeToy® Camera inserted then you can take photos for any new participants. This process is described later on in this manual.

Once the teams are set up, select a difficulty level for the competition and whether the songs to be performed throughout are of "normal" length, or the "short" versions.

PASS THE MIC ROUNDS

In SingStar® Anthems you can choose to play whatever rounds you want in whatever order you want. Before the game begins the default rounds will be displayed on-screen. To change the number of rounds and the type of game played in each round, select "Customise" and press the **X** button to confirm.

Highlight "Rounds" and press the **←** or **→** directional buttons to select how many rounds you want to play. To change the type of game played in a round, highlight the round and press the **←** or **→** directional buttons.

Before each round begins, SingStar® Anthems will select the players who will take centre stage in this part of the game; the rules will also be displayed on screen. Read the rules carefully and then press the **X** button to begin the sing-off! Each round features a different challenge and everyone will get the chance to play.

With the exception of the Duet game, all rounds are played with the teams "facing off" at the same time. In duets, two players from the same team perform, followed by two players from the other team.

PASS THE MIC ROUND DESCRIPTIONS

1. BATTLE

Two opposing players sing the same song (either the whole song or part of a duet) at the same time. They are scored individually and the player with the highest score at the end of the round wins.

2. MEDLEY

Battle it out through a medley of songs. Players simultaneously perform either a pre-set medley or a random medley and the highest score wins.

3. FIRST TO THE POST

Go head-to-head in a sing-off where the first person to rack up 5000 points is the winner. During a First to the Post round, an additional meter is displayed on screen; this lets you know which player is in the lead, and which player needs to liven up to make it to that finish line first!

4. DUET

Two players from the same team sing together and are awarded a combined score for their joint effort. A double act from the other team then has the opportunity to lay down an even better score and win the round.

5. KEEP IT UP

To stay in the game, players have to keep the performance bar above a certain level, which is shown with a line marker. The difficulty will increase as the song goes on and if you fall below the marker, it's game over for you! If both players complete the song, it's a draw.

6. MICRO-MEDLEY

In these rounds players simultaneously perform a micro-medley which is selected at random. The highest score wins.

7. PASS THE MIC

Both teams face off in a battle with each team member singing a designated section from the track and then passing the mic to the next player, meaning that each player contributes to an overall team score. The team with the highest score at the end wins the round.

TWO PLAYER PASS THE MIC GAMES

If there's only one player on one or both of the teams in a Pass the Mic game, you will not be able to select either the Duet round or the Pass the Mic round as they require at least one teammate to sing along with.


PASS THE MIC SCORING SYSTEM

At the end of each round the scores for that game will be displayed followed by the total competition score up to that point in the game. Two points are awarded for a win, one point for both teams for a draw and zero points for losing. Points for each round are totted up as you go and the winning team will be unveiled at the end.

BATTLE MODE

Go head-to-head against a friend in a vocal showdown – whichever one of you earns the most points wins the battle.

SETTING UP A TWO PLAYER BATTLE

Before the game can begin, each player has the opportunity to select their profile or enter a name as a new player. If you have an EyeToy® Camera new players can also choose to have their photo taken – select “Take Photo”, strike a pose like there's nothing to it and press the  button to take a snap shot. You then just need to pick a difficulty level, select a track and choose whether to play the normal or short version. Let the battle commence!

At the end of the game, your scores will be presented, followed by the top five scores for that particular song at the difficulty level you performed at.

NOTE: The “Take Photo” Screen is only displayed if an EyeToy® Camera is connected.

DUET MODE

In this mode, you sing with a partner for a joint score – so if you want to make it on to the “top five” board you'd better choose your partner carefully!

In Duet mode, each vocal part is scored out of a total of 5000 points. Both players' scores are added together for a combined duet score out of 10000.

SETTING UP A DUET


To set up a duet, follow the instructions for setting up a two player battle, as outlined earlier in this manual.

In Duet Mode, each song will be separated into different vocal parts for the blue and red player to sing. The lyric and performance displays will indicate if it is the blue player's turn to sing, the red player's turn, or if both players are to sing at the same time.

FREESTYLE

Freestyle mode gives you the opportunity to sing it your way! This mode is ideal for practising your solos and perfecting those duets with a partner as you don't have to worry about scoring points. Also, if you're new to SingStar® Anthems, this non-competitive environment might be a good place for you to make your debut.

To start a game, all you need to do is select the number of players, pick a track and song length; then choose a duet part, where applicable. Get freestyling!

Let your creativity run wild as you sing – by default there will be no pitch guide lines displayed on-screen so you can sing whatever you like; if you'd prefer to use the guide lines, press the  button to pause the game and turn the Pitch Display ON.

PERFORMANCE OPTIONS SCREEN

After every performance you will be able to choose whether or not to Playback your effort (so you can save it and mess about with some cool sound effects), replay the same song or continue with the game.

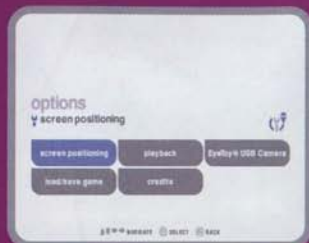
If you have an EyeToy® Camera connected and have EyeToy® Video set to ON, you can also choose to “View EyeToy® Golden Moments”, where you will see a short replay for all of the golden notes that you hit during your performance.

NOTE: More information on Playback features can be found in the Playback section of this manual.

OPTIONS MENU

To change game settings and preferences, select "Options" from the Choose Mode Screen and press the **X** button to confirm.

Press **↑**, **↓**, **←** or **→** to highlight one of the following options, then press the **X** button again:



Screen Positioning

Press **↑**, **↓**, **←** and **→** to reposition the game screen on your TV. Press the **X** button to confirm when you are happy with the screen position.

Playback

Access Playback files previously saved to Memory Card.

EyeToy® USB Camera

Insert an EyeToy® Camera into one of the USB connectors to enjoy an alternative SingStar® Anthems experience – watch yourself perform on TV instead of watching the original video!

You can toggle between EyeToy® Photos ON/OFF, EyeToy® Video ON/OFF and Effects ON/OFF.

EyeToy® Photos refers to the pictures taken when you enter your name before starting a game mode, or when you achieve the top score for any song, as described in the "Charts" section of this manual. This option will default to ON.

When you have EyeToy® Video ON, your image will replace the original video and when you hit Golden Notes you will have the chance to watch them after the performance by selecting "View EyeToy® golden moments". This option will default to OFF.

If you have EyeToy® Video ON, then you can also choose to have Effects ON or OFF. This refers to special effects and colours which will decorate the screen as you perform. If you choose to have them OFF, then no special effects will be displayed. This option will default to ON, but will only be activated when the EyeToy® Video is set to ON.

NOTE: Please refer to the "Using the EyeToy® Camera" section later in this manual for instructions on how to set up your EyeToy® Camera.

Load/Save Game

Choose to load previously saved game data or save your current game. The autosave function can also be toggled on or off if you do not wish to automatically save your score and options data.

Credits

Check out the team credits for SingStar® Anthems.

CHARTS

You can view the top five scores for every song at each difficulty level and you can view the top 10 scores overall (although only one entry per song will make it into the top 10 charts).

If you achieve a top score for a song and you have the EyeToy® Camera connected and set to EyeToy® Photos ON, you will be able to pose for a celebratory picture which will be displayed at the top of the charts.

If your score is subsequently knocked off the top spot, your photo will disappear, which should make you all the more determined to get back to number 1!

THE PAUSE MENU

Press the **START** button during a song to pause your performance and access the Pause Menu. While the song is paused, you can select from the following options:

- | | |
|-----------|---|
| Resume | Return to the current song |
| Restart | Restart the current song from the beginning (you can't do this in Pass the Mic games) |
| End Song | End the current song and move to the Results Screen |
| Quit Game | Return directly to the Title Screen |

PLAYBACK

You gave the performance of a lifetime, you left the audience begging for more and screaming your name! Now make sure you relive those magic moments on the Playback Screen!

Timer



Song Title

Playback Options

PLAYBACK OPTIONS



Cue the song back to the beginning



Rewind the song



Play or pause the song



Fast forward the song



Add sound effects



Exit the Playback Screen



Save the Playback data to Memory Card

NOTE: You can also adjust the vocal volume by pressing the **L1** button and the **L2** button.

ADDING SOUND EFFECTS

Select "SFX" to experiment with a variety of different sound effects.

Press **←** or **→** to highlight an effect and then press **↑** to activate the highlighted effect. A bar will appear above the effect showing different levels of intensity. Subsequent presses of **↑** will increase the intensity of the effect, which is indicated by the colour within the bar. To turn the effect off, press **↓** until the bar is empty. You can also activate several effects at once. To do this, press **←** or **→** to highlight a new effect and press **↑**. You can mix and match different effects to create weird and wonderful sounds, so don't be afraid to experiment.

NOTE: Sound effects can be applied to your performance only, not the original track.

USING THE VIRTUAL KEYBOARD

Press **↑**, **↓**, **←** or **→** to select a character on the keyboard and press the **⊗** button to enter it; you can delete a character by pressing the **⊙** button and enter a space by pressing the **⊕** button. You can also access a variety of other characters by selecting the **""** key.

Once a player's name has been entered correctly, select "Enter" to continue.

USING THE EyeToy® CAMERA

You've made all that effort making yourself look glamorous and now you're ready for your close up. All you need to do is connect an EyeToy® Camera to your console to get your face on the big screen.

With the EyeToy® Camera connected you can take photos of the people on your team which will then be posted alongside high scores.

Also, whenever you hit a golden note during a song, it's time to pose for the photographers – an EyeToy® logo will also be displayed on-screen, so strike a pose and relive those glory moments at the end.

Set up the EyeToy® Camera by following these instructions:

Holding the USB connector for the EyeToy® Camera with the USB mark facing up, securely insert the EyeToy® Camera's USB connector into either USB connector on the front of the console. The LED power indicator (blue) on the front of the EyeToy® Camera should light up blue to indicate that the EyeToy® Camera is now ready to use. If you encounter difficulties, refer to the instruction manual for the EyeToy® Camera.

Place the EyeToy® Camera on top of, or immediately below your television.

Rotate the manual focus ring to focus the camera lens. If your TV is positioned on the floor, simply tilt the EyeToy® Camera for extra elevation. Alternatively, swivel the camera base around to reposition the EyeToy® Camera. Do not move the whole EyeToy® Camera, just tilt it gently. Ensure you have enough room to play. Consider the space around you – watch out for shelves, doors, walls, pets and other people.

Once the EyeToy® Camera has been set up correctly, choose EyeToy® USB Camera from the Game Options Screen, and then select "EyeToy® Video ON/OFF" to toggle EyeToy® features on or off.

EyeToy® CAMERA LIGHTING RECOMMENDATIONS

The EyeToy® Camera's ability to detect movement depends upon there being a significant difference in lighting between you and your background. Ideally, you should be lit from the front, as evenly as possible. If your image looks too dark on the screen, switch on all available lighting in the room and point them at you. The red LED on the EyeToy® Camera will flash if the room is too dark.

If your on-screen image looks too bright, draw the curtains and use artificial light instead. Where artificial light is the primary source of illumination, concentrate all available light on you. If possible, avoid low-energy bulbs and fluorescent tubes as these tend to flicker, which may be detected as movement by the EyeToy® Camera.

Do not set up the EyeToy® Camera so that it is pointing directly towards a strong light source. Even with daylight providing the primary light source, the introduction of any extra artificial light directed at you, will always be beneficial.

SINGSCHOOL

Anyone can do this; you don't need to hire a vocal coach, be able to read music or even sing in tune to have fun. However, if your serious "inner artiste" is coming to the fore, you might want to check out the following technicalities. With all those gigs to perform, photos to sign and shopping centres to open, you'll never have time to learn about them later... ++

Pitch

The pitch of the note determines how in tune your voice is with the song and ultimately determines the quality of the vocal performance. SingStar® Anthems monitors the pitch of the notes you sing and compares this data with the correct note on the original record, allowing it to calculate how many perfect notes you are hitting or bum notes you let slip through. If you find yourself struggling to achieve perfect pitch, try adjusting the difficulty setting to the Easy or Medium settings.

Timing

Your timing determines whether or not a note is being sung at the correct point during a song. SingStar® Anthems constantly checks your timing and the data collected will be reflected in your score.

Sustain

This is simply how long the note is held. SingStar® Anthems compares the correct sustain times taken from the original recording with your sustain and awards or subtracts points accordingly.

A FEW TIPS FROM THE EXPERTS

Don't hold the mic too close – about 3-5 centimetres (1-2 inches) from your mouth will pick up your voice most effectively.

Practice makes perfect – singing a tune helps you improve your timing. When you're just starting out, pick songs that you know well and find easy to sing.

Good breathing is vitally important – check the performance display for any long notes and take a deep breath!

The hardest thing for many newcomers is to stand up and perform for the first time. It gets easier after you've done it once, so get up and sing!

If you are unfamiliar with a song it is possible to hum your way through as you learn the lyrics, but the true SingStar will always try to sing the right words.

Pay attention to the lyric display. The blue P1 indicator and the red P2 indicator will let you know when it's your turn to sing alone and when you'll sing together.

The note display lets you know if you're pitching your lines correctly. Take care when singing duets as you may have to sing a harmony part.

When the lyrics appear in italics, you can sing along, but you won't be scored for it.

Most importantly of all, enjoy yourself!

TRACKLIST

- | | |
|---------------------------------|-----------------------------------|
| Bananarama | I Heard A Rumour |
| Bonnie Tyler | Total Eclipse Of The Heart |
| Bucks Fizz | Making Your Mind Up |
| Candi Staton | Young Hearts Run Free |
| Charlene | I've Never Been To Me |
| Charlotte Church | Crazy Chick |
| Cher | If I Could Turn Back Time |
| Dead Or Alive | You Spin Me Round (Like A Record) |
| Girls Aloud | Biology |
| Gloria Gaynor | I Will Survive |
| Kim Wilde | Kids In America |
| LeAnn Rimes | Can't Fight The Moonlight |
| Pussycat Dolls | Don't Cha |
| Queen | Radio Ga Ga |
| Scissor Sisters | Laura |
| Steps | Deeper Shade Of Blue |
| Take That Featuring Lulu | Relight My Fire |
| Ultra Nate | Free |
| The Weather Girls | It's Raining Men |
| Whitney Houston | I Wanna Dance With Somebody |

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Thanks to: Namtai, Omnivision, Hiromi Churchard, Kieren Mayers, Mike Nabarro, Solo Gadjali, Margie Lee, Hasan Gdjali, Ian Montandon, Liz Hill, Kate Acland, Carole Wright, Lesley Randall, Andrew Mancey, Kerry McKay, James Barr, Gavin Winter, Automatic Television, Kauser and Bilal, Richard Lee, Adam and Adelin, Stefan Nickel, Klaus Odegard, Espen Tollefsen, Morton Christoffersson, Hans Reinarz, Alexandra Roessler, Antonio Ruiz, Juan Jiminez, Alessandro De Leo, Andrea Cuneo, Liam Quigley

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Thanks to :

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This product uses Lua 5.0 Software.

Lua 5.0

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