Black Eyed Peas Lady GaGa Mika
Cheryl Cole Elton John Rihanna Simp
Gwen Stefani Westlife Natasha Bedingfie
Spandau Ballet Gloria Gaynor Jamiroquai Bonnie Tyler B52's
Lynyrd Skynrd The Supremes Right Said Fred Pixie Lott Soft
Lou   ega   Bega   Taio Cruz
Kat   Waves
                                                  utfin

Wii™

We Sing encore

INSTRUCTION BOOKLET

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 50 Hz (576i) AND 60 Hz (480i) MODE.

50 Hz
60 Hz
Modes
Supported

EDTV-/
HDTV
Compatible

**LICENSED BY**

Nintendo®

Contents

Getting Started

Insert the We Sing Encore 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.
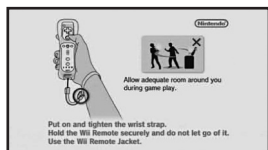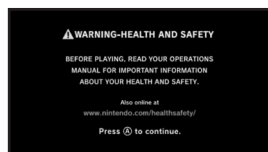
CAUTION – USE THE Wii REMOTE WRIST STRAP

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.

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**.

60 Hz (480i) Mode

Many people don't know what the difference between 50 Hz and 60 Hz is, but since most modern TV models support 60 Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (hertz) is related to the number of frames per second (fps) appearing on your screen.

50 Hz produces 25 fps and 60 Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60 Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii console is 50 Hz (576i) Mode. To change this, activate 60 Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60 Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60 Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer.

If, after changing the setting to 60 Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60 Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the + Control Pad, and the Wii system will restart in 50 Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture onscreen.

EDTV / HDTV (480p) Mode – Progressive Scan

EDTV / HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV / HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50 Hz (576i) Mode. To activate EDTV / HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, 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.
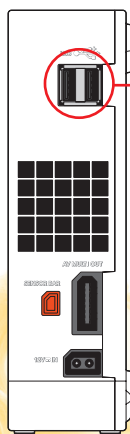
Rear of the Wii Console

Insert USB microphone or 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 Encore™ 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 Encore™ 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.
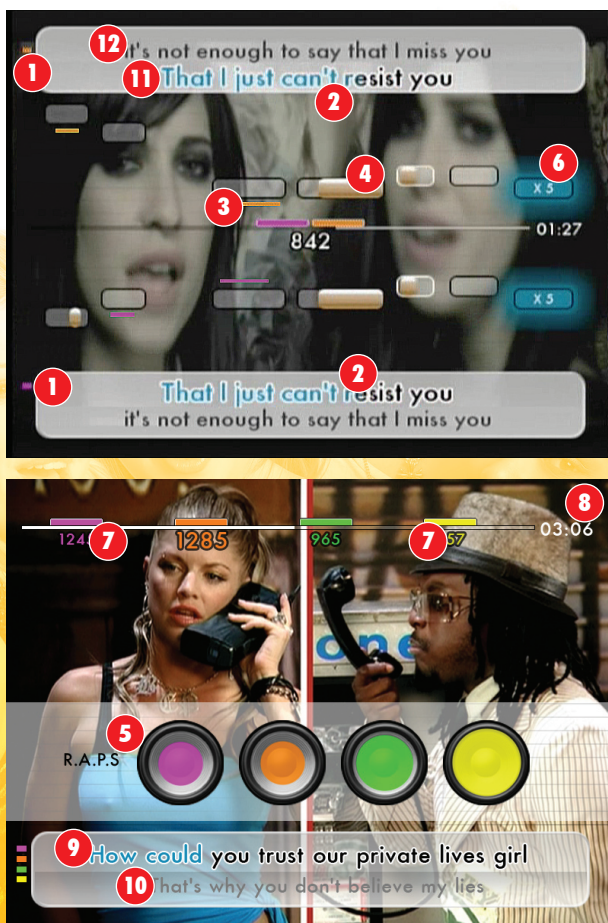
① Player Colour
As you speak into the microphone your colour will briefly light up. Your colour is also matched to the lyrics you should sing.

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 R.A.P.S.
The Rap Analysis Performance System (R.A.P.S.) appears on the screen during rap or zero pitch parts in a song. You are scored based on rapping to the words of the song. The colour of the speaker corresponds with your score.
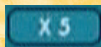
⑥ Star Notes
During gameplay, special notes will appear on sections of a song. Should you hit the note perfectly you will get a score bonus multiplier for that note, indicated by either an x5 or x10.

⑦ 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.

6

8 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.

9 , 10 , 11 , 12 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 **11** with the next lyrics above it **12**

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

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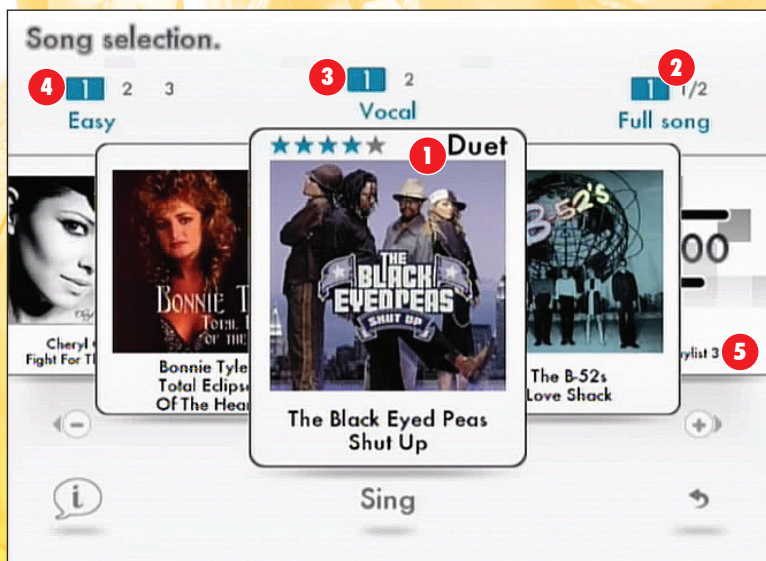
1 After a mode has been selected you will see the 'song carousel'. You can navigate the carousel by using the following methods.

a) 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.
b) Twist the Wii Remote left of right to spin the carousel in that direction.
c) Press the **+** and **- Buttons** on the Wii Remote to spin the carousel left and right.
d) Point at the **+** and **- Buttons** on screen with the Wii Remote and press the **A Button.**
e) 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.

8
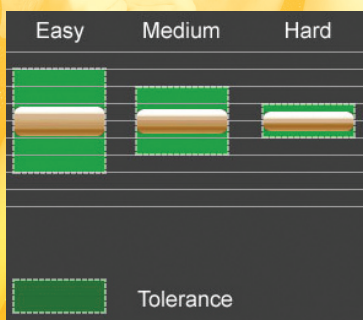
⑤ Playlist

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.

> **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

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.

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). In We Sing mode no "incorrect" pitch lines are shown.

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 X (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.

9

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.

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 Encore? 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. Now you need to sing the song and score without any help.
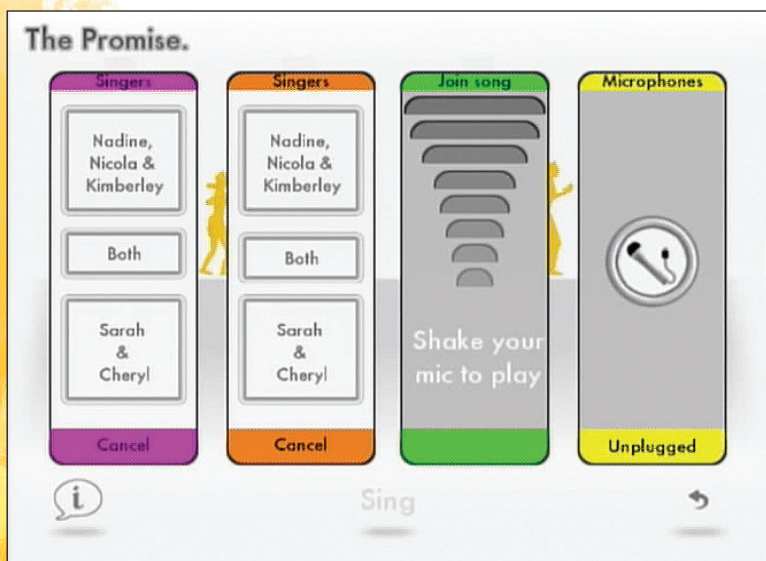
Singer Select

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 and effects how the song plays. 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.

NOTE: Some songs have more than two singers singing at once. These songs will have their singers grouped together into two sets to make sure that an even amount of the song is sung by everyone playing.

Solo Mode

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

Lessons

The lessons help in training your voice to match notes . The lessons are based on the Solfege scale:

Do, Re, Me, Fa, So, La, Si

The scale is moveable which means that you can start anywhere on the scale and go above or below the top / bottom of the scale and appear at the other end.
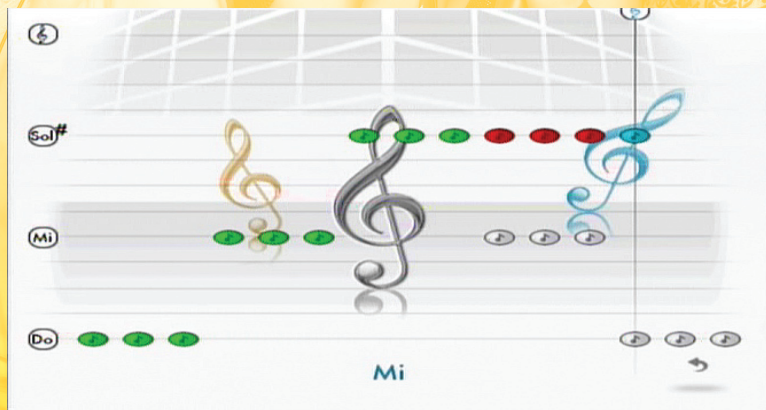
This is to allow deeper voice singers and higher voiced singers to play the lessons. You can tell the pitch level just before the metronome moves across the screen by singing a note before the lesson starts. A green note means you have hit the correct pitch, a red note means you are off-pitch.

Awards

The 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 feint 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.
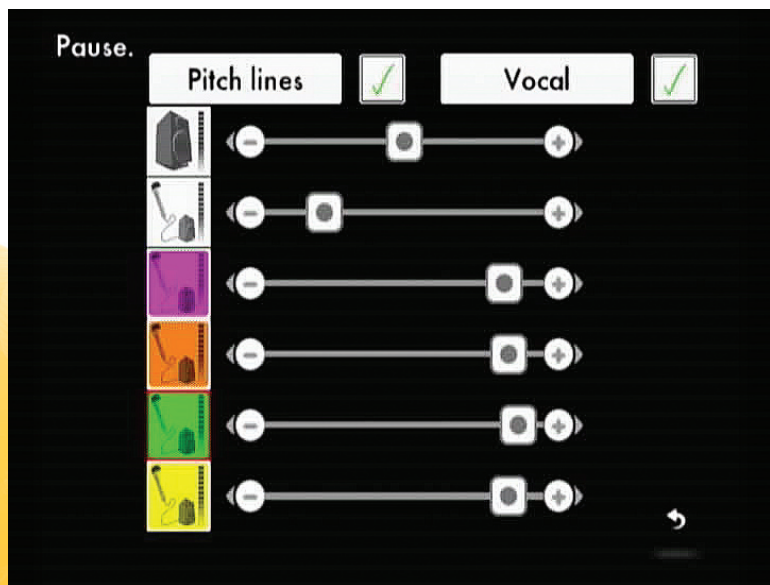
Results

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.

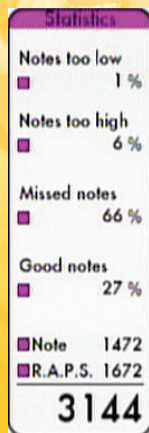The 'Building blocks' award. You tried and there is potential.

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
Scott Morrow
Lars Wingefors
Per Fredriksson
Ali Manzuri
Hamed Manzuri
Erik Stenberg
Tommy Tjernell
Mikael Brodén
Almudena Moreno

A special welcome to Lucas

WIRED PRODUCTIONS

Managing Director
Leo Zullo

Production Director
Jason Harman

Producer
Kevin Leathers

Assistant Producer
David Lynch

Graphic Designer
Neil Dickens

Web Designer
Edward Willey

LE CORTEX.

Project Lead
Frédéric Sommer

Creative Director
Johan Spielmann

Art Director
France Garnier

Lead Developer
Antoine Sicot

Developers
Romain Patroix
Cédric Loiseau
Denys Bulant

2D/3D Artists
Martin Welter

Sound Designer
Frédéric Oscar
Romain Gauthier

SPECIAL THANKS
Dominique
Javotte
Leva's Polka

VOXLER
Vocal interaction

CEO
Nicolas Delorme

CTO
Damien Henry

Lead Programmer
Damien Douté

Core Engine Programmer
Fabien Gobillard
Laurent Minot
Olivier Veneri

Engine Research
Aymeric Zils

Music Annotation Manager
Bruno Verbrugghe
Marion Courjaud

Music licensed by:
TUBBY MUSIC
Tracy Johnson
Katie Johnson

Audio Engineering
Vincent Percevault

Localisation
Thanks to Claire and all at Loc-3

Additional German production by:
Gamepunk Media
Georg Hach

Photoshoot by:
FORM ADVERTISING
Ben Bonello
David Birch

VT Work by:
Excelsior Film & Video

Special Thanks
Sabrina Khamissa
Ute Korkhaus

Music Credits

The B-52's - Love Shack
(Schneider/Pierson/ Strickland/Wilson)
Published By EMI Music Publishing
Licensed Courtesy of Warner Music UK

The Black Eyed Peas - Shut Up
(Adams/Gomez/Pajon)
Published By EMI Music Publishing/Cherry
Lane Music
Licensed Courtesy of Universal Film and TV
Licensing

Bonnie Tyler – Total Eclipse Of The Heart
(Steinman)
Published By EMI Music Publishing
Licensed Courtesy of Sony Music UK

Cheryl Cole - Fight For This Love
(Kipner/Wilkins/Merritt/Chapman)
Published By EMI Music Publishing/Universal
Music
Publishing/Sony/ATV Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

Coldplay - Yellow
(Buckland/Berryman/Champion/Martin)
Published By Universal Music Publishing
Licensed Courtesy of EMI Records

Elton John - Tiny Dancer
(John/Taupin)
Published By Universal Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

Florence + The Machine - Rabbit Heart
(Raise It Up)
(Deutsch/Degraw/Epworth/Bougatsos)
Published By EMI Music Publishing/Sample
Suspense/Universal Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

Girls Aloud - The Promise
(Coler/Higgins/Powell/Cooper)
Published By Warner Chappell Music
Licensed Courtesy of Universal Film and TV
Licensing

Gloria Gaynor - I Will Survive
(Fekaris/Perren)
Published By Universal Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

Gwen Stefani feat. Akon -The Sweet Escape
(Infort/Stefani/Thiam)
Published By Kobalt Music Publishing/Sony/
ATV Music/Stemra/Bucks Music Group Ltd
Licensed Courtesy of Universal Film and TV
Licensing

Jamiroquai – Virtual Insanity
(Kay/Smith/Buchanan/Zender/Jude)
Published By EMI Music Publishing
Licensed Courtesy of Sony Music UK

Jimmy Ruffin – What Becomes Of The Brokenhearted
(Dean/Riser/Weatherspoon)
Published By EMI Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

Kaiser Chiefs - Ruby
(Hodgson/Wilson/White/Baines)
Published By Imagem Music
Licensed Courtesy of Universal Film and TV
Licensing

Kasabian - Fire
(Pizzorno)
Published By EMI Music Publishing
Licensed Courtesy of Sony Music UK

Katrina & The Waves - Walking On Sunshine
(Drew)
Published By EMI Music Publishing
Licensed Courtesy of EMI Records

Lady GaGa feat. Colby O'Donis & Akon – Just Dance
(Khayat/Aliaune/Stefani)
Published By Sony/ATV Music
Licensed Courtesy of Universal Film and TV
Licensing

Lily Allen - Smile
(Mittoo/Iyiola/Lewis/Darren/Allen)
Published By Universal Music Publishing/
Music Sales
Licensed Courtesy of EMI Records

Lightning Seeds – Three Lions
(Broudie/Skinner/Baddiel)
Published By Chrysalis Music Ltd
Licensed Courtesy of Sony Music UK

Lou Bega - Mambo No. 5
(Prado/Zippy/Lubega/Balemezi)
Published By Peer Music Ltd
Licensed Courtesy of Sony Music UK

Lynyrd Skynyrd – Sweet Home Alabama
(Ng/Vanzant/Rossington)
Published By Universal Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

Mika - Grace Kelly
(Warner/Merchant/Penniman/ Holbrook)
Published By Universal Music
Publishing/Sony/ATV Music/Copyright
Control
Licensed Courtesy of Universal Film and TV
Licensing

Natasha Bedingfield - Unwritten
(Brisebois/Rodrigues/Bedingfield)
Published By EMI Music Publishing/Kobalt
Music Publishing
Licensed Courtesy of Sony Music UK

N Dubz - I Need You
(Contostavlos/Rawson/Contostavlos/Ansah)
Published By Sony/ATV Music
Licensed Courtesy of Universal Film and TV
Licensing

Pixie Lott - Mama Do (Uh Oh, Uh Oh)
(Thornalley/Hauge/Louis)
Published By Universal Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

Plain White T's – Hey There Delilah
(Higgenson)
Published By Warner Chappell Music
Licensed Courtesy of Hollywood Records

Right Said Fred - I'm Too Sexy
(Fairbrass/Fairbrass/Manzoli)
Published By Spirit Music Publishing
Licensed Courtesy of Fire Records

Rihanna - Umbrella
(Harrell/Carter/Stewart/Nash)
Published By EMI Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

**Robyn feat. Kleerup - With Every
Heartbeat**
(Carlsson/Kleerup/Bagge)
Published By Universal Music Publishing
Licensed Courtesy of EMI Records

S Club 7 - Don't Stop Movin'
(Ellis/Solomon/Stevens/Barrett)
Published By Imagem
Music/Universal Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

Simply Red – Holding Back the Years
(Hucknall/Moss)
Published By EMI Music Publishing
Licensed Courtesy of Warner Music UK

Soft Cell - Tainted Love
(Cobb)
Published By Warner Chappell Music
Licensed Courtesy of Universal Film and TV
Licensing

Spandau Ballet - Gold
(Kemp)
Published By Reformation Publishing
Licensed Courtesy of EMI Records

Stereophonics - Dakota
(Jones)
Published By Universal Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

The Supremes – Baby Love
(Dozier/Holland/Holland)
Published By EMI Music Publishing
Licensed Courtesy of Universal Film and TV
Licensing

Taio Cruz - Break Your Heart
(Orneycroft/Smith/Fraser/Cruz)
Published By EMI Music
Publishing/Chrysalis Music Ltd
Licensed Courtesy of Universal Film and TV
Licensing

The Proclaimers - I'm Gonna Be 500 Miles
(Reid/Reid)
Published By Warner Chappell Music
Licensed Courtesy of EMI Records

The Saturdays - Up
(Magnusson/Wroldsen/Kreuger)
Published By P&P Songs/Universal Music
Publishing
Licensed Courtesy of Universal Film and TV
Licensing

The Veronicas - Untouched
(Gad/Origliasso/Origliasso)
Published By Cherry Lane Music/EMI Music
Publishing
Licensed Courtesy of Warner Music UK

Westlife - Flying without wings
(Mac/Hector)
Published By Imagem
Music/Peer Music Ltd
Licensed Courtesy of Sony Music UK

Will Young - Leave Right Now
(White)
Published By Universal
Music Publishing
Licensed Courtesy of Sony Music UK

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' discreation, 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:

3 www.pegi.info **7** www.pegi.info **12** www.pegi.info **16** www.pegi.info **18** www.pegi.info

Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:

@*! BAD LANGUAGE @*! LANGAGE GROSSIER DISCRIMINATION DISCRIMINATION DRUGS DROGUE GAMBLING JEUX DE HASARD

FEAR PEUR SEX SEXE NUDITY NUDITÉ VIOLENCE VIOLENCE

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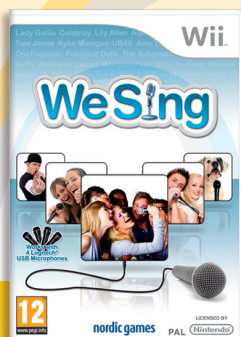
Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

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

http://www.pegi.info

We Sing encore

Also available from nordic games

www.nordicgames.se

NORDIC GAMES PUBLISHING AB,
SIGNALHORNSGATAN 124,
SE-656 34 KARLSTAD, SWEDEN

PRINTED IN EU