

Wii™

20
RW

CELEBRATING 20 YEARS IN MUSIC
1990 - 2010

Incluye 25 míticas
canciones de Robbie
Williams como:
Angels, Feel,
Let Me Entertain You,
Rock DJ &
Bodies

We Sing Robbie Williams



MANUAL DE INSTRUCCIONES

nordic® games

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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.



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Getting Started

Insert the We Sing Robbie Williams 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 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**.

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.



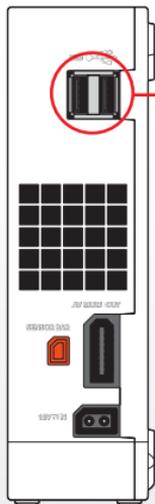
However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV / HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for 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 Robbie Williams™ 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 Robbie Williams™ 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.



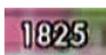
4 Pitch Bars

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 x5.



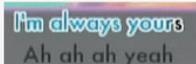
6 Score

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.



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.



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: 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.

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 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 Song order

Change the carousel to view by either year or alphabetical order.

3 Length

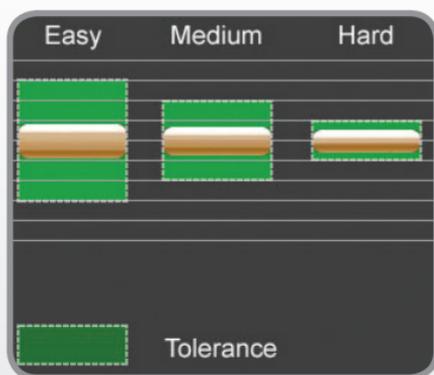
You can also select the length of the song you wish to sing. You can either sing the full song or you can choose the 1/2 option should you want to play a shorter version. By default the full song option is selected.

4 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.

5 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.



6 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 wish 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

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 5 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 to reach the allotted numbers of 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.

Blind (2-4 players)

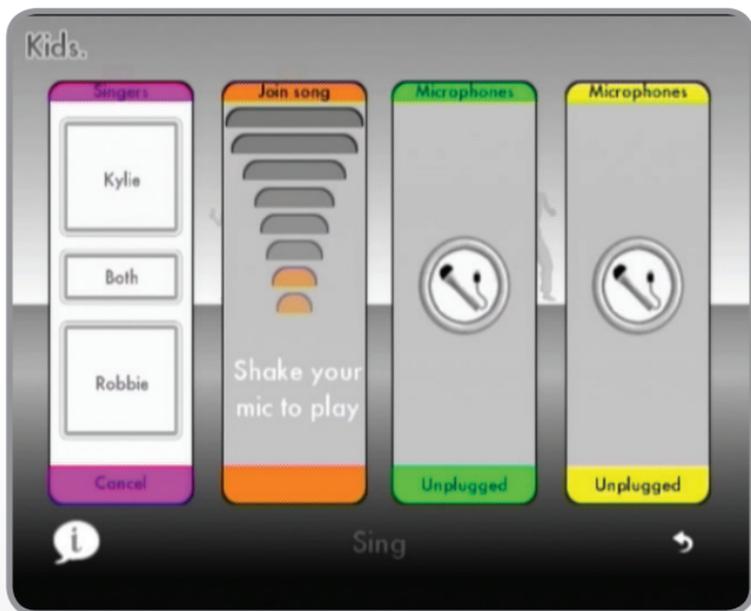
Battle against other players to sing the song correctly. But watch out, as lyrics and sound disappear at any point through the song!

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 Robbie Williams? 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 Robbie, the other singer or sing a mixture of both. Each selection has different lyrics and effects how the song plays. In songs with only Robbie singing, 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

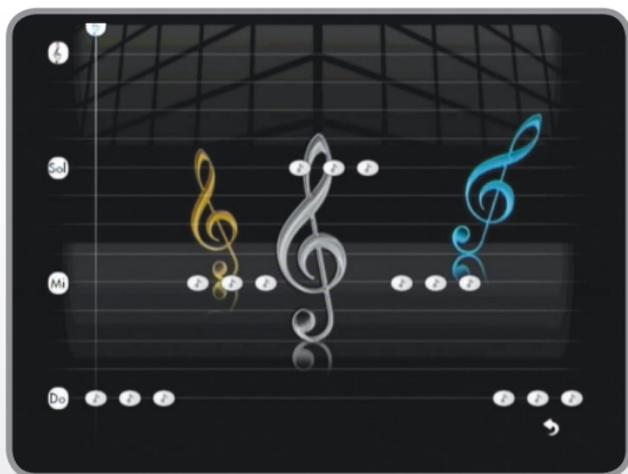
Sing on your own or sing part of a duet. Practice getting those high scores before showing off to your friends.

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

There are 33 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 Robbie Williams will auto save scores that reach the charts.

Unlockable Content

As you play We Sing Robbie Williams and win awards, this in turn will unlock additional content in the movie gallery.

If you score highly enough in all songs (including medleys) the Shame bonus song becomes available!!

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

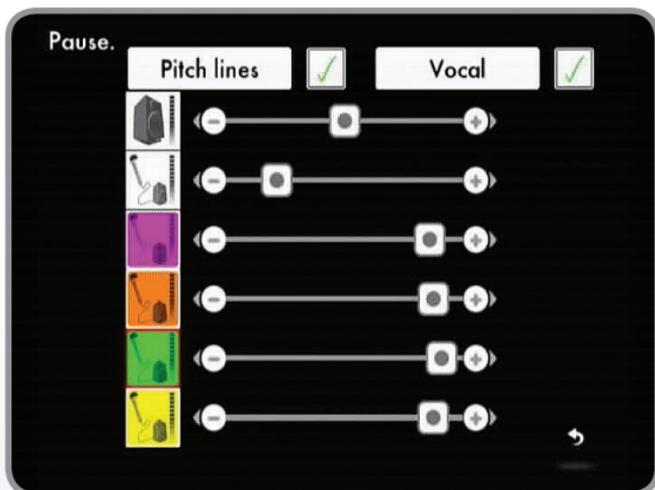
Turn pitch bars on/off - these are the feint lines on the screen

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.



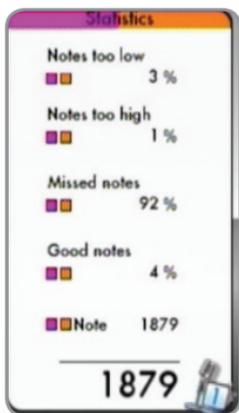
The 'Golden disc' award. Almost perfect pitch and timing. Near flawless.



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.

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

Occasionally Robbie might pass comment on your performance as well!!!



Credits

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Sarah and Nieleem at IE
Music.

And of course thanks to
Robbie Williams!
Please keep entertaining us!

Music Credits

Robbie Williams - Old before I Die

(Child/Brazilian/Williams)
Published by EMI Music Publishing/Warner
Chappell Music Ltd/Kobalt Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - Angels

(Williams/Chambers) Published by EMI
Music Publishing/Kobalt Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - Let Me Entertain You

(Williams/Chambers) Published by EMI
Music Publishing/Kobalt Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - No Regrets

(Williams/Chambers) Published by EMI
Music Publishing/Kobalt Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - Strong

(Williams/Chambers) Published by EMI
Music Publishing/Kobalt Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - She's The One

(Wallinger) Published by Universal Music
Publishing Ltd Licensed Courtesy of EMI
Records Ltd

Robbie Williams - Rock DJ

(Williams/Chambers/Paris/Pigford/Mould)
Published by EMI Music Publishing/Kobalt
Music Publishing Ltd/Warner Chappell
Music Publishing Licensed Courtesy of EMI
Records Ltd

Robbie Williams & Kylie Minogue - Kids

(Williams/Chambers) Published by EMI
Music Publishing/Kobalt Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - Supreme

(Fekaris/Perren/De Roubaix/Williams/
Chambers) Published by EMI Music
Publishing/Kobalt Music Publishing/
Universal Music Publishing/Sido Music
Licensed Courtesy of EMI Records Ltd

Robbie Williams - Let Love Be Your Energy

(Williams/Chambers) Published by EMI
Music Publishing/Kobalt Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - The Road To Mandalay

(Williams/Chambers) Published by EMI
Music Publishing/Kobalt Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - Eternity

(Williams/Chambers) Published by EMI
Music Publishing/Universal Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams & Nicole Kidman - Somethin' Stupid

(Parks) Published by Music Sales Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - Beyond the Sea

(Lasry/Lawrence/Trenet) Published by
Catalyst Music Publishing Ltd Licensed
Courtesy of EMI Records Ltd

Robbie Williams - Mr Bojangles

(Walker) Published by Warner Chappell
Music Publishing Licensed Courtesy of EMI
Records Ltd

Robbie Williams - Feel

(Williams/Chambers) Published by EMI
Music Publishing/Universal Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - Come Undone

(Ottestad/Williams/Pierre/Hamilton)
Published by EMI Music Publishing/
Universal Music Publishing/Kobalt Music
Publishing Licensed Courtesy of EMI Records
Ltd

Robbie Williams - Something Beautiful

(Williams/Chambers) Published by EMI Music
Publishing/Universal Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - Sexed Up

(Williams/Chambers) Published by EMI Music Publishing/Kobalt Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - Radio

(Williams/ Duffy) Published by Universal Music Publishing Licensed Courtesy of EMI Records Ltd

Robbie Williams - Tripping

(Williams/Duffy) Published by Universal Music Publishing Licensed Courtesy of EMI Records Ltd

Robbie Williams - Advertising Space

(Williams/Duffy) Published by Universal Music Publishing Licensed Courtesy of EMI Records Ltd

Robbie Williams - Sin Sin Sin

(Williams/Duffy/Heath) Published by Universal Music Publishing Licensed courtesy of EMI Records Ltd

Robbie Williams - Bodies

(Williams/Christy/Russo) Published by Farrell Music Limited/Kobalt Music Publishing
Licensed Courtesy of EMI Records Ltd

Robbie Williams - You Know Me

(Hardy/Mould/Andrews/Williams)
Published by Chrysalis Music Ltd/Farrell Music Limited/Kundalini Music Ltd/Alpha Editions Musicales Licensed Courtesy of EMI Records Ltd

Robbie Williams & Gary Barlow - Shame

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