

Wii™

We Sing 80s



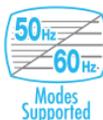
INSTRUCTION BOOKLET

nordic games®

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.



**THIS GAME SUPPORTS 50Hz (576i)
AND 60Hz (480i) MODE.**



Powered by mobiclip

IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

LICENSED BY



TRADEMARKS ARE PROPERTY OF THEIR RESPECTIVE OWNERS. Wii IS A TRADEMARK OF NINTENDO.

Contents

Wii MENU UPDATE	2
GETTING STARTED	2
CONNECTING A USB MICROPHONE	3
SETTING UP	4
PLAYING THE GAME	4
THE GAME SCREEN	5
SONG SELECTION	7
PARTY MODE	9
SOLO MODE	11
LESSONS	11
AWARDS	12
KARAOKE	12
JUKEBOX	12
CHARTS	12
OPTIONS	12
PAUSE MENU	13
RESULTS	15
CREDITS	16
MUSIC CREDITS	17

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 System Update Confirmation Screen** will appear. Select **OK** to proceed with the update. Updates can take several minutes and may add Channels to the **Wii Menu**. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the disc.



NOTE: If, after performing an update, the Disc Channel still does not display the title of the inserted disc, a second update is required. Please repeat the above procedure.

Channels added by a **Wii Menu** update will be saved to the Wii System Memory if there is enough free space. These additional Channels can be deleted from the **Data Management Screen** in Wii Options, and can subsequently be re-downloaded from the Wii Shop Channel at no extra cost.

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 80s™ 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 if either the disc is inserted before turning the Wii console's power on, or if the Wii console's power is turned on without the disc inserted.



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 more information on how to use the Wii Remote Wrist Strap, please refer to the **Wii Operations Manual – System Setup (Using theWii Remote/Using the Nunchuk)**.

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.

Connecting a USB Microphone

Ensure that your Wii console's power is OFF, then plug the USB microphone into one of the USB connectors on the back of the console.

Follow the steps listed below to connect two USB microphones to your Wii console when using a Wii LAN Adapter.

1. Plug the Wii LAN Adapter into one of the two USB connectors.
2. Plug a compatible USB hub into the remaining USB connector.
(For more information about compatible USB hubs, please visit support.nintendo.com.)
3. Plug both USB microphones into the USB hub.

Please read and follow the guidelines listed below. Failure to do so may result in damage to your Wii console or discs.

- Do not pull on the USB microphone's cord during game play.
- If there is a disc inserted into the Wii console, eject it before attempting to connect or remove the USB microphone.

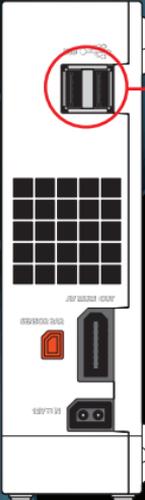
Not suitable for children under 36 months of age - strangulation hazard. The cord of the USB microphone can coil around the neck.

For more information on 60Hz and EDTV/HDTV please refer to the Wii Operations Manual – Channels & Settings (Wii Settings and Data Management).

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 a USB 2.0 compliant hub into a free USB connector located at the rear of the Wii Console.

If you have more than two microphones, 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 80s™ 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 operations manual for additional information on configuring your Wii console.

Playing the Game

All you need to do to play We Sing 80s™ 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, hover the Wii Remote pointer icon over a menu option for a few seconds to get a description of that mode. 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.

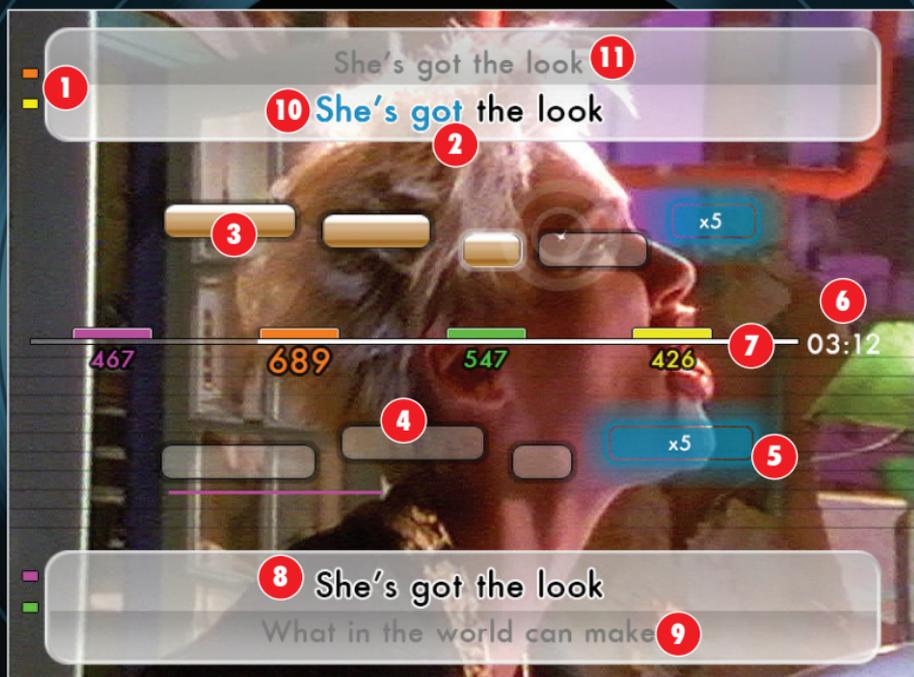
NOTE: REMEMBER for the best music experience make sure to keep the microphone between 3-5 cm away from your mouth.

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 two 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.



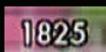
4 Pitch Bars

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 Star Notes

During gameplay, special notes will appear on sections of a song. Should you hit the note perfectly you will get a score bonus multiplier for that note, indicated by either an x5 or x10.



6 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 or R.A.P.S. . You can freestyle these lyrics but no score will be given.

01:12

7 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.

Hook me up
Hook

8, 9, 10, 11 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 **8** with the next lyrics below it **9**. Singer 2's lyrics appear at the top of the screen **10** with the next lyrics above it **11**.

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

Song Selection



1 Song

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 or 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

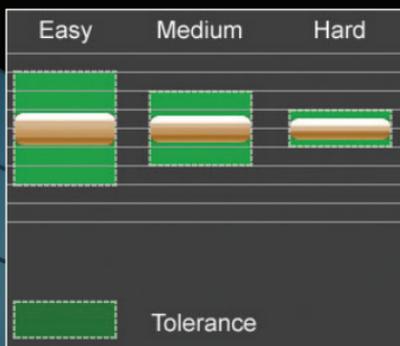
You can also select the length of the song you wish to sing. You can either sing the full song or you can choose the 1/2 option should you want to play a shorter version. By default the full song option is selected.

3 Vocals

You can select to have vocals either on or reduced to give that real Karaoke experience. In reduced mode, the vocals of the original singer will be reduced or completely removed so only the backing track will be heard.

4 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.



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.

5 Playlist

You can queue up a number of songs to sing one after the other. Select either Playlist 1, 2 or 3 from the carousel. Once in the playlist screen, select the song you wish to add using the **+** and **- Buttons** to move between songs and then confirm by pointing at the album cover and pressing the **A Button**. Your selection will then appear in the playlist. To remove a song from the playlist, point at the name of the song and then press the **A Button** to bring up the remove button. Point at the remove button next to the song you use to remove and then press the **A Button** to remove.

Once you have selected all the songs you wish to have in your playlist, point at "Sing" at the bottom of the screen and press the **A Button** to begin your playlist. Remember you can only have a maximum of eight songs per playlist and a maximum of three playlists at any one time.

6 Songlist Order

You can sort the order of each song alphabetically by artist name or track name by selecting this icon.

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 sing together as a certain artist or different parts of the song. If you have chosen to sing as different singers, two sets of lyrics will be on screen at once. (See page 5 of this instruction booklet). In We Sing mode no "incorrect" pitch lines are shown because it is non competitive.

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 in groups. A group can be from 1 to 3 players. The group with the highest score at the end of the song wins.

First to X (2-4 players)

The game has simple rules. The first player that hits **X points** wins. The song will end as soon as a player reaches the points.

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

Players take turns showing their singing skills. Each player takes a turn singing a section of a song before it switches to the next player. Each player adds to the score with the final score shown at the end of the song.

Blind (2-4 players)

Battle against other players to sing the song correctly. But watch out, as lyrics and sound disappear at any point through the song!

Marathon (2-4 players)

Everyone sings on a created playlist to score as many points as possible. The best average score across all the songs is the winner.

Expert (2-4 players)

Think you're the best at We Sing 80s? Then you can prove it with the Expert multiplayer mode. There are no pitch bars and no lyrics onscreen. Just the song and the score.



Singer Select

In songs with more than one singer you can choose whether you want to sing as one singer, the other singer or sing a mixture of both. Each selection has different lyrics. In songs with only one singer, the lyrics can be split between players.

When the singer selection screen appears on screen, first all players need to shake their mics to let the game recognise that the player is ready. When you have joined the game, you will be given the options on which singer you wish to play as. You can choose to either play as one half of a duet or sing the entire song; the choice is up to you. Once you have decided, select the option and then select "Sing" once everyone else has also selected.

Awards

There are 30 awards to achieve in game. They range from simple awards like creating your first playlist... to scoring more than 9000 points in every song! Please see the awards section in game for more information.

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.

Jukebox

Watch your favourite songs without the need to play the game. Either choose your favourite song or play through a custom playlist of songs.

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.

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.

Menu Music

Alter the music that plays in the main menu.

Music Volume

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

Microphone Volume

Here you can alter the output volume level of the microphones.

HDTV Compensator

Some HDTVs experience audio lag when playing music games. The compensator will allow you to increase or decrease the delay between the lyrics and music and when they appear on the screen. Simply move the slider till the pinging noise matches with the ripple that appears onscreen.

You can move the compensator 500ms (half a second) before or after the original recording.

Credits

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

Default

Resets the game settings back to its defaults.

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.

Mic volume

Song volume

Turn pitch bars on/off – these are the faint lines on the screen

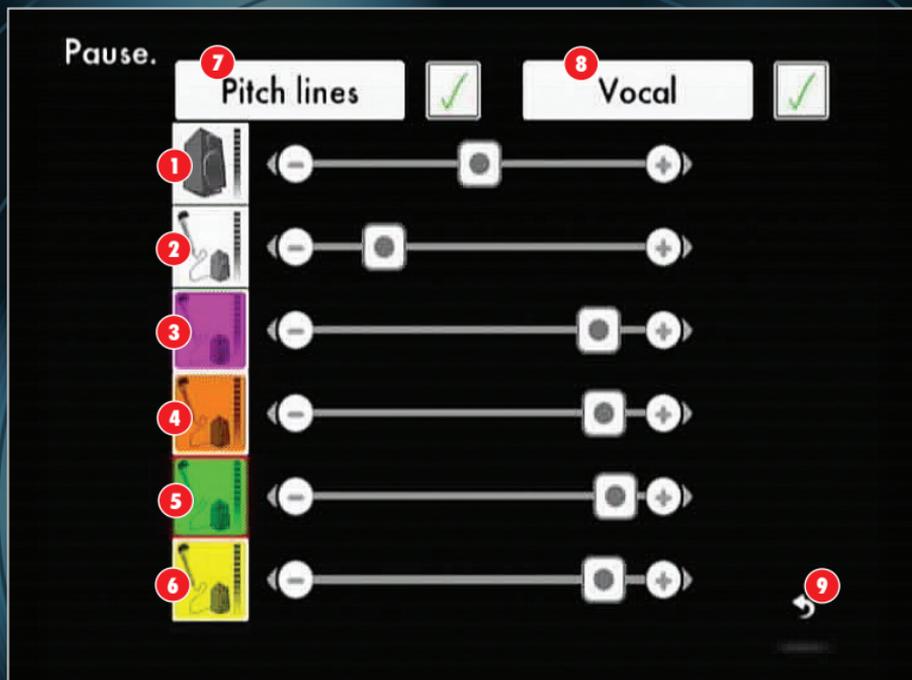
Turn vocals on/off – turn the original singers vocals off (or reduce them)

Quit

Quit the current song and return to main menu.

NOTE WITHIN OPTIONS: The individual (coloured) microphone sound level alters your voice out volume. If this is turned down, there will be no recorded voice volume in a replay.

Adjust individual microphone levels in case one singer is louder than others. The main microphone level controls overall microphone volume.



- 1 Music Volume
- 2 Master Microphone Volume
- 3, 4, 5, 6 Player Microphone Volume
- 7 Pitch lines On/Off
- 8 Vocal Music Track On/Off
- 9 Return to previous screen

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.



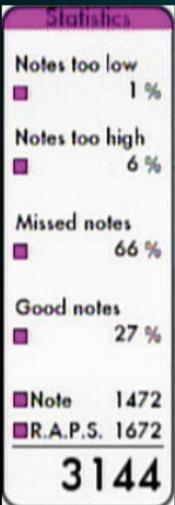
The 'Golden disc' award. Almost perfect pitch and timing. Near flawless.



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!



Results Screen

Whenever you finish a song you will be presented with the results screen. Here you can see your final score as well as statistics of your performance during a song. To see your statistics, simply point at your score and the information will be displayed. High scores are saved to the charts.

"Notes too low" indicate how much of the song you sang below the required pitch. "Notes too high" indicate how much of the song you sang above the required pitch. "Missed notes" are parts of the song that you did not sing. "Good notes" are notes that you sang in the correct pitch. Should a song contain R.A.P.S., then the score is broken down to show how many points you scored during singing and rapping parts of a song.

From this screen you can also Replay your performance as well as adding voice modifiers for even more fun.

Credits

nordic games

The Publishing Team:

Pelle Lundborg
Nik Blower
Susanne Falkmar
Malin Traaholt
Lars Wingefors
Per Fredriksson
Ali Manzuri
Hamed Manzuri
Erik Stenberg
Tommy Tjernell
Mikael Brodén
Almudena Moreno
Egil Strunke
Jenny Larsson



Managing Director

Leo Zullo

Production Director

Jason Harman

Senior Producer

Kevin Leathers

Producer

Nana Penemo

Graphic Designer

Neil Dickens

Product Manager

Sean Walsh

Assistant Producer

David Lynch
Kimberley Caseres

Web Designer

Edward Willey

LE CORTEX.

Project Director

Frédéric Sommer

Creative Director

Johan Spielmann

Art Director

France Garnier

Lead Developer

Antoine Sicot

Developers

Romain Patroix
Cédric Loiseau

2D/3D Artists

Martin Welter
Caroline Hirbec

Sound Designer

Frédéric Oscar
Georges Abitbol

SPECIAL THANKS

Dominique
Javotte
Urssaf



CEO

Nicolas Delorme

Programmers

Fabien Gobillard
Laurent Minot
Olivier Veneri

Music Annotation Manager & Engine Research

Aymeric Zils

QA

Gil Schneider

Annotators

Tristan Bouyer
Cem Gelgun
Anthony Gledhill
Pierre Sibille

MUSIC LICENSING:

Master and publishing rights
clearances handled by:

Ploug Partnership Consulting

Audio Engineering

Jesse Holt

QA

Thanks to all at
GlobalStep LLC

Localisation

Thanks to Claire and
all at Loc-3

Photoshoot by:

FORM ADVERTISING

Ben Bonello
David Birch

A special thanks to

Richard Simpson - Stylist,
and Lauren Baker -
Make-Up Artist.

Music Credits

Tarzan Boy Performed by **Baltimora**

Written by Naimy Hackett & Maurizio Bassi
Published by EMI Music Publishing Italia Srl.
(P)&© 1985 EMI Italiana SPA
Courtesy of EMI Music Sweden

Eternal Flame Performed by **The Bangles**

Written by Susanna Hoffs / Tom Kelly / Billy Steinberg. Published by Sony/ATV Music Publishing / EMI Music Publishing
(P)&© 1988 Sony Music Entertainment
Courtesy of Sony Music Denmark

The Tide Is High Performed by **Blondie**

Written by John Holt / Tyrone Evans / Howard Barrett. Published by Sparta Florida Music Group Ltd. (P)&© 1980 Capitol Records Inc. Courtesy of EMI Music Sweden

Word Up! Performed by **Cameo**

Written by Blackmon / Jenkins
Published by Universal Music Publishing Ltd.
(P)&© 1986 The Island Def Jam Music Group. Courtesy of Universal Music Denmark

Do You Really Want To Hurt Me

Performed by **Culture Club**
Written by O'Dowd / Moss / Craig / Hay
Published by EMI Virgin Music Ltd. / EMI Music Publishing AB. (P)&© 1982 Virgin Records Ltd. Courtesy of EMI Music Sweden

True Colors Performed by **Cyndi Lauper**

Written by Tom Kelly / Billy Steinberg
Published by Sony/ATV Music Publishing Ltd.
(P)&© 1986 Sony Music Entertainment Inc.
Courtesy of Sony Music Denmark

Rhythm Of The Night

Performed by **DeBarge** Written by Diane Warren. Published by Universal Music Publishing MGB. (P)&© 1985 Motown Records / UMG Recordings Inc.
Courtesy of Universal Music Denmark

Come On Eileen Performed by **Dexys**

Midnight Runners Written by Rowland / Paterson / Adams. Published by EMI Music Publishing Ltd. / Kevin Adams Music Ltd.
(P)&© 1982 Mercury Records Ltd.
Courtesy of Universal Music Denmark

Rio Performed by **Duran Duran**

Written by Simon Le Bon / Nick Rhodes / Andy Taylor / John Taylor / Roger Taylor
Published by Gloucester Place Music Ltd. / EMI Music Publishing Ltd.
(P)&© 1982 EMI Records Ltd.
Courtesy of EMI Music Sweden

The Power Of Love Performed by **Frankie Goes To Hollywood**

Written by Gill / Johnson / O'Toole. Published by Perfect Songs Ltd. / BMG Rights Management
(P)&© 1984 ZTT Records Ltd.
Courtesy of Union Square Music (UK) Ltd.

Don't You Want Me Performed by **Human League**

Written by John Callis / Philip Wright / Phil Oakey. Published by EMI Virgin Music Ltd. / Blue Mountain Music
(P)&© 1981 Virgin Records Ltd.
Courtesy of EMI Music Sweden

I Should Be So Lucky Performed by

Kylie Minogue Written by Stock / Aitken / Waterman. Published by All Boys Music Ltd. / BMG Music Publishing / Mike Stock Publishing Ltd. / Matt Aitken Publishing / Universal Music Publishing Ltd.
(P)&© 1987 PAL Productions Ltd. for the world excluding Australia and New Zealand, and KDB Pty Limited for Australia and New Zealand. Licensed in Australia and New Zealand courtesy of Warner Music Australia Pty Limited. Courtesy of PAL Productions Ltd. & Warner Music Australia

All Night Long (All Night) Performed by

Lionel Richie Written by Lionel Richie
Published by 2850 Music LLC adm. by Kobalt Music Publishing Ltd. / Brenda Richie Publishing / Imagem Music
(P)&© 1983 Motown Record Co.
Courtesy of Universal Music Denmark

All Around The World Performed by **Lisa Stansfield**

Written by Stansfield / Devaney / Morris. Published by Universal Music Publishing MGB. (P)&© 1989 Sony Music Entertainment UK Ltd.
Courtesy of Sony Music Denmark

Pass The Dutchie Performed by **Musical Youth** Written by Bennett / Mittoo / Lyn / Sibbles / Ferguson / Simpson / Brown
Copyright © 1967 Sparta Florida Music Group Ltd. (P)&© 1982 MCA Records Ltd.
Courtesy of Universal Music Denmark

Straight Up Performed by **Paula Abdul**
Written by Elliot Wolff
Published by Elliot Wolff Publishing / EMI Virgin Music Inc. / EMI Music Publishing
(P)&© 1988 Virgin Records America Inc.
Courtesy of EMI Music Sweden

I Want To Break Free Performed by **Queen**
Written by John Deacon
Published by Queen Music Ltd. / EMI Music Publishing Ltd. (P)&© 1984 Raincloud Productions Ltd. Courtesy of Hollywood Records & Universal Music Denmark

The Look Performed by **Roxette** Written by Per Gessle. Published by Jimmy Fun Music
(P)&© 1988 EMI Music Sweden AB / Roxette Recordings. Courtesy of EMI Music Sweden

Boys (Summertime Love) Performed by **Sabrina** Written by Matteo Bonsanto / Roberto Rossi / Malcolm Charlton / Claudio Cechetto. Published by DJ's Gang Srl / Unipersonale / RTI Music Srl / Canale 5 Music / Fintage Publishing B.V.
(P)&© 1987 Sony Music Entertainment Italy S.p.A. Courtesy of Sony Music Denmark

Smooth Operator Performed by **Sade**
Written by Adu & St. John
Published by Angel Music Ltd. / Sony/ATV Music Publishing / Peermusic (UK) Ltd.
(P)&© 1984 Sony Music Entertainment UK Ltd. Courtesy of Sony Music Denmark

Alive And Kicking Performed by **Simple Minds** Written by Kerr / Burchill / MacNeil
Published by EMI Music Publishing Ltd.
(P)&© 1985 Virgin Records Ltd.
Courtesy of EMI Music Sweden

Being With You Performed by **Smokey Robinson Minds** Written by Smokey Robinson. Published by Bertram Music Company / Jobete Music Co. Inc. / EMI Music Publishing. (P)&© 1981 Motown Records / UMG Recordings Inc.
Courtesy of Universal Music Denmark

True Performed by **Spandau Ballet**
Written by Kemp
Published by Reformation Publishing Co. Ltd. / Universal Music Publishing
(P)&© 1983 Chrysalis Records Ltd.
Courtesy of EMI Music Sweden

Nothing's Gonna Stop Us Now
Performed by **Starship** Written by Diane Warren & Albert Hammond
Published by Albert Hammond Music adm. by Kobalt Music Publishing Ltd. / Universal Music Publishing MGB Ltd.
(P)&© 1987 Sony Music Entertainment
Courtesy of Sony Music Denmark

Shout Performed by **Tears For Fears**
Written by Roland Orzabal & Ian Stanley
Published by EMI Virgin Music Ltd. / EMI 10 Music Ltd. (P)&© 1984 Mercury Records Ltd.
Courtesy of Universal Music Denmark

I Think We're Alone Now Performed by **Tiffany** Written by Ritchie Cordell
Published by EMI Longitude Music Co. / EMI Music Publishing AB
(P)&© 1987 UMG Recordings Inc.
Courtesy of Universal Music Denmark

Africa Performed by **Toto**
Written by Jeffrey Porcaro & David Paich
Published by Sony/ATV Music Publishing
(P)&© 1982 Sony Music Entertainment Inc.
Courtesy of Sony Music Denmark

China In Your Hand Performed by **T'Pau**
Written by Carol Decker & Ronnie Rogers
Published by BMG Music Publishing Ltd. / Universal Music Publishing
(P)&© 1987 Virgin Records Ltd.
Courtesy of EMI Music Sweden

Only You Performed by **Yazoo (US/CDN/ Mexico: Yaz)**
Written by Vince Clarke
Published by Musical Moments Ltd. / Sony/ATV Music Publishing. (P)&© 1982 Mute Records Ltd. Courtesy of Warner Bros. Records / Mute Records. By arrangement with Warner Music Group Video Game Licensing. Courtesy of EMI Music Sweden

The Only Way Is Up

Performed by **Yazz & The Plastic Population**

Written by Jackson / Henderson

Published by Muscle Shoals Sound Publ. /

Peermusic III Ltd.

(P)&© 1988 Big Life Records Ltd.

Courtesy of Universal Music Denmark

We Sing 80s © 2012 Nordic Games Publishing AB, a wholly owned subsidiary of Game Outlet Europe AB. We Sing, the We Sing logo, We Sing 80s, the We Sing Pop! logo, the Nordic Games logo and the Nordic Games symbol are registered trademarks or trademarks of Nordic Games Publishing AB. All rights reserved.

Developed by Le Cortex. Engine by Voxler. Produced by Wired Productions.

All music, artwork and artist names are copyright of their respective owners.



Logitech

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 © 2012 Logitech. All rights reserved. Logitech, the Logitech logo, and other Logitech marks are owned by Logitech and may be registered.

WARRANTY

90 Day Warranty

For a period of ninety (90) days from the date of original purchase of this product, Nordic Games guarantees that the Nintendo Wii Game Disc supplied with this product will be free from defects in materials or workmanship. At Nordic Games' discretion, and without charge to the purchaser, the defective Disc will either be repaired or replaced. This warranty does not apply to defects caused by the purchaser/3rd party negligence, misuse, accidental damage, excessive/unreasonable use, modification or use contrary to the product user manual.

THIS WARRANTY DOES NOT COVER SECOND-HAND OR EX-RENTAL PRODUCTS

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.

If a product is returned:

- Without proof of purchase; or
- In relation to a defect not covered by this warranty; or
- After the warranty period has expired;

Nordic Games will choose either to replace or repair the product, at the customer's expense.

To the extent allowed by the applicable law, Nordic Games disclaims all warranties (express or implied) relating to the satisfactory quality and/or fitness for a particular purpose of this product. This warranty is in addition to, and does not affect your statutory rights.

The PEGI age rating system:

Age Rating categories:
Les catégories de tranche d'âge:



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 Bewertungssystem (PEGI) besuchen Sie bitte:

<http://www.pegi.info>



 /WeSingGame

To access Facebook you are required to have a registered account and internet access (at the customer expense). Users are required to be thirteen (13) years of age or older.

www.nordicgames.se

NORDIC GAMES PUBLISHING AB
ÄLVGATAN 1, SE-652 25 KARLSTAD, SWEDEN.

PRINTED IN THE EU