Precautions

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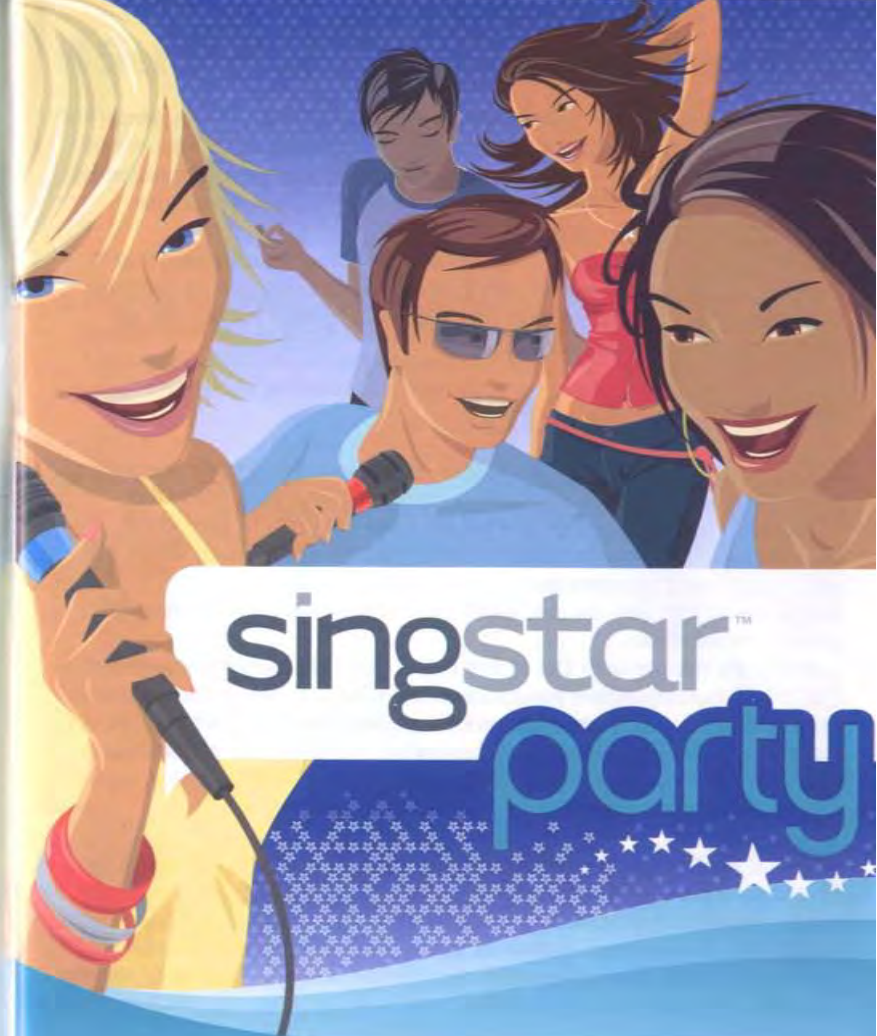
Health Warning

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

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

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

singstar™
party

English

◼It's Party Time

Welcome to SingStar™ Party, the game that will help ensure your parties become the stuff of legend.

We've got team games, solo games and duets, all accompanied by an awesome tracklist that includes something for everyone - so accept no excuses, everyone has to sing!

It will take you seconds to set up and get playing, and SingStar™ Party is so easy anyone can join in and start scoring points for their team. So what are you waiting for? Get your friends round, set up your mics and get the party moving!

◼Setting Up

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers /other accessories as appropriate, BEFORE you switch your console on.

It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the SingStar™ Party disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

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

◼Setting Up The Microphones

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

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

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

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

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

6. Just Sing!

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

■Memory Card (8MB)
(for PlayStation®2)

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

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

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

■Directional Buttons –
Movement

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

L2-BUTTON
L1-BUTTON
R2-BUTTON
R1-BUTTON
DIRECTIONAL BUTTONS
●-BUTTON
▲-BUTTON
●-BUTTON
✕-BUTTON
LEFT ANALOG STICK (Ⓛ BUTTON)
RIGHT ANALOG STICK (Ⓡ BUTTON)
■-BUTTON
▶-BUTTON
ANALOG MODE BUTTON

■Controls

In SingStar™ Party, microphones are used to play each game mode. Your vocal performance is transferred into on-screen data, allowing you to score points and see how well you are singing, whilst also being emitted from your TV's speakers. In this game the only thing you need to control is your voice!

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

↑, ↓, ← or →	Highlight Option/Select Song
✕ button	Confirm/Continue
▲ button	Back/Cancel
▶ button	Pause
L1 button	Increase Player Volume
L2 button	Decrease Player Volume

■Getting Started

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

■Choose Mode Screen

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

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

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

Playing The Game

To play SingStar™ Party, all you have to do is pick a game mode, hold the mic and... SING!

Each of the different modes have various set up options to help you configure the game you are about to play. These options include things like choosing a song, organising teams in Party Mode or selecting whether to perform a full song or a 'short version' and are made by following a screen-by-screen series of simple instructions.
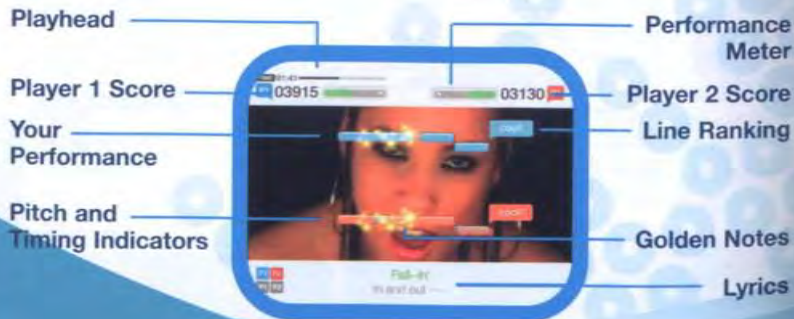
When the game begins and you start to sing into one of the microphones, SingStar™ Party technology recognises your pitch, tone and rhythm and is therefore able to give you a score depending on how well you perform.

Player 1 always uses the blue microphone and their vocal performance is drawn in blue on screen. In multiplayer games, Player 2 uses the red microphone and their performance is drawn in red on screen.

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

The Game Screen

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

Playhead — Performance Meter

Player 1 Score — 03915 — 03130 — Player 2 Score

Your Performance — Line Ranking

Pitch and Timing Indicators — Golden Notes

Lyrics

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

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

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

• **LYRICS**
In each game mode, the lyrics for the current song will appear on-screen just before you are required to sing them in to the microphone - sing in time by watching the words and singing as they fill up with colour. When following the lyrics, you will notice that certain words are broken up with dashes. These dashes indicate that there are extra notes to sing during that word. The number of dashes corresponds to the number of notes.

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

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

• **PLAYHEAD**
This device let's you see how far through the song you are.

• **GOLDEN NOTES**
Every song has special golden notes – these are the particularly high or long notes. Hit these golden notes to accumulate more points.

Song Selection

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

Change Disc

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

When on the song selection carousel in any of these game modes, press the ▣ button and follow the on-screen instructions.
You can move freely between any of the above game modes with any other SingStar™ disc inserted, however, if you want to play Pass The Mic, view the Charts, Credits or perform Memory Card functions, then you will have to re-insert the master SingStar™ Party disc.

NOTE: The SingStar™ Party disc which you originally loaded will be referred to as the master disc. If you are instructed to insert the master disc, you must re-insert the original SingStar™ Party disc.

Duets

SingStar™ Party features classic and popular duets. These can be sung by two players together, or single players can chose to sing with the original artist.
In addition to traditional duets, every song in the game has been split into two parts so that it can be played as a duet, if desired.
Once you've selected a song and the desired song length you can also specify which part of the duet each player will sing. Press ↑ or ↓ to switch between the vocal parts and press the ⊗ button to confirm. Some songs are dedicated duets; look out for the duet indicators that are displayed with relevant songs on the carousel.

Pass The Mic Song Selection

In a Pass the Mic game, SingStar™ Party keeps things fair by randomly picking songs for you and your opponents to perform. If you land on a track that you really don't want to sing, press the ⊙ button to use a Shuffle Token and the game will automatically select a new track for you.
If members from both teams are to sing at the same time, then you will be asked which team's Shuffle Token should be used. Highlight the team and press the ⊗ button and they will use one of their Shuffle Tokens. If it is a round where the teams are singing solo, then simply press the ⊙ button and the game will automatically select an alternative track for the team who are about to sing; but remember - each team only has a limited supply of tokens, so use them wisely!

Song Length

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

SingStar™ Party
Game Modes

Sing Solo

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

Setting Up A Sing Solo Game

Set up your game by entering your name, selecting a difficulty level and then picking a track to perform.

The difficulty level will determine how well you have to sing to score points. The higher the difficulty level, the closer to the exact note you must be to score points.

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

Time To Sing

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

Whenever you see lyrics displayed in italics, you can sing along if you want to, but you will not be scored for it. Examples of when this would happen are in Sing Solo when you have selected a duet, then the lyrics of the other vocalist will appear in italics. Also if a song features rap or speaking, then these sections will be in italics and will not be scored.

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

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

Party

Singing on your own is cool; singing with a friend is good fun too. But when a bunch of you are together, you can't beat having a good old sing along and SingStar™ Party helps add a touch of spice - who really is the best singer? Who's tone deaf? Which of your friends deserves a place in your ultimate team? Choose Party Mode to find out!

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

There are three Party Game Modes: Pass the Mic, Battle and Duet.

Pass The Mic Mode

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

Setting Up A Pass The Mic Game

After choosing to play a Pass the Mic game, set up your teams by specifying a number of players for each side and entering their names.

If you have an EyeToy® USB Camera (for PlayStation®2) inserted then you can take photos for each of the participants. This process is described later on in this manual.

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

Pass The Mic Rounds

Before each round begins, SingStar™ Party will select the players who will take centre stage in this part of the game; the rules will also be displayed on screen. Read the rules carefully and then press the ⊗ button to begin the sing-off! Each round features a different challenge and everyone will get the chance to play. These are the challenges we've set you:

1. Battle

Two opposing players sing the same song at the same time. They are scored individually and the player with the highest score at the end of the round wins.

2. Sing Solo

One player from each team performs a solo. The player with the highest score at the end of the round is the winner.

3. First To The Post

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

4. Duet

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

5. Keep It Up

One player starts the song and must keep their performance meter half full or better in order to stay on the mic. The goal is to keep singing for the longest amount of time - preferably all the way to the end of the track! If they sing badly, their performance meter will start dropping and they risk being booed off. If both players complete the song, it's a draw.

6. Risk

Each team is set the task of scoring 7500 points or more to win. The teams take turns to perform, but in Risk, teams can choose to either play or pass. If they choose to play, they will win a point if they manage to get 7500 points. If they choose to pass, their opponent is set the challenge of scoring 7500 and winning the point.

7. Pass The Mic

The teams take turns to sing a song. Each team member sings a designated section from the track and then passes the mic to the next player, meaning that each player contributes to an overall team score. The team with the highest score at the end wins the round.

■ Two Player Pass The Mic Games

If there's only one player on both of the teams in a Pass the Mic game, the contest will consist of five rounds instead of seven, made up of Battle, Sing Solo, First to the Post, Keep it Up and Risk - if you want to play the Duet and Pass the Mic rounds, you'd better find yourself at least one team-mate!

■ Pass The Mic Scoring System

At the end of each round the scores for that game will be displayed followed by the total competition score up to that point in the game. 2 points are awarded for a win, 1 point for both teams for a draw and 0 points for losing. Points for each round are totted up as you go and the winning team will be unveiled at the end.

■ Battle Mode

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

■ Setting Up Two Player Battle

Before the game can begin, each player needs to enter their name. If you have an EyeToy® USB Camera (for PlayStation®2) each player can also choose to have their photo taken - select 'Take Photo', adopt that popstar pout you've been perfecting and press the ❷ button to take a snap shot. You then just need to pick a difficulty level, select a track and let battle commence.

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

NOTE: The 'Take Photo' Screen is only displayed if an EyeToy® USB Camera (for PlayStation®2) is connected.

Duet Mode

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

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

Setting Up A Duet

Enter a name for each player then each choose whether or not to have your photo taken (if an EyeToy® USB Camera (for PlayStation®2) is connected) - select 'Take Photo', get into character and press the ⊗ button to take a snap shot. Once you've stopped admiring yourself on TV, pick a difficulty level, select a track and get ready for the duet to begin.

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

NOTE: The 'Take Photo' Screen is only displayed if an EyeToy® USB Camera (for PlayStation®2) is connected.

Freestyle

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

To start a game, all you need to do is select the number of players, pick a track and get freestyling. Let your creativity run wild as you sing - by default there will be no pitch guide lines displayed on-screen so you can sing whatever you like; if you'd prefer to use the guide lines, press the ▶ button to pause the game and turn the 'Pitch Display' ON.

Performance
Options Screen

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

If you have an EyeToy® USB Camera (for PlayStation®2) connected and have EyeToy® Video set to ON, you can also choose to view EyeToy® golden moments, where you will see a short replay for all of the golden notes that you hit during your performance.

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

Options Menu

To change game settings and preferences, select Options from the Choose Mode Screen and press the ⊗ button to confirm.
Press ↑, ↓, ← or → to highlight one of the following options, then press the ⊗ button again:

• SCREEN POSITIONING
Press ↑, ↓, ← and → to reposition the game screen on your TV. Press the ⊗ button to confirm when you are happy with the screen position.
• PLAYBACK
Access Playback files previously saved to Memory Card.

• EYETOY® USB CAMERA

Insert an EyeToy® USB Camera (for PlayStation®2) into one of the USB connectors to enjoy an alternative SingStar™ Party experience - watch yourself perform on TV instead of watching the original video! You can toggle between EyeToy® Photos ON/OFF, EyeToy® Video ON/OFF and Effects ON/OFF. Insert an EyeToy® USB Camera (for PlayStation®2) into one of the USB connectors to enjoy an alternative SingStar™ Party experience -watch yourself perform on TV instead of watching the original video! You can toggle between EyeToy® Photos ON/OFF, EyeToy® Video ON/OFF and Effects ON/OFF.

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

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

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

NOTE: Please refer to the 'Using the EyeToy® USB Camera (for PlayStation®2)' section later in this manual for instructions on how to set up your EyeToy® USB Camera (for PlayStation®2).

• LOAD/SAVE GAME

Choose to load previously saved game data, save your current game or toggle the autosave function on/off if you do not wish to automatically save your score and options data.

• CREDITS

Check out the team credits for SingStar™ Party.

• CHARTS

You can view the top 5 scores for every song at each difficulty level and you can view the top 10 scores overall (although only one entry per song will make it into the top 10 charts).

If you achieve a top score for a song and you have an EyeToy® USB Camera (for PlayStation®2) connected and set to EyeToy® Photos ON, you will be able to pose for a celebratory picture which will be displayed at the top of the charts.

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

◼The Pause Menu

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

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

NOTE: In Freestyle Mode, you can also choose to turn the pitch display ON or OFF.

◼Playback

Love the sound of your own voice? Then make sure you relive your greatest performances on the Playback Screen!

◼ Song Title

◼ Timer

◼ Playback Options

■ Playback Options

◄◄	Cue	Cue the song back to the beginning
◄◄	Rewind	Rewind the song
►	Play / Pause ❚❚	Play or pause the song
►►	Forward	Fast forward the song
SFX	SFX	Add sound effects
→	Exit	Exit the Playback Screen
▣	Save	Save the Playback data to Memory Card

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

■ Adding Sound Effects

Select SFX to experiment with the following different sound effects:

⁺⁺●	Baby Talk	Raises the pitch of your vocal
⁻⁻●	Deep Daddy	Lowers the pitch of your vocal
••●	Reverb	Changes the amount of reverb added to your voice

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

■ Using The Virtual Keyboard

Press ↑, ↓, ← or → to select a character on the keyboard and press the ⊗ button to enter it; you can delete a character by pressing the ◉ button and enter a space by pressing the ◉ button. You can also access a variety of other characters by selecting the '*' key.
Once a player's name has been entered correctly, select Enter to save it. In Party Mode games, press the ⊗ button to confirm when all player names for both teams have been entered.

■ Using The EyeToy® USB Camera (for PlayStation®2)

Always wanted to see yourself perform on TV? Well now you can by connecting an EyeToy® USB Camera (for PlayStation®2) to your console.

With the EyeToy® USB Camera (for PlayStation®2) connected you can take photos of the people on your team which will then be posted alongside high scores. Also, whenever you hit a golden note during a song, it's time to 'Pose for Paparazzi' - an EyeToy® logo will also be displayed on screen – so strike a pose and relive those glory moments at the end.

Set up the EyeToy® USB Camera (for PlayStation®2) by following these instructions:

Insert the USB connector of the EyeToy® USB Camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.

Place the EyeToy® USB Camera (for PlayStation®2) on top of, or immediately below your television and stand back between 1.5 metres and 2.0 metres.

From the Game Options Screen, choose EyeToy® USB Camera, and then select EyeToy® Video ON/OFF.

Once activated, rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy® USB Camera (for PlayStation®2) for extra elevation. Alternatively, swivel the camera base around to reposition it. Players of different heights should tilt the angle of the EyeToy® USB Camera (for PlayStation®2) for extra convenience. DO NOT move the whole EyeToy® USB Camera (for PlayStation®2), just tilt it gently.

NOTE: For further information, please refer to the 'Quick Start Guide' that came with your EyeToy® USB Camera (for PlayStation®2).

SingSchool

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

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

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

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

A Few Tips
From The Experts

• DON'T HOLD THE MIC TOO CLOSE...
About 3-5 centimetres (1-2 inches) from your mouth will pick up your voice most effectively

• PRACTICE MAKES PERFECT...
Singing a tune helps you improve your timing. When you're just starting out, pick songs that you know well and find easy to sing

• GOOD BREATHING IS VITALLY IMPORTANT...
Check the performance display for any long notes and take a deep breath!

• PAY ATTENTION TO THE LYRIC DISPLAY...
The blue P1 indicator and the red P2 indicator will let you know when it's your turn to sing alone and when you'll sing together.

• TAKE EXTRA CARE IN DUETS...
You might have to sing a harmony part.

• WHEN LYRICS APPEARS IN ITALICS...
You can sing along, but you won't be scored.

• IF YOU GET AN ATTACK OF NERVES...
Try singing a duet with a friend to gain some confidence - just relax and have fun!

• THE HARDEST THING FOR MANY NEWCOMERS...
Is to stand up and perform for the first time. It gets easier after you've done it once, so get up and sing!

• IF YOUR FRIENDS ARE ON THE MIC MURDERING A SONG...
Use the tracklist in this manual to plan which track to perform next to show them how it's done!

ENJOY THE PARTY!

Tracklist

Alicia Keys	Fallin'
Ashford & Simpson	Solid
Bill Withers	Ain't No Sunshine
Blu Cantrell	Hit 'Em Up Style
Bob Marley	No Woman No Cry
Buggles	Video Killed The Radio Star
Busted	Year 3000
Cyndi Lauper	Girls Just Wanna Have Fun
Destiny's Child	Survivor
Dido	White Flag
Duran Duran	Hungry Like The Wolf
Elton John & Kiki Dee	Don't Go Breaking My Heart
Elvis	Way Down
Franz Ferdinand	Take Me Out
George Michael	Faith
Jamiroquai	Cosmic Girl
Javine	Real Things
Kylie Minogue	I Should Be So Lucky
Little Richard	Tutti Frutti
Maroon5	This Love
Natasha Bedingfield	Single
Pink	Just Like A Pill
Scissor Sisters	Take Your Mamma
Sonny & Cher	I Got You Babe
Spandau Ballet	Gold
Spice Girls	Who Do You Think You Are
The Beautiful South	A Little Time
The Foundations	Build Me Up Buttercup
The Police	Every Breath You Take
Tiffany	I Think We're Alone Now

Credits

Producer	Paulina Bozek
Lead Programmer	Richard Bates
Programmers	Will Cowling, Lauri Sarkka, Charu Gupta, Antonio Garcia
Library Programmers	Tim Dann, Vince Diesi, Sebastien Rubens
Additional Programmers	Andrei Jefremov, Bryony Wilson, Dan Phillips, Mark Lintott
Song Content Coordinator	Miki Grahame
Song Content	Jim Fowler
Art Direction	Alex Townsend
Lead Artist	Nicky Place
Artists	Alex Townsend
Additional Artists	Miki Grahame, David Kirkland
Illustrator	Gary Newman
Lead Design	Kevin Mason
Design	Charlie Hasdell, Eric Matthews
Additional Design	Mark D. Green
Mix Engineering & Sound Design	Dan Bardino
Music Licensing Coordinator	Sergio Pimentel
Music Licensing Assistant	Martin Hewett
Song Composition Consultant	Richard Jacques
Audio Manager	Dave Ranyard
Graphic Design	Alex Townsend
Additional Graphic Design	Andrew Hamilton, David Kirkland, Oliver Wright
Manual & Packaging Design	Andy Hope, Andrew Hamilton, Alex Townsend, Gary Newman
Executive Vice President, Development	Phil Harrison
Director, London Studio	Jamie Macdonald
EyeToy®/SingStar™ Games Director	Mike Haigh
Design and Content Manager	Eric Matthews
Communications Manager	Nancy Gatehouse
Purchasing Manager	Gail Williams
Purchasing Administrator	James Lilley
Marketing Manager	Mark Hardy
Product Manager	Natasha King
PR Manager	Charlotte Panther
Assistant PR Manager	Rebecca Rice
European Release Manager	Louise Welch
Manual and Packaging Text	Sam Holding
QA Manual Approval	Clare Crawley, Martin Hill
Print Production	Matt Bristow, Rachel Glenister
Legal	Anthony Hodgson, Hogarth Andall, Denise Carroll, Albert Marshall
QA Manager	Geoff Rens
Internal QA Manager	Dave Parkinson
QA Submissions Manager	Dave Bennett
QA Supervisor	Gary Spencer
Lead Testers	Andy Durney
Testers	Mark Slade, Lee O'Connor, Barclay Christmas, Lee Jones
Lead TRC Auditor	Paul French
TRC Auditors	John Hale, Michael Kennedy, Keith Derby, Chris Atkinson, Daniel Giles
Planning and Localisation Manager	Vanessa Wood
Software Operations Co-ordinator	Jennifer Rees
Localisation Supervisor	Domenico Visone
Localisation Lead Tester	Nadine Martin
Localisation Testers	Silvia Ferrero, Thomas Gruenewald, Nadege Josa, Katharina Tropf, Mathias Donoso, Tim Holsken, Alessandro Piana Bianco, Matthias Pokorny, Yolanda Akil, Paolo Parrucci, Pauline Brisoux, Ramon Calvo, Rafael Deogracias

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Microphone Design
Mike Haigh, Richard Bates, Paulina Bozek, Namtai, Omnivision, PTI Indomachine

◼Music Credits

Build Me Up Buttercup performed by The Foundations
Words and Music by Macleod /Macauley
Published by Sony/ATV Music Publishing, Interworld Music Ltd/BMG Music Publishing Ltd
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An Original Pye Recording
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"Video Killed The Radio Star" Performed by Buggles
Written by Bruce Woolley, Geoff Downes and Trevor Horn
Performed by Buggles
Published by Universal/Island Music Ltd
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"Year 3000" Performed by Busted
Words and Music by James Bourne, Mattie Jay, Charles Robert
Simpson and Steve Robson
Published by Rondor Music London Ltd
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'Take Me Out'(Kapranos/McCarthy)
Performed by Franz Ferdinand
Published by Universal Music Publishing Ltd
Produced by Tore Johansson

P 2004 Domino Recording Co Ltd
C 2004 Domino Recording Co Ltd

'I Should Be So Lucky' performed by Kylie Minogue
Written and Produced by Stock Aitken Waterman
Published by MIKE STOCK PUBLISHING LTD / MATT AITKEN MUSIC PUBLISHING / UNIVERSAL MUSIC
PUBLISHING LTD / ALL BOYS MUSIC LTD / Sony/ATV Music Publishing
Music Licensed by PAL Productions Ltd.
Licenced for Australia and NZ by Festival Mushroom Records

"A Little Time" Performed by The Beautiful South
(Heaton/Rotheray)
Published by Universal/Island Music Ltd
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Destiny's Child - Survivor
Written by Anthony Dent / Beyonce Knowles / Matthew Knowles.
Published by Hitco South (ASCAP), For Chase Music Inc (ASCAP) & Music of
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'Solid' performed by Ashford & Simpson
Words and Music by Nickolas Ashford and Valerie Simpson
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'Gold' performed by Spandau Ballet
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'Way Down' performed by Elvis Presley
Published by Ray Stevens Music (Administered by MCS Music Ltd)
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From the BMG album 'Elvis - 30#1 Hits' - 07863 680792

Cyndi Lauper - Girls Just Wanna Have Fun
Words and Music by Hazard
Published by Sony/ATV Music Publishing
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"Tutti Frutti"
Words and Music by Penniman/ Labostrie/ Lubin
Published by Sony/ATV Music Publishing

Javine "Real Things" taken from the album "Surrender"
Words and Music by Eriksen/ Hermansen/ Hallgeir/ Hylton/ Pitman/ Grinnage/Murry
Published by Sony/ATV Music Publishing, Blind Man's Bluff Music/The Royalty Network Inc/Notting Hill Music
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Spice Girls "Who Do You Think You Are" taken from the album "Spice"
Words and Music by Emma Bunton, Geri Halliwell,
Paul Wilson, Melanie Chisholm, Victoria Beckham, Andy Watkins and Melanie Gulzar
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Words and Music by Bill Withers
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George Michael – Faith
Composed by George Michael
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Jamiroquai - Cosmic Girl
Words and Music by Kay/ McKenzie
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'Hungry Like The Wolf' performed by Duran Duran
Words and Music by Simon Le Bon, Andy Taylor, Roger
Andrew Taylor, John Taylor and Nick Rhodes
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"No Woman No Cry" Performed by Bob Marley & The Wailers
1974 Published by Fifty-Six Hope Road Music ltd./Odnil Music Ltd./Blue Mountain Music Ltd. (PRS)
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"Don't Go Breaking My Heart" Performed by Elton John & Kiki Dee
Composed by Ann Orson and Blanche Carta
C Big Pig Music

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Words and Music by Scott Hoffman and Jason Sellards
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Words and Music by Ritchie Cordell
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Words and Music by Sting
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Dido - White Flag
Composed by Dido Armstrong, Richard Nowels and Rollo Armstrong
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From the BMG album 'Life For Rent' - 82876 545982

This Love performed by Maroon 5
Valentini/Levine/Carmichael/Dusick/Madden
February Twenty Second Music/BMG Music Publishing Ltd
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From the J Records album 'Songs About Jane' - 82876 584302

Sonny and Cher - I Got You Babe
Composed By Sonny Bono
C Cotillion Music In / Chris-Marc Music
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"Fallin' " Words and Music by Alicia Augello-Cook
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Hit 'em Up Style (Oops!)
Performed by Blu Cantrell
Words and Music by Dallas Austin
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From the Arista/BMG album 'So Blu' - 07822 147032

Single performed by Natasha Bedingfield
Words and Music by Natasha Bedingfield, Andrew Frampton, Steve
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From the Phonogenic/BMG album 'Unwritten' - 82876 637022

"Just Like A Pill" Performed by Pink
Words and Music by Alecia Moore and Dallas Austin
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From the Arista/BMG album 'M!ssundaztood' - 74321 913242

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