

Wii™

nordic games

We Sing



INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.



WARNING: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.



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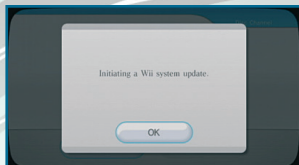
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Getting Started

Wii Menu Update

Please note that when first loading the Disc into the **Wii™** console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii Menu Update Screen** will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the Disc.



When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu**.

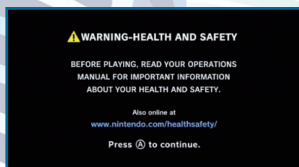
Getting Started

Insert the We Sing Disc into the Disc Slot. The Wii™ console will switch on. The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button.

The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.

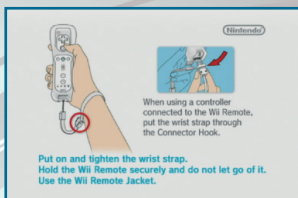
Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.

The **Channel Preview Screen** will be displayed. Point at START and press the A Button.



The **Wii Remote™ Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button.

The opening movie will then begin to play.



CAUTION – USE THE WII REMOTE WRIST STRAP

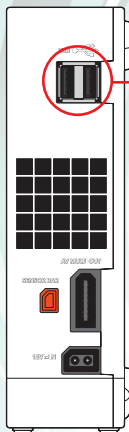
For information on how to use the Wii Remote Wrist Strap refer to the Wii Operations Manual – System Setup (Using the Wii Remote).

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

Setting Up

To set up the **Logitech microphones** please do the following.

Ensure that the **Wii™ is powered off** before inserting new peripherals. For one microphone, simply plug the microphone into a **free USB connector** which can be located at the rear of the Wii™.



Rear of the Wii™ Console

Insert USB microphone or hub into a free USB connector located at the rear of the Wii™ Console.

If you have more than one microphone, you can **connect multiple microphones** using a **USB hub**. Simply connect the microphones to the USB hub and then connect the USB hub to the rear of the Wii™ as mentioned above.

Once the microphones have been connected to the Wii™, simply insert the **We Sing™ disc** into the disc slot. The Wii™ console will switch on. The Health and Safety Screen will be displayed. After reading the details press the **A Button** with your Wii Remote.

Please consult your Wii™ hardware manual for additional information on configuring your Wii™ console.

Playing the Game

All you need to do to play **We Sing™** is pick a game mode, choose a song, hold the mic and **SING!**

Each mode has various options to help configure the game. These options include choosing a song, organising a team or selecting who sings which section in Group mode. All options are clearly shown on the relevant screen. If you are unsure, press the “i” icon at the bottom-left hand corner of any screen. This will bring up helpful information for that menu. When the game begins and you start to sing into one of the microphones, the game will recognise the pitch, tone and rhythm and score you depending on how well you perform.

NOTE: REMEMBER for the best music experience make sure to keep the microphone between 3-5 cm away from your mouth.

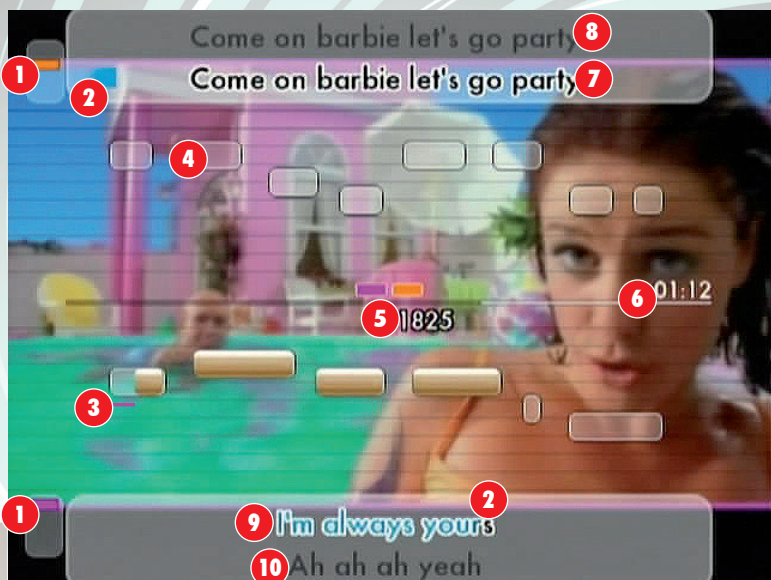
NOTE: The game can support up to four microphones at any one time. To verify which microphone you have, simply speak into the microphone at any menu screen and you will see a coloured bar flash as you speak. This will indicate which colour microphone you are currently playing with.



NOTE: The game will autosave at the end of each song.

The Game Screen

Below is the game screen (shown with 2 players). The game screen will differ slightly depending on what mode you are playing in.



1 Player Colour

As you speak into the microphone your colour will briefly light up. Your colour is also matched to the lyrics you should sing.



2 Timing Bar

A blue 'timing bar' will flow across the screen and lyrics in order to tell you when to sing.



3 Sung Pitch Bar

If you are off-key a pitch bar of your colour will appear below (if you are singing too low) or above (if you are singing too high) the pitch bars.



4 Pitch Bars

As you progress through a song the notes that you sing will be displayed in relation to the notes that you should be singing. When you successfully sing a note correctly, the bar will fill with a gold colour.



5 Score

As you score points for singing, the score at the top of the screen will keep rising. Your final score is displayed at the end of the song. Your score will vary depending on how well you sing.

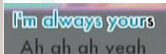
NOTE: The microphone is very sensitive. While any noise may fill a pitch bar, the game has anti-cheat technology. Only **singing** in the correct pitch at the correct time will score points!

NOTE: Some lyrics have no pitch bars. You can freestyle these lyrics but no score will be given.



6 Timer/Time Bar

The time bar will decrease as a song plays. Once the time bar has completely depleted the song will end. There is also a timer informing you how much time is left in the song.



7, 8, 9, 10 Lyrics

In each game mode the lyrics for the current song will appear on screen just before you need to sing them. Sing in time by matching the words as they fill up with colour. If the colour holds on a word for a certain amount of time, it means that the word needs to be held in conjunction with the Pitch bars. Singer 1's current lyrics appear at the bottom of the screen **9** with the next lyrics below it **10**. Singer 2's lyrics appear at the top of the screen **7** with the next lyrics above it **8**.

NOTE: Don't score highly? Don't worry just try again. Remember, practice makes perfect.

Song Selection



1 After a mode has been selected you will see the 'song carousel'. You can navigate the carousel by using the following methods.

- Point at the cover artwork with the Wii Remote that is not central and press the **A Button**. That song will now centralise itself on the screen.
- Twist the Wii Remote left of right to spin the carousel in that direction.
- Press the **+** and **- Buttons** on the Wii Remote to spin the carousel left and right.
- Point at the **+** and **- Buttons** on screen with the Wii Remote and press the **A Button**.
- To randomly select a song, shake the Wii Remote.

When the song you want to sing is in the middle of the carousel, point at it and press the **A Button** to start. Alternatively point at sing and press the **A Button**.

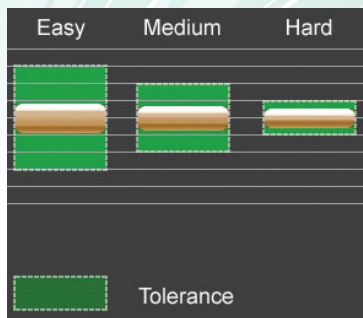
NOTE: Point at the screen with your Wii Remote and shake to the left or the right for it to randomly select a song.

2 Length

You can also select the length of the song you wish to sing. You can either sing the full song or you can choose the 1/2 option should you want to play a shorter version. By default the full song option is selected.

3 Difficulty

There are three different difficulty modes to play through, easy, medium and hard. The harder difficulties reduce the margin of error allowed for getting the correct pitch as well as increase the amount of points that can be won. By default easy is selected.



4 Playlist

You can queue up a number of songs to sing one after the other. When a song is in the centre of the carousel, click the + icon to add it to the playlist. To delete the playlist, click the - icon. To start the playlist, navigate to the 'playlist' album artwork and click on it. Your playlist will then begin.

NOTE: Some songs are sung with one or more artists. In some cases you can select which artist you wish to sing as in both solo and multiplayer modes.

Party Mode

There are several modes that can be played with friends in **Party mode**. These can be played with two or even up to four players. You will need one microphone per player.

We Sing (2-4 players)

In We Sing mode, two or more players can perform together singing certain parts of the song either as a certain artist or at certain points. If you have chosen to sing as different singers, two sets of lyrics will be on screen at once. (See page 7 of this instruction booklet).

Versus (2-4 players)

Going **head-to-head** in a showdown. Everyone sings the same lyrics and whoever has the most points at the end of song is the winner.

Group Battle (3-4 players)

The same as Versus, but this time it is 1 group versus another group. A group can be from 1 to 3 players. The team with the highest score at the end of the song wins.

First to 5,000 (2-4 players)

The game has simple rules. The first player that hits **5,000 points** wins. The song will end as soon as a player reaches the point limit.

Pass the Mic (2-4 players. 1 mic only)

Players take turns showing their singing skills for up to four players. Each player takes a turn singing a section of a song before it switches to the next player. You've got to be on your toes because you may be next up to sing. Each player adds to the score with the final score shown at the end of the song.



Singer Select

In songs with more than 1 singer you can choose whether you want to sing as singer 1, singer 2 or all parts of the song. Each has different lyrics. In songs with only one singer, the lyrics can be split between players.

Only certain combinations can be played - the "OK" icon will appear when a playable combination is arranged amongst the players.

Solo Mode

Sing on your own or sing part of a duet. Practice getting those high scores before showing off to your friends.

Karaoke

Want to sing a song, but avoid the pressure of getting that high-score? Not a problem, Karaoke mode is here to help. The score and performance bars have been removed. All that is left is the song, the lyrics and the music that is in your heart.

Options

Here you can alter the game settings to better suit your style. Simply highlight the option on the menu and then use the slider to change the colour. Point to the + and - icons and press the **A Button** to alter the colour. You can also move the slider quicker by holding the + and - **Buttons** on the Wii Remote.

Menu Button Colour

Here you can alter the colour of the menu buttons.

Background

Here you can alter the background design of the main menu.

Music Volume

Here you can alter the volume level of the music being played.

Microphone Volume

Here you can alter the volume level of the microphones.

Credits

Check out the team that helped bring We Sing to life.

Default

Resets the game settings back to its defaults.

Charts

The charts are a selection of scoreboards showing the best singers from one to four players as well as Pass the Mic.

You can view the top scores for each song, within each group. The Chart will show the song, the name of the player and the highest score for that song. We Sing will auto save scores that reach the charts.

The Pause Menu

Press the **A Button** during gameplay and the Pause Menu will be displayed. While in the **Pause Menu**, the song will be paused. If you exit the pause menu the song will carry on.

Resume

Return to the current song.

Retry

Restart the current song.

Change Song

Return to the song selection scene for the current mode and select a new song.

Options

Alter the options, including music volume and microphone volume.

Quit

Quit the current song and return to main menu.

Results

At the end of your performance you will be given an award and comment depending on how well you sing.



The 'Goldfish' award.
You were so bad we had to give you something!



The 'Nuts & bolts' award.
All the basics and more.
Challenging for a top award.



The 'Rotten tomato' award.
You tried but it speaks for itself.



The 'Bronze disc' award.
Real potential. Good timing and pitch.



The 'Rubber Ducky' award.
Child like, but still pretty bad.



The 'Silver disc' award.
Great timing and pitch.



The 'Building blocks' award.
You tried and there is potential.



The 'Golden disc' award.
Almost perfect pitch and timing. Near flawless.



The 'Utensil' award.
You were pretty good but more practice is needed.



The 'Diamond mic' award.
You are in the realms of a professional singer!

Credits

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Music Credits

Amy Winehouse - Tears Dry On Their Own
(Winehouse/Ashford/Simpson)
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Licensed Courtesy Of Universal Film And TV
Licensing

Aqua - Barbie Girl
(Dahlgard/Rasted/Nystroem/Norreen/Dif/
Pedersen)
Published By Universal Music Publishing
/ Warner Chappell Music Publishing
Licensed Courtesy Of Universal Film And TV
Licensing

Blondie - One Way Or Another
(Harry/Harrison)
Published By Chrysalis Music Ltd/
Licensed Courtesy Of Emi Records Ltd

Charles And Eddie - Would I Lie To You?
(Leeson/Vale)
Published By Emi Music Publishing Ltd
/ Licensed Courtesy Of Emi Records Ltd

Chesney Hawkes - The One And Only
(Kershaw)
Published By Iagem Music / Nik Kershaw
Music Licensed Courtesy Of Emi Records
Ltd

Coldplay - Viva La Vida
"Berryman/Buckland/Champion/ Martin /
Anthony"
Published By Universal Music Publishing Ltd
/ Licensed Courtesy Of Emi Records Ltd

Culture Club - Karma Chameleon
"O'dowd/ Moss/Hay/Craig"
Published By Emi Music Publishing Ltd
/ Iagem Music
Licensed Courtesy Of Emi Records Ltd

Duffy - Mercy
(Booker/Duffy)
Published By Emi Music Publishing Ltd
/ Universal Music Publishing Ltd
Licensed Courtesy Of Universal Film And TV
Licensing

Duran Duran - Hungry Like The Wolf
(Rhodes/Le Bon/Taylor/Taylor/Taylor)
Published By Emi Music Publishing Ltd
/ Licensed Courtesy Of Emi Records Ltd

Elton John With Kiki Dee - Don't Go
Breaking My Heart
(Orson/Blanche)
Published By Universal Music Publishing Ltd
/ Licensed Courtesy Of Universal Film And
TV Licensing

James Morrison & Nelly Furtado - Broken
Strings
(Woodcroft/Thornecroft/Catchpole)
Published By Chrysalis Music Ltd / Sony / ATV
Music Publishing Ltd
Licensed Courtesy Of Universal Film And TV
Licensing

John Denver - (Take Me Home) Country
Road
"(Danoff /Nivert / Denver)"
Published By State One Music Publishing Uk
/ Chery Lane Music
Licensed Courtesy Of Chery Lane Music

Kaiser Chiefs - I Predict A Riot
"(Hodgson /Wilson/Rix /Baines/White)"
Published By Iagem Music / Licensed
Courtesy Of Universal Film And TV Licensing

Kylie Minogue - Loco-Motion
(Goffin/King)
Published By Emi Music Publishing Ltd
/ Licensed Courtesy Of Pete Waterman Ltd

Lady GaGa - Poker Face
(Germanotta/Khayat)
Published By Sony/ATV Music Publishing Ltd
/ Licensed Courtesy Of Universal Film And
TV Licensing

Lily Allen - The Fear
(Allen/Kurstin)
Published By Universal Music Publishing Ltd
/ Emi Music Publishing Ltd
Licensed Courtesy Of Emi Records Ltd

Madness - Our House
(Smythe/Foreman)
Published By Emi Music Publishing Ltd
/ Licensed Courtesy Of Union Square Music

Meatloaf - I'd Do Anything For Love (But I
Wont Do That)
(Steinman/Marks)
Published By Carlin Music Corporation
/ Licensed Courtesy Of Emi Records Ltd

OneRepublic Featuring Timbaland -
Apologise (Tedder)
Published By Sony/ATV Music Publishing Ltd
/ Licensed Courtesy Of Universal Film And
TV Licensing

Pussycat Dolls - Don't Cha
(Callaway/Ray)
Published By Notting Hill Music (Uk) Ltd
/ Licensed Courtesy Of Universal Film And
TV Licensing

Roxette - It Must Have Been Love
(Gessle)
Published By Emi Music Publishing Ltd
/ Licensed Courtesy Of Emi Records Ltd

Shampoo - Trouble
(Blake/Askew/Fitzpatrick)
Published By Universal Music Publishing Ltd
/ Licensed Courtesy Of Emi Records Ltd

Spice Girls - Wannabe
(Rowbottom/Stannard/Halliwell/Bunton/
Adams/Brown/Chisholm)
Published By Universal Music Publishing Ltd
/ Emi Music Publishing Ltd
Licensed Courtesy Of Emi Records Ltd

Sugababes - Girls
(Jenkinson /Mcdonald /Toussaint)
Published By Emi Music Publishing Ltd
/ Reverb Music
Licensed Courtesy Of Universal Film And TV
Licensing

Tasmin Archer - Sleeping Satellite
(Beck/Hughes/Archer)
Published By Emi Music Publishing Ltd
/ Licensed Courtesy Of Emi Records Ltd

The Automatic - Monster
(Hawkins/Frost/Griffiths/Pennie)
Published By Emi Music Publishing Ltd
/ Licensed Courtesy Of Universal Film And
TV Licensing

The Police - Every Breathe You Take
(Sumner)
Published By Emi Music Publishing Ltd
/ Licensed Courtesy Of Universal Film And
TV Licensing

Tom Jones - Delilah
(Reed/Mason)
Published By Emi Music Publishing Ltd
/ Licensed Courtesy Of Decca Records

UB40 - Red Red Wine
(Diamond)
Published By Sony/ATV Music Publishing Ltd
/ Licensed Courtesy Of Emi Records Ltd

Moloko - Sing It Back
(Murphy/Brydon)
Published By Chrysalis Music Ltd / Licensed
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Logitech® USB Microphones are fully compatible with We Sing – the first karaoke console game that supports four microphones and four singers at the same time, exclusively for the Wii.

Logitech® USB Microphones are also fully compatible with Disney Sing It, High School Musical 3, Guitar Hero and Rock Band. Some multiplayer features require 2+ Logitech® USB Microphones

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In the event of a defect covered by this warranty, please contact the Nordic Games' office, the address for which is found at the rear of this packaging. When returning this product please include its original packaging, proof of purchase and a description of the defect(s) identified.

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- In relation to a defect not covered by this warranty; or
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The PEGI age rating system:

Age Rating
categories:

Les
catégories
de tranche
d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content
Descriptors:

Description
du contenu:



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

We Sing

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