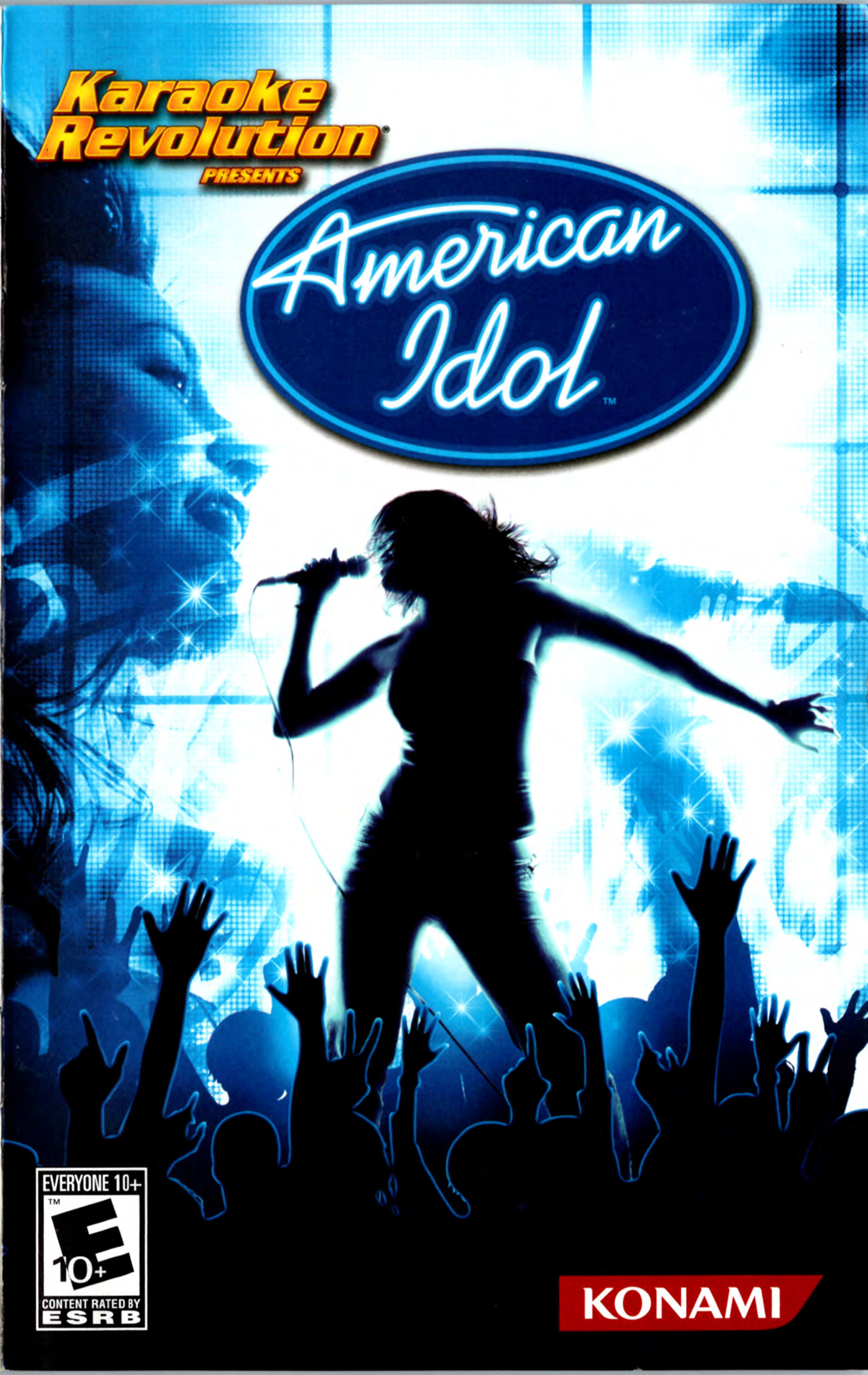


**Karaoke  
Revolution**<sup>®</sup>  
PRESENTS

**American  
Idol**<sup>™</sup>



EVERYONE 10+  
TM  
**E**  
10+  
CONTENT RATED BY  
ESRB

**KONAMI**

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

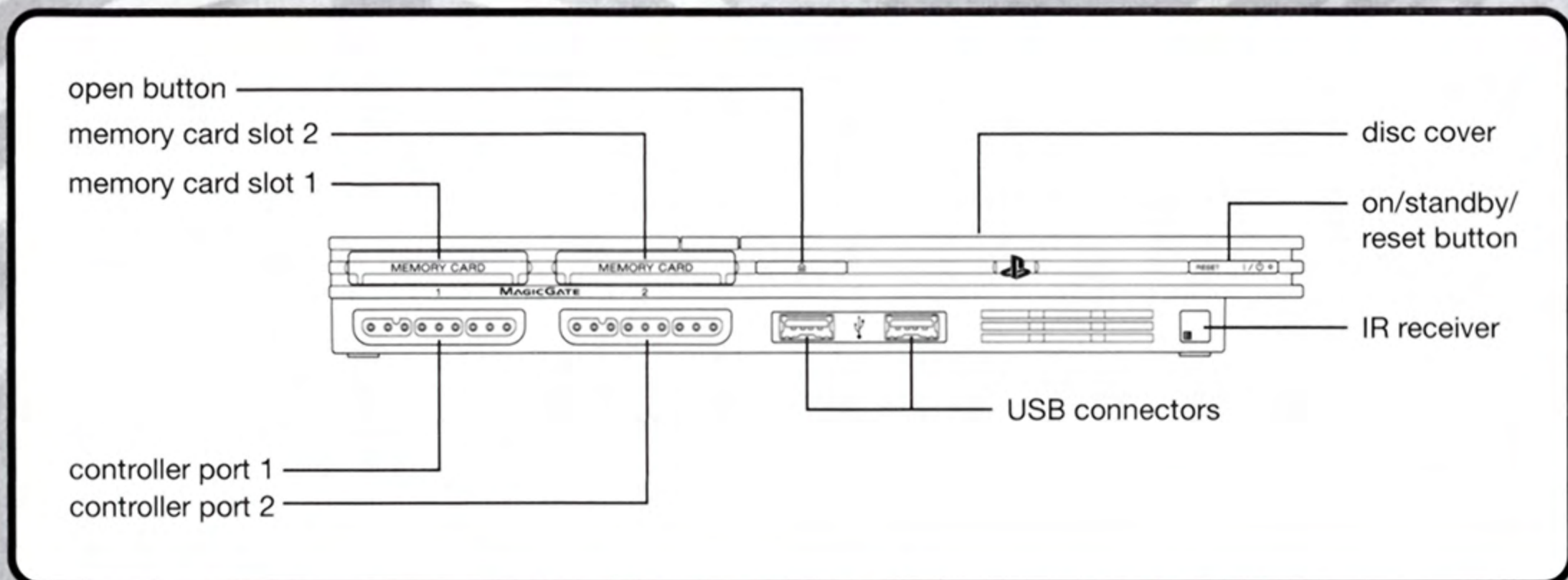
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# GETTING STARTED



Set up your PlayStation®2 console according to the instructions supplied with the system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **Karaoke Revolution® Presents: American Idol** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

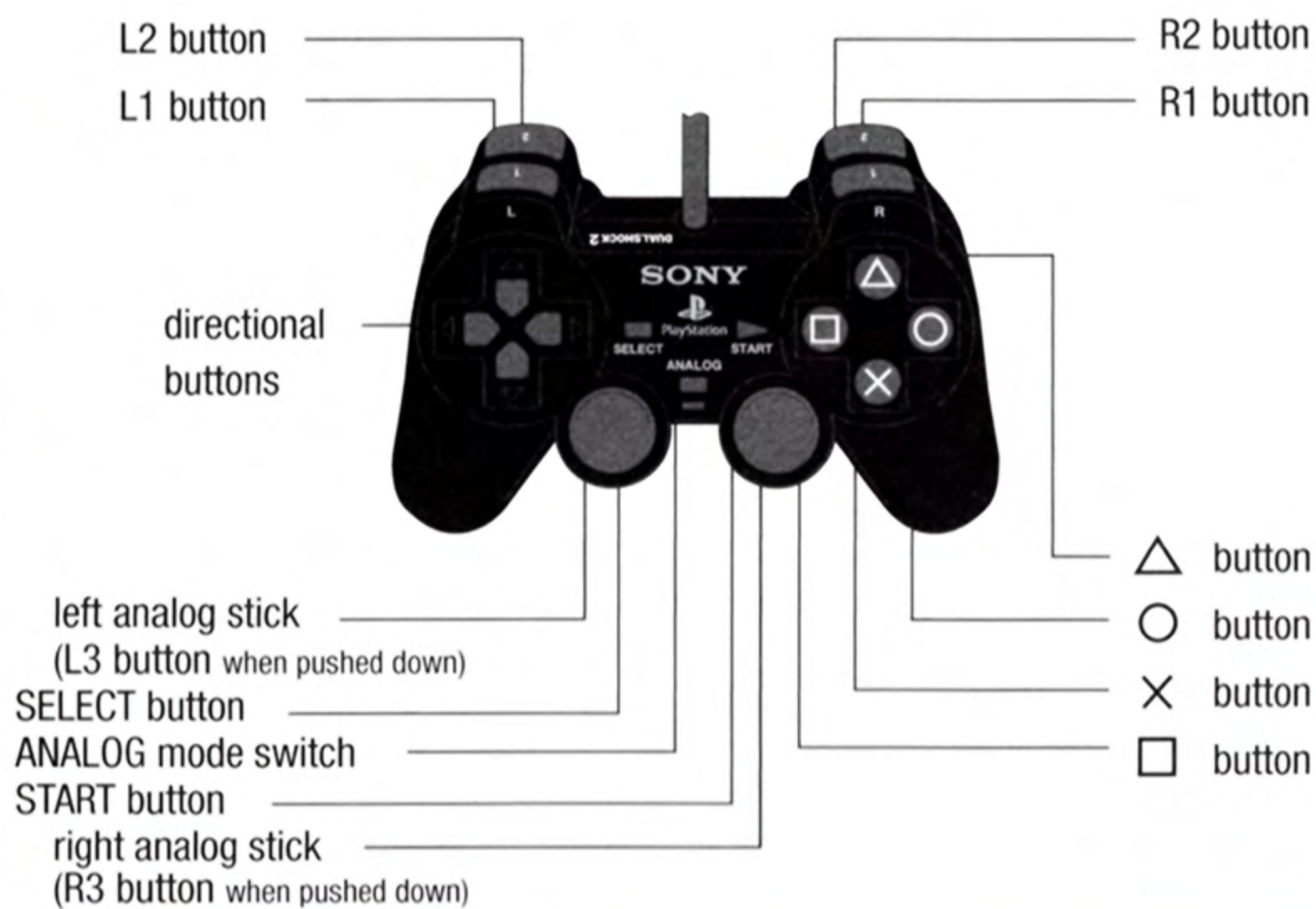
## **MEMORY CARD (8MB)(FOR PLAYSTATION®2)**

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

**NOTE:** **Karaoke Revolution Presents: American Idol** uses at least 240 KB of memory card data to save each game. Make sure there is enough free space on your memory card (8MB)(for PlayStation®2) before starting play. Do not insert or remove a memory card (8MB)(for PlayStation®2) while saving/loading games or you may corrupt your save game data.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## MENUS

- Directional buttons or left analog stick  $\uparrow/\downarrow$  ..... Highlight Menu Item
- Directional buttons or left analog stick  $\leftarrow/\rightarrow$  ..... Change Highlighted Item
- $\times$  button ..... Select Menu Item/Save Settings
- $\triangle$  or  $\square$  button ..... Back to previous screen

## IN-GAME CONTROLS

- $\blacktriangle$  button ..... Pause Game

While the song is playing, you can change the sound settings with the DUALSHOCK®2 analog controller. Use the following controls to mix the sound to your personal preference:

- $\times$  button (hold) + directional buttons  $\leftarrow/\rightarrow$  ..... Earpiece Volume
- $\square$  button (hold) + directional buttons  $\leftarrow/\rightarrow$  ..... Microphone Volume
- $\triangle$  button (hold) + directional buttons  $\leftarrow/\rightarrow$  ..... Guide Vocals Volume
- $\circ$  button (hold) + directional buttons  $\leftarrow/\rightarrow$  ..... Music Volume

# **PLAYSTATION®2 USB MICROPHONE/HEADSET (REQUIRED)**



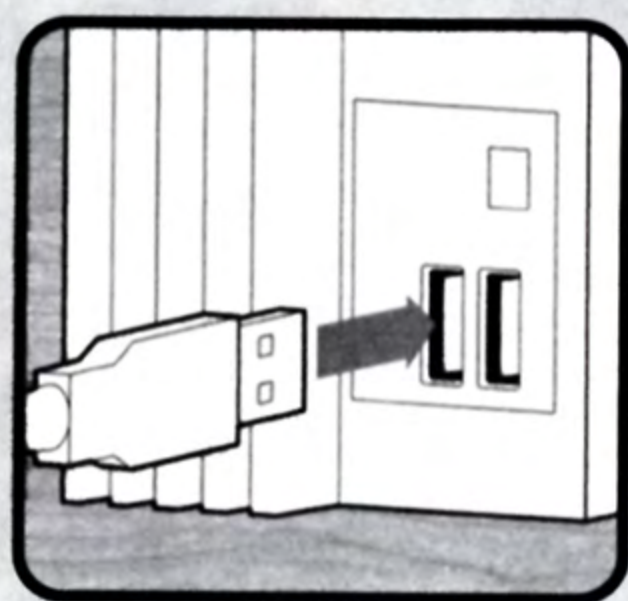
**Karaoke Revolution Presents: American Idol** requires the use of at least one PlayStation®2 microphone or headset in order to play the game. If you do not already have a microphone or headset, there are several PlayStation®2 microphones and headsets available for purchase separately. The game supports microphones and headsets designed to work with the PlayStation®2, including the Karaoke Revolution Microphone and the Logitech® USB microphone.

**A PlayStation®2 microphone/headset must be plugged in at all times while playing the game.** Before booting up the game, make sure to plug in a microphone/headset. The microphone/headset connects to either of the USB connectors located on the front of the PlayStation®2. With the USB symbol facing up, insert the microphone/headset cable into one of the USB connectors. **Karaoke Revolution Presents: American Idol** supports up to two microphones/headsets at a time.

**Two PlayStation®2 microphones/headsets are required for Duet modes.** If you have both microphone/headsets connected to your PlayStation®2 when you first run the game, the first microphone that is recognized by the system will be Microphone 1 within the game. Normally, this will be the microphone connected to the upper USB port. The microphone connected to the lower USB port will normally be Microphone 2 within the game.

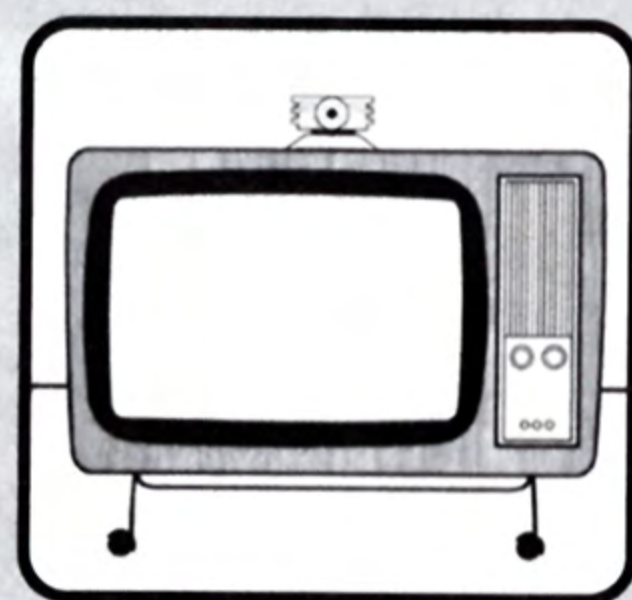
**For best results, it is important to keep the headset microphone or handheld microphone positioned close to the front of your mouth while playing the game.** We recommend that you access the Microphone Setup screen in Options to adjust the input level of the microphone.

# USING THE EYETOY™ USB CAMERA FOR PLAYSTATION®2 (OPTIONAL)

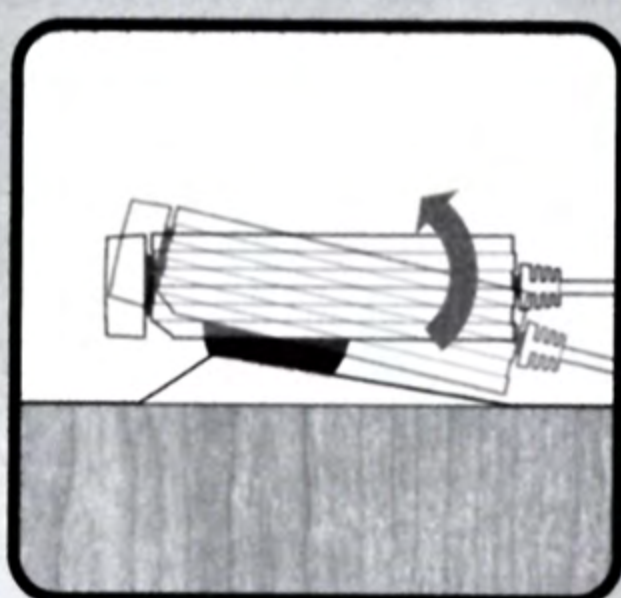
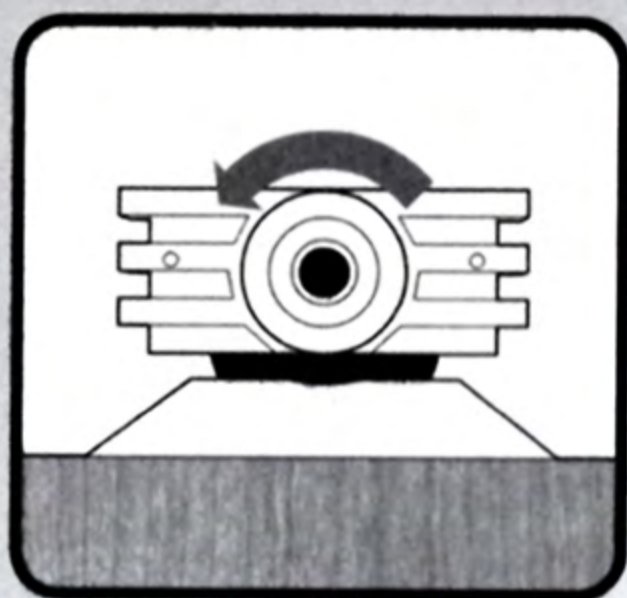


Insert the EyeToy™ USB Camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.

Place the camera on top of or immediately below your television and stand back 5 to 7 feet.



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 Camera upwards. If the EyeToy Camera is too high, tilt it downwards. You can also swivel the camera base left and right to reposition the camera.



**NOTE:** Players of different heights should tilt the angle of the camera for extra convenience. DO NOT move the whole camera; just tilt it gently.

**NOTE:** In order to use the EyeToy Camera to create background

images in Two Mic Party mode games, you will need a powered USB hub (sold separately). As there are many different USB hubs available, Konami cannot guarantee that every USB hub will work with the game and will not provide technical support.

## INTRODUCTION

Do you have what it takes to be a star...to become the next American Idol? **Karaoke Revolution Presents: American Idol** gives you the chance to experience the once in a lifetime thrill of being an American Idol. Choose from 40 of the greatest pop songs, from classic oldies to today's top hits, and sing your way to pop stardom. Two players can join together to sing duets or battle head-to-head in several different game modes.



**Karaoke Revolution Presents: American Idol** also allows you to use the EyeToy Camera to create a photo-realistic 3D model of your head, so you can place it on a character and put yourself in the game! The EyeToy Camera can also be used to provide real-time video for the video screens in several of the game's venues as you sing your favorite songs before an audience that reacts to your performance.

The main objective of the game is to sing each song exactly like the original version. As you sing the song, your vocal performance is judged by how closely you can match the pitch and rhythm of the original lead vocals. If you sing like a pro, the crowd will cheer you on and you'll rack up the points. If you sing badly, you will lose the crowd and may even get booed off of the stage!

**Don't worry—if you don't consider yourself a great singer, you can lower the vocal judging and the game will become much more forgiving...even if you hit some bad notes. So don't be shy! Get a bunch of friends together, grab a microphone or two, and start singing!**



# MAIN MENU

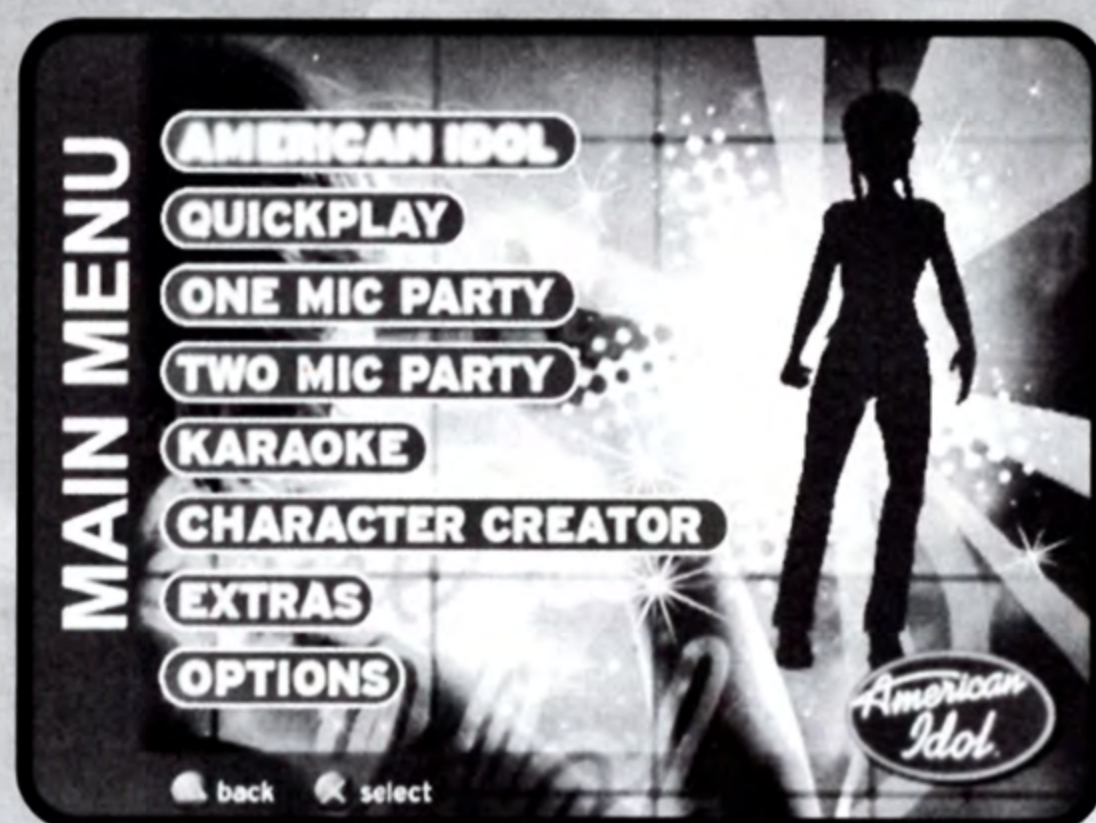
## AMERICAN IDOL

Enter a full American Idol contest as either a single contestant or take part in a multiplayer contest with your friends.

**American Idol Quickplay** – Sing a full or short song in any American Idol venue. There are no eliminations in this mode.

**Single Player Contest** – Enter a full American Idol contest.

**Multi Player Contest** – Take part in an American Idol competition with friends.



## QUICKPLAY

Jump in, select your favorite song, and start singing. Your performance will be scored.

## ONE MIC PARTY

**Arcade** – For 2 to 8 players. Out-sing your opponents to score big points and win the most rounds.

**Medley** – For 1 to 8 players. Sing song clips in rapid succession.

**KR Challenge** – For 2 to 8 players. Play a mix of Karaoke Revolution modes to decide the ultimate Karaoke Revolution champion.

## TWO MIC PARTY

These game modes are for multiple players (2-8) using two PlayStation®2 microphones or headsets.

**Duets** – 2 players sing together as a team for a combined score. (2-8 players)

**Duet Medley** – 2 players sing song clips in rapid succession. (2-8 players)

**Knock Out** – 2 players compete head-to-head to knock each other out. (2 players)

**Knock Out Medley** – Same as Knock Out, but with a succession of song clips. (2 players)

**Sing Off** – 2 players sing alternating phrases and try to get the highest score. (2 players)

**KR Challenge** – Play a variety of competitive game modes to determine the ultimate Karaoke Revolution champion. (2-8 players)

## **KARAOKE**

Standard Karaoke singing with no scoring for one or two players.

## **CHARACTER CREATOR**

Create and fully customize your own characters by editing existing characters or creating new ones from scratch, then save them to the memory card (8MB)(for PlayStation®2) for easy access. You can also use the EyeToy Camera to put yourself into the game!

## **EXTRAS**

View lots of extra goodies, including high scores, unlock progress, trophies, unlocked videos and credits. The Training mode is also found here.


## **OPTIONS**

Access the microphone, sound, gameplay and save/load options.

# PREPARE TO SING

## PLAYER SETUP

When you begin a new game, you will be able to customize existing characters or create new characters.

**Username** – Select an existing name or enter a new name. This is the name that will be displayed on the high score tables when you perform well and will be displayed when competing in the American Idol contest. You can delete any name in the list by pressing the  button.

**Select a Character** – Choose a default or custom character that you have created to use in the game.



**Edit a Character** – Customize the look of your character, by modifying the head, body, clothing and accessories.

**Create a New Character** – If you wish to create a character entirely from scratch, choose Create New Character.

See the Character Creator section on page 20 for more details on creating a new character.



## SELECT SONG

Press the  button to view a detailed song list. Highlight a song title to hear a short preview of the song. You can also press the  button to select a random song on the list.



Song Information:

**Complexity** – The note icons indicate the overall complexity of the song, from easy (1 note) to medium (2 notes) to difficult (3 notes).

**Song Length** – Length of the song in minutes:seconds for both Full and Short versions.

**Status** – The high score for the song and the vocal judging level that was used when the high score was set.

## SELECT VENUE

Press the  button to view the Venue list. Highlight a name to view a small picture of the Venue. Press the  button to select a random Venue.

Venues with EyeToy Camera functionality will feature the EyeToy logo in the lower right corner of the venue image.



The EyeToy logo will be colored blue when the EyeToy Camera has been detected. If the EyeToy Camera is not connected or functioning, the logo will appear grey in color and normal videos will be displayed in the venue during a song.

**EyeToy: Cinema** – If no EyeToy Camera is detected, this venue will be unavailable.

## ***SONG SETUP***

Depending upon the game mode you have selected, you may also be presented with additional options after selecting the character, song, and venue:

**Song Type** – Sing the Full song, a Short version, or a Practice (non-scoring) version.

**Vocal Judging** – Select from Easy, Medium, Hard, or Expert judging. At the lower judging levels, the game widens the range of pitch and rhythm that is accepted. It will recognize that you are singing the proper notes even if your pitch or timing is a little off. The Phrase Meter will be shorter and will fill up quickly, making it easier to get a high rating for the Phrase. If you select a higher judging level, you will need to sing much more closely to the original track, and the Phrase Meter will take longer to fill up.

## ***CHECK YOUR MIC***

**Mic Gain** – Adjust mic gain, which is the input level of the microphone. The mic gain should be set so that your normal singing voice level reaches the green region of the voice level bar without going over to red.

**Sound Setup** – Adjust the music, guide vocals, sound FX, mic, and earpiece volume levels.

# HOW TO PLAY

## GAME SCREEN



## MUSIC STAFF

The **Music Staff** and **Lyrics** are displayed at the bottom of the screen. The blue bars which scroll across the staff are called **Note Tubes**. Note Tubes represent the pitch and duration of each note you have to sing during the song. Each word within the song matches up with a corresponding Note Tube.

As the Lyrics scroll across the screen, sing the proper words and try to match the Note Tubes as they reach the **Now Bar**. The **Pitch Arrow** will appear while you are singing; this represents your current pitch. The arrow will move away from the Note Tube and tilt slightly up or down if you sing above or below the note. If the arrow flattens out and lines up with the Note Tube, and green sparks appear, this means that you are hitting the note correctly. For an extra challenge, you can turn the Note Tubes and Lyrics off in the Gameplay Options menu.

## PHRASES

A **Phrase** is considered to be one line of Lyrics within the song. The end of each Phrase is designated by a blue **Phrase Marker**. When the Phrase Marker reaches the Now Bar, you have completed that Phrase and a new Phrase will begin.

As you sing the correct notes in the Phrase, the **Phrase Meter** will fill up and change colors. Try to hit as many notes as you can to fill the Phrase Meter. At the end of the phrase, your score will increase and you will receive a performance rating of **LOUSY**, **POOR**, **OKAY**, **GOOD**, or **GREAT** for that phrase.

## **CROWD METER**

The **Crowd Meter** represents the excitement level of the crowd. This meter will move up or down after you receive a rating for each Phrase. Try to keep the crowd excited throughout the entire song. If you are able to pin the meter to the maximum level, the meter will flash green and you will receive a special **2X** score multiplier which doubles your score as long as you keep the meter pinned. If the meter drops down to a low position and starts flashing red, this is a warning that you are about to be booed off the stage. If you continue to receive bad ratings, you will eventually get booed off the stage and the song will end.

## **COMBOS**

If you manage to get a "Good" or "Great" rating on three Phrases in a row, you will start a **Combo**. During the Combo, you will receive a score bonus for every Phrase. The number of Combos will appear next to the Phrase Meter while the Combo is in effect. As the Combo number increases, the score bonus will increase as well. When you string together a 5 Phrase Combo, you will hit the maximum score bonus and the words "Combo: Max!" will be displayed on the screen. Continue to score "Good" or "Great" to keep the Combo going.

## **PERFECT COMBO**

If you manage to get a "Great" rating on every Phrase in the entire song, you will achieve a **Perfect Combo**. On a full song, this is worth 50,000 points and a Diamond record. On a short song, this is worth 30,000 points. If you make a mistake and receive a phrase rating below "Great", you will lose your Perfect Combo for the rest of the song. You can still begin new combos, but a Perfect Combo requires a perfect performance!

## **CROWD BOOST**

During random Phrases within the song, green sparkling Note Tubes will appear on the Staff. If you hit the notes correctly and get a "Good" or "Great" rating, you will receive a **Crowd Boost**. The Crowd Boost will send the Crowd Meter shooting upwards. The Crowd Boost can be especially helpful when your Crowd Meter is really low.

**NOTE:** Crowd Boost phrases do not appear when the vocal judging is set to Expert.

## **FINAL SCORE**

At the end of the song, the **Final Score Screen** will display your username and score with the percentage of each Phrase rating listed underneath. The score gauge at the top of the screen shows how well you performed and whether you won an award. Additional information about your highest combo and difficulty levels are also displayed.



If you score enough points, you will be awarded a Gold or Platinum Record. You can even win a Diamond Record if you score 50,000 points with a Perfect Combo. Winning Gold, Platinum and Diamond Records will unlock special items in the game.

## **HINTS & TIPS**

**Microphone Placement** – For best results, it is important to keep the headset microphone positioned very close to the front of your mouth (1-3 cm) with the red dot facing your mouth. If you are using a handheld microphone, try to keep the microphone at the same distance from your mouth and sing directly into it. We recommend that you access the Microphone Setup screen in Options to adjust the mic gain before performing.

**Practice** – Every song featured in the game includes the lead vocals. In order to learn the songs, you should listen to and sing along with the original vocals. We have included a Practice option as well as a Karaoke Mode which you can use to practice the songs without being judged.

**Octaves** – You can sing the songs in any octave without getting penalized. If certain notes are too high or low, try singing them in a different octave; the game system will automatically adjust. This is especially useful if you are a male singing a song with a female lead vocal, or vice versa.

**Holding Notes** – The game system will easily recognize vowel sounds as real notes. For long notes that are held, be sure to hold the vowel within the word, not the consonant. Make sure to hold each note for the entire length of the Note Tube. Also, try to sing clearly without any distortion in your voice.

**Vocal Judging** – If you are having trouble getting through a particular song, try selecting a lower vocal judging level or practice the song in Karaoke Mode.

**Unlocked Items** – You will be able to unlock items during single player and multiplayer games, and the items that you unlock will instantly become available in all of the game modes for all of the players. The unlocked items will be automatically saved to the memory card (8MB)(for PlayStation®2). View the Unlock Progress screen in Extras to see what the requirements are for each of the unlockable items in the game.

**Loading Screens** – There are additional tips available for you to read on the loading screens in the game.

# GAME MODES

## AMERICAN IDOL

### AMERICAN IDOL QUICKPLAY

Sing a single Full or Short song in one of the authentic American Idol arenas in front of real American Idol judges.

### SINGLE PLAYER CONTEST

Compete in an American Idol contest from start to finish. Create a new contest or continue a previously saved one.

**NOTE:** Only one single player game can be saved at a time. If a new game is started and saved, it will overwrite any previously saved single player campaign.

**Contest Length:** There are three contest lengths — short (8 rounds), medium (13 rounds), and full (18 rounds). The full length contest allows you to experience the same number of rounds as the contestants on the American Idol television show.

**Display Score:** Toggle this ON/OFF. When set to OFF, your score is not displayed during gameplay. Your final score for a song is displayed after you are done singing and the judges have told you what they think of your performance.

**Song Selection:** You can pick any available song in each round but songs are removed from the song list as you play through the contest. Once you make it to the finals, the song list will refresh and songs sung in the beginning of the contest will be available again. You will sing short versions of the songs when in the Audition Room and the Hollywood Theater, but in the Semi-Finals and Finals venues, you are required to sing full songs.

**Elimination Screen:** After completing a round in the semi-finals and the finals you will encounter the eliminations screen which lets you know if you are going home or going through to the next round. If you receive three stars, you are in the top group, two stars you are in the middle group, and one star means you are in the bottom group and in danger of getting eliminated in the next round. If you receive a big red "X," you have been voted off the show.

**NOTE:** The competition gets more difficult as you move on.





## ***MULTI PLAYER CONTEST***

Challenge your friends in the ultimate American Idol competition. Set the number of players from two to eight. Pick the number of rounds from one to seven. Toggle virtual contestants, eliminations, and in-game score ON/OFF.

**Virtual Contestants:** Virtual contestants ON will fill any unfilled player slots with CPU contestants. Turning it off will allow you to compete strictly with your friends.

**Eliminations:** Eliminations OFF will allow all players to advance to the final round without anyone being eliminated in-between rounds. A winner is still chosen after the last round. This option is on by default and can only be turned off when Virtual Contestants is set to OFF.

**Random Rounds:** For an added challenge, set one or more rounds to have random songs by selecting NONE, LAST (song selection is random only in the last round), or ALL (song selection is random for all rounds) under the Random Rounds option.

**Song Type:** Select whether all players sing Full songs or Short songs for the contest. For long games, try using Short songs to keep the game moving.

For each round, players will get a chance to select their song (except during a random round). The performance order in subsequent rounds will follow the order in which each player sang in the first round.

## ***QUICKPLAY***

Quickplay makes it easy to sing a song without having to enter a full game mode. Choose your username and character, select any available song and venue from the list, select between a full, short, or practice versions of the song, set the vocal judging level, and you'll be ready to sing!

Quickplay is also a great mode to use when you have a group of people who want to play the game, but aren't interested in a full multiplayer game. Sing one song, and then let the next person choose what they want to sing.

## ***ONE MIC PARTY***

### ***ARCADE***

Warm up your vocal cords and step up to the mic! On the setup screen, choose the number of players (2-8), the number of rounds (1-5), and the song type (short or full). If you want the game to randomly select the songs, choose ALL (song selection is random on all rounds) or LAST (song selection is random during the last round) under the Random Songs option.

Each player selects a song (except during a random round), a venue, and a vocal judging level. Following the song, players receive a score based upon the percentage of each Phrase rating. Gold and Platinum Records may also be awarded. At the end of each round, the Round Recap screen lists the name of the players, their rank in each round, and the overall points. Press the **○** button to toggle the display between points/rank in each round and points/rank overall. After the players have completed all of the rounds, the player with the highest point total is declared the winner.



## **MEDLEY**

In Medley Mode, you can customize and sing your own song medleys. Short clips from each song that you select will play in rapid succession. You must sing through all of the song clips to successfully complete the medley.

On the Medley Setup screen, select the number of players (1-8) and set the number of songs (3-5) you wish to include in the medley. If more than one person is playing, you can also choose the number of rounds (1-5) and whether or not any of the songs will be selected at random. In the Select Medley screen, each song you select will be displayed on the playlist at the right side of the screen. If you have selected a song by mistake, press the **▲** button to take that song off of the playlist. When you have selected all of the songs for your medley, the CONTINUE button will be highlighted. Press the **⊗** button to start your medley.



If you want an extra challenge, press the **○** button to fill all of the slots with random songs. Try to sing each song as it comes up. Fortunately, we give you a little help; the song title is displayed on the screen when each song clip begins.

## **KR CHALLENGE**

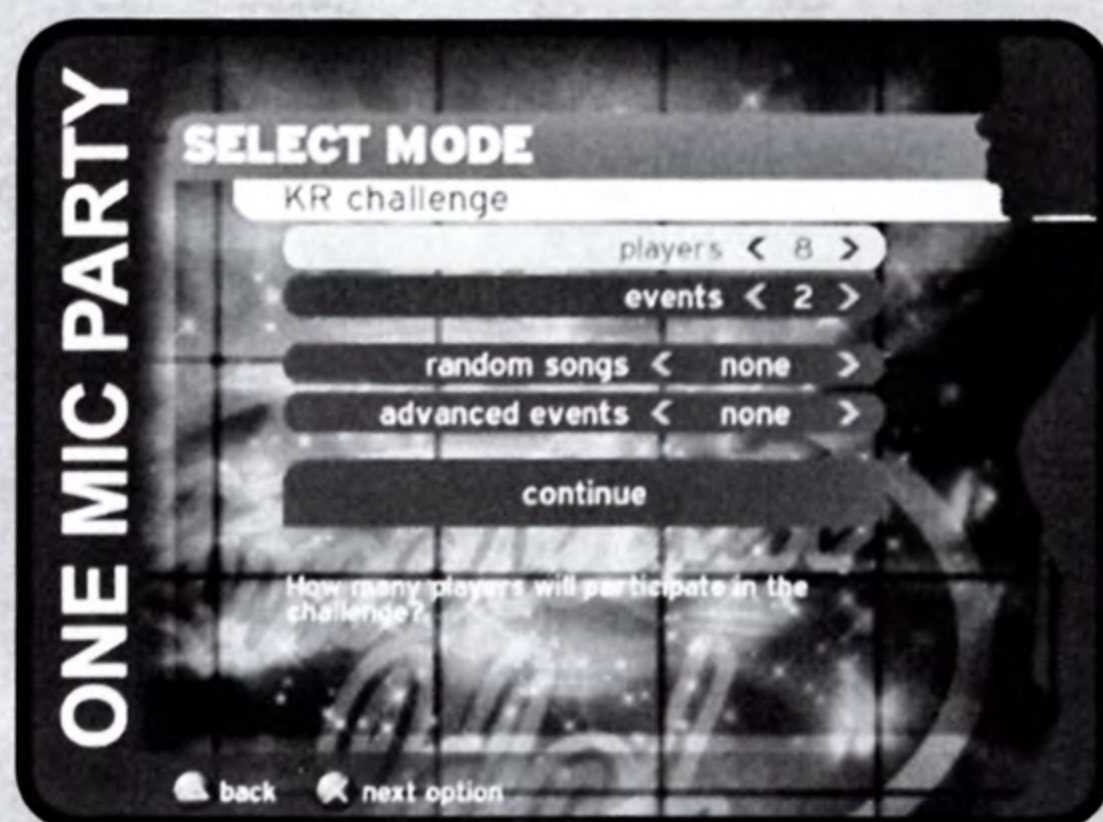
Two to eight players can play a wide variety of game modes to determine the ultimate Karaoke Revolution champion. Each round of the KR Challenge features a different type of game, enabling a large group of players to experience everything that **Karaoke Revolution Presents: American Idol** has to offer. In the One Mic Party version, each player will compete individually for the high score. To keep the game moving quickly, all songs performed in KR Challenge will be the short versions, and medleys will include three song clips.

After selecting the number of players (2-8), you must choose the number of events that will be played (2-5).

**Random Songs:** Use this option to select between NONE (select your own songs), ALL (song selection is random on all rounds) or LAST (song selection is random during the last round).

**Advanced Events:** You can put a "twist" on regular game modes in all rounds by selecting ON or the last round by selecting LAST. The random song modifiers included are: no lyrics, no note tubes, no lyrics or note tubes, and secret medley (songs are chosen at random and no song titles are displayed).

When you proceed to the next screen, the name of the initial challenge and instructions for that challenge are displayed on-screen. Question marks will take the place of subsequent challenges until you reach them. Each competing player takes turns performing the challenge for the current round. Unless Random Songs was selected, each player gets to choose their own songs for the challenge. At the end of each round, the name of the players, their rank, and their overall points are displayed. Press the **○** button to toggle the display between points/rank in each round and points/rank overall. After the players have completed all of the rounds, the player with the highest point total is declared the winner.

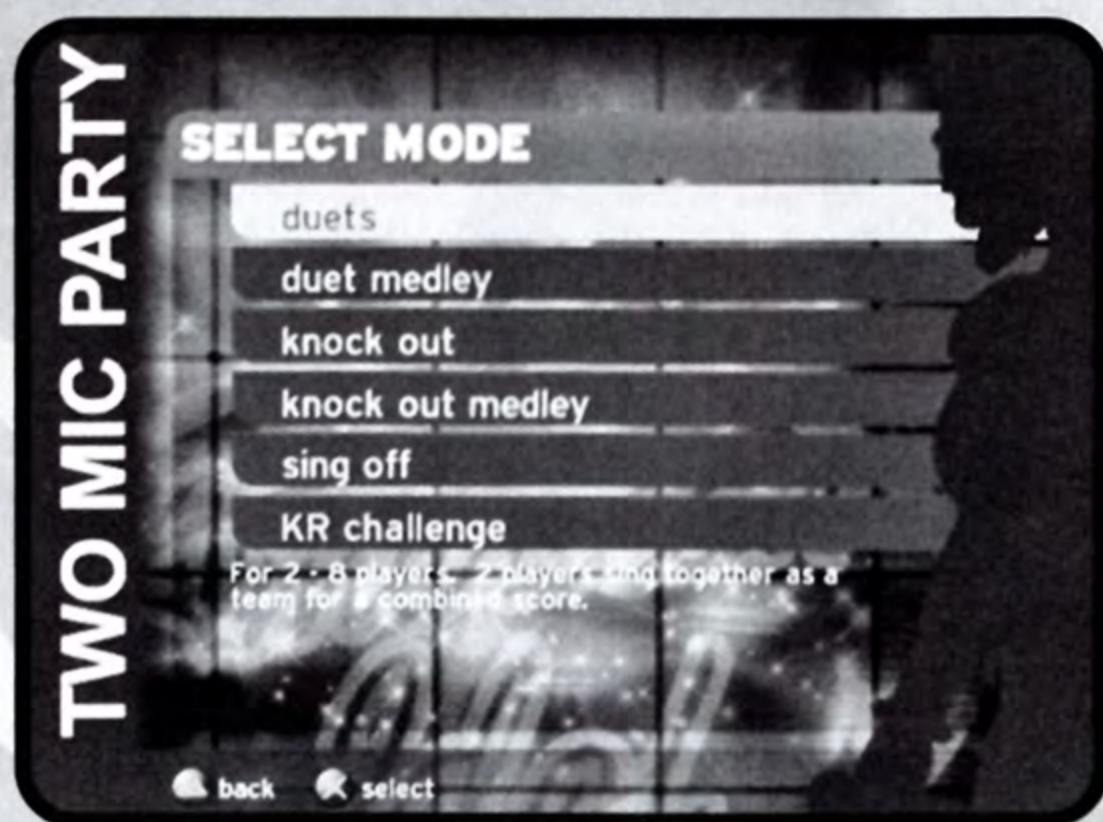


## **TWO MIC PARTY**

These game modes are for multiple players (2-8) and require two microphones or headsets.

### **DUETS**

In Duets, two players sing together as a team for a combined score. When a normal song is selected, the two players sing the same melody at the same time. However, certain songs within this mode allow the players to sing in harmony with separate vocal parts. These special duet songs are marked with a star and the text "True Duet" on the song selection screen.



The object of Duets is to score the most points possible as a team. The combos, crowd boosts, and crowd meter are all affected by the team's performance.

In order to get a combo, both players on the team have to get consecutive "Good" or "Great" phrase ratings. At the end of the song each player's individual score is displayed separately, and added together for a final team score.

Select the number of teams (1-4, with 2 players each). If more than one team is playing, you can also select the number of rounds (1-5), song type (full or short), and random rounds (none, last, or all). In order to handicap skilled singers, you can adjust the vocal judging separately for each player. If the song is a true duet, the players can also select the vocal part they wish to sing, male/female and lead/background, depending on the song. You can also adjust the mic gain and change the various sound levels before starting the song.

### ***DUET MEDLEY***

The Duet Medley mode is identical to the Duets mode (see above), except that players sing a succession of song clips rather than a full song. Choose the teams (1-4), the number of song clips (3-5), and, if more than one team is playing, the number of rounds (1-5) as well as any random rounds (none, all, last).

As before, special duets with separate vocal parts are marked with a star and the text "True Duet" on the medley selection screen. Players can also choose which parts will be assigned to their specific microphone for the entire medley: Male or Female and Lead or Background Vocal. At the end of the song, each player's individual score is displayed separately, and added together for a final team score.

### ***KNOCK OUT***

In Knock Out mode, two players go head-to-head and sing the same song in order to knockout his/her opponent. In order to score a knockout, a player must consistently receive better phrase ratings than their opponent.

A Knock Out Meter tracks each player's progress through a song. At the end of each phrase, the Knock Out Meter moves based upon the difference between each player's phrase rating. The player that scores the higher rating for that phrase will fill the Knock Out Meter with their color (blue or gold). When the meter is almost completely full of one color and a player is in danger of being knocked out, the meter and the staff will flash red and a warning sound will play.

When the Knock Out Meter is completely filled with a player's color, his/her opponent is knocked out of the round. If neither player scores a knockout by the end of the song, the player with the most points at the end of the song wins the round.

Select the total "best of" number of songs in the Knock Out game (1, 3, or 5), song type (full or short), and the number of random rounds (none, all, last). Players can select the venue and the song for each round except for the random rounds.

**NOTE:** The Knock Out game will end as soon as a player reaches the total "best of" number of rounds required to win, even if the total number of rounds have not been completed. So, for example, if you choose "best of 5 rounds" and Player One wins the first three songs, he or she is declared the winner.

### ***KNOCK OUT MEDLEY***

The Knock Out Medley mode is identical to the Knock Out mode (see above), except that players sing a succession of song clips rather than a full song. Select the total "best of" number of songs (1, 3, or 5), song type (full or short), and the number of random rounds (none, all, last).

### ***SING OFF***

In Sing Off mode, two players try to top each other as they sing alternating phrases and sing together during the chorus sections of the song. The objective of Sing Off mode is to outscore your opponent over the course of the entire song. When you begin a Sing Off game, you must set the "best of" number of rounds (1, 3, or 5), the song type (full or short), and the number of random rounds (none, all, last). Players can select the venue and the song for each round except for the random rounds.

At the end of the song, each player's score is displayed and the player with the highest score is declared the winner.

**NOTE:** The Sing Off mode will end as soon as a player reaches the total "best of" number of rounds required to win, even if the total number of rounds have not been completed.

### ***KR CHALLENGE***

Two to eight players play a wide variety of game modes to determine the ultimate Karaoke Revolution champion. If two players are selected, you will play head-to-head against each other. If four or more players are selected, you will team up with another player and compete against other teams. The rules and options are identical to the KR Challenge under the One Mic Party mode, except that the potential challenges include two mic modes such as Knock Out, Sing Off, and Duet games. Battle mode is only available in KR Challenge and allows two players to compete on the same song without a knockout meter. At the end of each round, the rank and overall points of each team are displayed (if there are only two players, the rank and points of each player are displayed). After the teams have completed all of the rounds, the team with the highest point total is declared the winner.

## KARAOKE

Karaoke mode is comparable to a normal karaoke machine. The lyrics of the song are displayed on-screen without the music staff or note tubes, and there is no scoring involved. The color of the lyrics will turn from white to green when you are supposed to sing.

If you select Two Singers, each player picks his or her own character, and duet songs have a separate line of lyrics for each player.

## CHARACTER CREATOR

Select your on-screen character from one of many default characters, or create your own character from scratch. Customize the look of your character, by modifying the head, body, clothing and accessories. You can even use the EyeToy Camera to put yourself into the game! Additional items will become available for your character as you play through the game, so check back often to see what new items you have unlocked.



### Select Character

Choose a default or custom character that you would like to edit.

### Edit Character

Physical characteristics of all of the default characters, and most of the unlockable characters, can be edited.

**Head** – Switch heads with other characters, change skin color, choose hairstyle, and pick a hair color.

**Body** – Change the weight and proportions of your character's body.

**Clothing** – Put on new shirts, pants, and/or shoes and change their color or don a unique full body costume.

**Accessories** – Add a hat, sunglasses, wristbands, or other accessories.

While in Edit Character mode, press **L1**/**R1** to rotate your character at anytime. When you have finished editing your characters, save it to a memory card (8MB)(for PlayStation®2) or discard the changes.

## **EYETOY: CAMEO**

EyeToy: Cameo (powered by Digimask technology) is a separate program that you can use to create a 3D model of your own head. Selecting this option will require you to exit out of the game to access the EyeToy: Cameo program.

For best results with head creation:

- 1) Make sure that there is adequate lighting in the room and your face is evenly lit.
- 2) Pull your hair back away from your eyes and face.
- 3) Line your face up with the outline shown on screen and then look directly at the EyeToy Camera.
- 4) Keep your face as close as possible to the EyeToy Camera while keeping your entire face on-screen
- 5) When you begin recording, capture the front of your face and then slowly turn your head to the right, so the EyeToy Camera captures a side profile as well. Try to keep your head centered on the screen if you can.
- 6) It is easier to keep your head centered on the screen if you have a friend help you.
- 7) You will get better results if you smile slightly with your mouth closed
- 8) If the forehead on your 3D head looks too big, try again and select a lower point on the top of your head when setting the points.
- 9) Follow the rest of the instructions to complete the process and save your creation to a memory card (8MB)(for PlayStation®2).

Once you create a head, you can go back to **Karaoke Revolution Presents: American Idol** and place the head on your character for use in the game. Enter the Character Creator, edit or create a new character, enter the Head menu, and select EyeToy: Cameo Head. Select your head from the list of heads available.

You will also be able to use your EyeToy: Cameo head in other games that support this feature.

### **Create New Character**

If you wish to create your own character completely from scratch, choose Create New Character. Select Male or Female then adjust the look of the head and body, choose the clothing and accessories, and save your creation to a memory card (8MB)(for PlayStation®2).

# EXTRAS

## TRAINING

In Training mode, we teach you the basics of the game including the interface, and we'll take you through a few interactive examples. We recommend you go through Training mode to get a better handle on how the game works before playing the other game modes.

## HIGH SCORES

You can check all of your high scores here. While playing the game, high scores will automatically be saved for each song and categorized by solo or duet performance, full or short song, and judging level. You can check all of your high scores here. Game statistics are also displayed:

**Songs Completed** – number of total songs that have been performed and passed

**Game Completed** – % of total items available that have been unlocked

**Total Points** – total number of points scored across all modes

## UNLOCK PROGRESS

There are many special items and trophies to unlock by earning Gold, Platinum and Diamond Records, reaching high point totals, and completing American Idol contests. Check here to see what you've unlocked and to view the requirements for unlocking all of the remaining rewards.



## TROPHY ROOM

View a 3D representation of the trophies you have earned from great performances. The date that the trophy was awarded are also displayed.

## VIDEOS

You can view all of the videos you have unlocked here, including classic American Idol auditions and winning performances by your favorite idols.

## CREDITS

Review a list of people who contributed lots of time, effort, and hard work (not to mention some really great singing) to bring you **Karaoke Revolution Presents: American Idol**.



# OPTIONS

## MICROPHONE SETUP

If your microphone sounds distorted, or too quiet, you can adjust the input level of the microphone here. If you have a second microphone, you can also change its input level here.

## SOUND SETUP

Although these settings can be changed using the controller while a game is in progress, you can also adjust the following sound levels prior to playing:

**Music** – Volume level of the background music track.

**Vocals** – Volume level of the original lead vocals in the song.

**Sound FX** – Volume level of the sound effects within the game.

**Mic** – Volume level of the microphone playback through the speakers.

**Earpiece** – Volume level of your voice in the earpiece monitor (only when using a headset).

## GAMEPLAY OPTIONS

Skilled Karaoke Revolution players can make the game more difficult by turning off display items such as the Music Staff (Note Tubes) and Lyrics. You can also turn ON/OFF the EyeToy Camera feed in supported venues here. EyeToy: Cinema will always display the feed by default.

## SAVE/LOAD

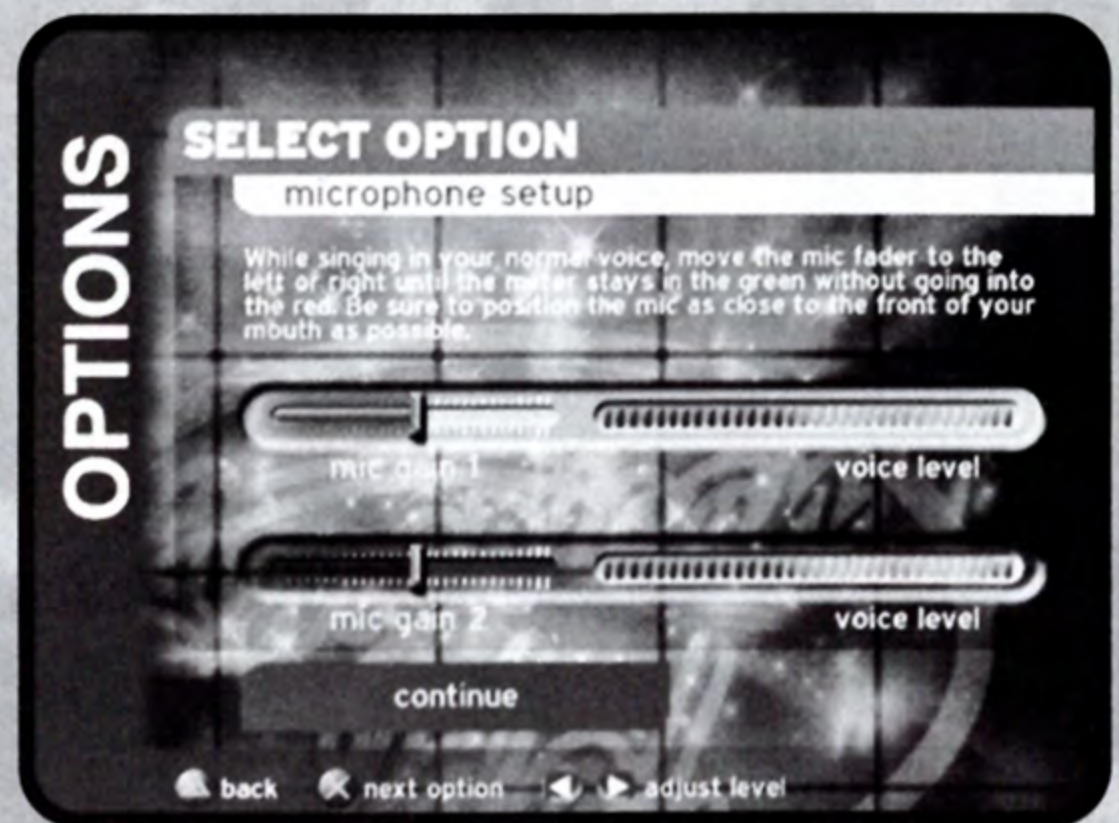
Your progress will automatically be saved as you play the game, and loaded each time that you boot up the game. However, if you insert a memory card (8MB)(for PlayStation®2) after the game has started and need to Save/Load, or you wish to turn off the Autosave feature, you can do so here.

**Save** – Save your game to the memory card (8MB)(for PlayStation®2).

**NOTE:** This will overwrite your existing game save file.

**Load** – Load your game from the memory card (8MB)(for PlayStation®2).

**Autosave** – Turn the Autosave feature ON/OFF. Remember, if you turn Autosave OFF, you will have to manually save your progress.



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