



Disney

SING IT



⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

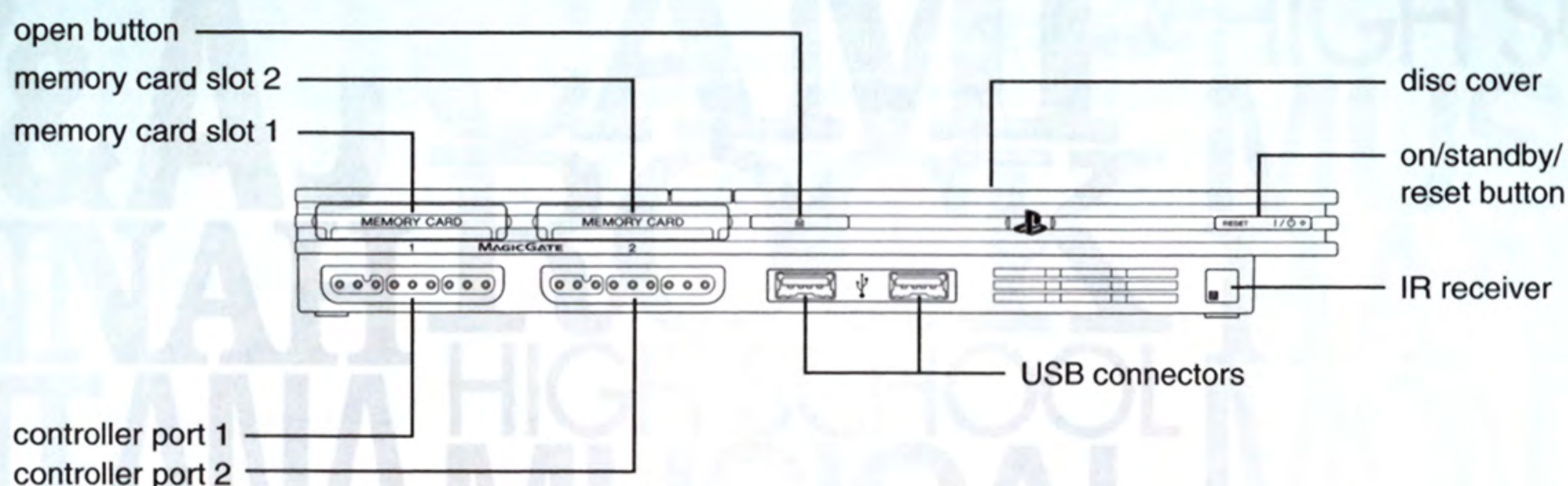
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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



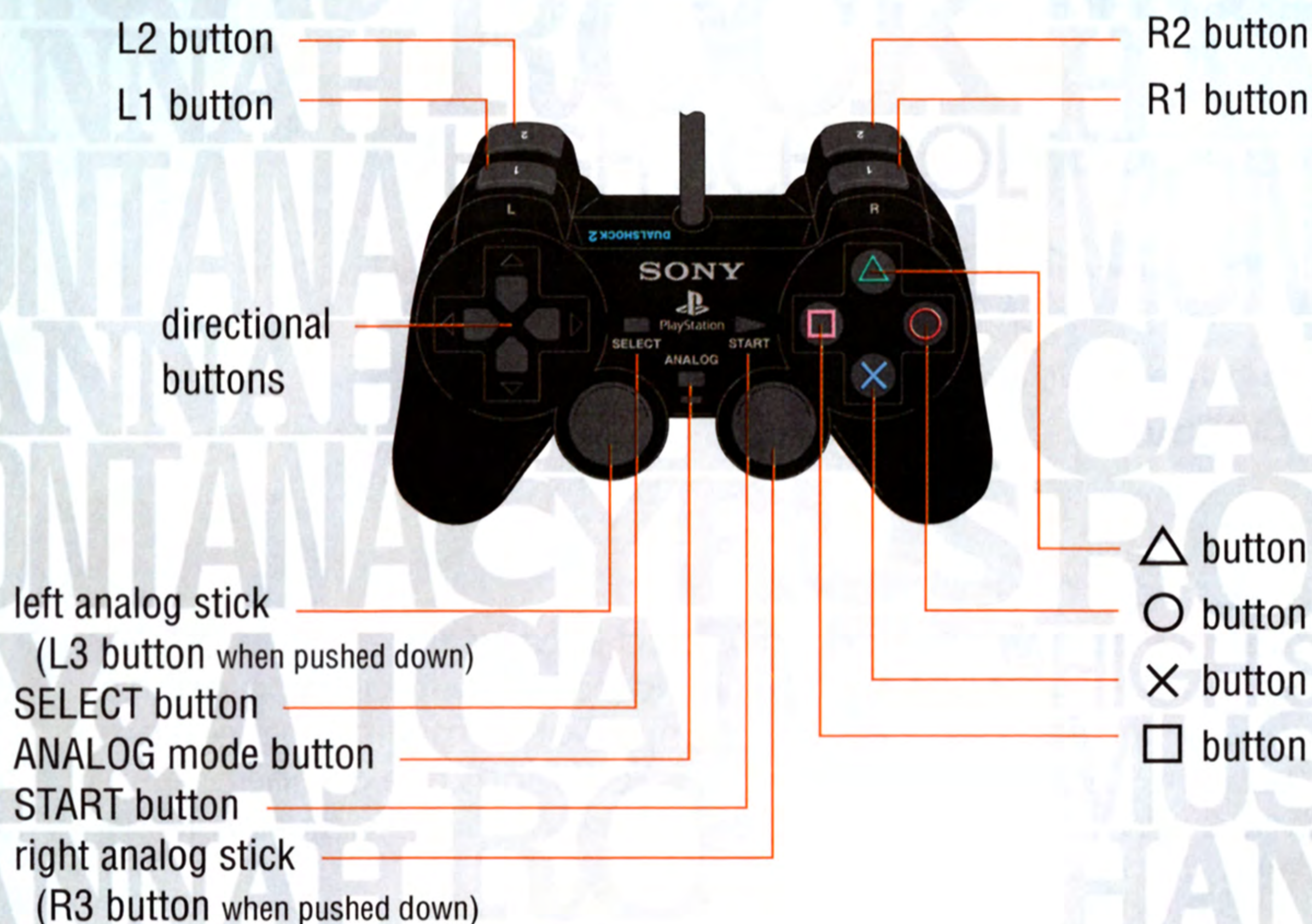
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Disney Sing It disc in the system with the label side facing up. Attach game controllers and other peripherals 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Notice: Disney Sing It can be used with either the SingStar® microphone or the Logitech USB microphone. If both are used, only the SingStar® microphone will be recognized.

The diagram above shows the default settings.

CONTROLS

Use the **directional buttons** or **left analog stick** to move through menus, **X button** to accept a selection, and **△ button** to move back or return to previous screens.

Basic Controls

←→ or ↑↓ directional buttons – Navigate menus

X button – Accept / Advance to next screen

△ button – Back / Return to previous screen

START button – Start game

Microphone

Your microphone must be plugged in at all times while playing the game. Microphone input is indicated with an icon on the Song Selection and Options menus. Some multiplayer options become available when two microphones are connected. Choose Mic Volume from the Options menu to adjust volume levels for each microphone.

Connecting your microphone to the PlayStation®2 entertainment system is a snap:

1. Make sure the power is switched OFF.
2. Attach your microphone's USB connector to one of the USB connections on the back of your PlayStation®2 entertainment system.
3. Turn the power ON.
4. Load *Disney Sing It*.
5. Sing!

DISNEY SING IT BASICS



Song Selection

Once you decide which kind of game you want to play, choose any song to start the show!

- Scroll through the music videos to see and hear a preview.
- Decide if you want to sing part of the song or the whole song and choose your difficulty level.
- In multiplayer modes, each singer chooses his or her own difficulty level and everyone can sing together.

Pitch Detection Bar

Follow along as the pitch bar and lyrics cross the screen to guide your tune. Keep the pitch indicator on the bars for the best performance! When there are two singers, player one is always at the bottom and pitch bars and lyrics are color-coded green for Player 1 and purple for Player 2.

Options

From the Options menu you can load or save your profile, adjust your microphone settings, view credits, adjust screen position or adjust widescreen settings.

Multipliers

Hit all the notes on one screen to earn double points. Sing three screens flawlessly to earn triple points and five screens for quadruple points! Missing a note will end your winning streak and you'll lose your multipliers.

QUICK PLAY



Time to sing! Select Quick Play at the main menu to go straight to singing.

- Choose Solo to start a solo performance, Versus to sing against a friend or Duet to sing cooperatively.
- Pick a song and difficulty level and click the button on the screen to start belting it out.

SINGLE PLAYER



In Single Player mode you can take singing lessons in *Sing It Pro* or test your skills in *You're on Your Own!* Be the star of your own live concert in *Gig Mode!*

Sing It Pro

Singing lessons are fun with your own personal voice coach. In *Sing It Pro* you can perfect your singing voice while practicing pitch, accuracy, breathing techniques and harmony.



- First listen to a portion of a song and sing it accurately to move on to the next song in the lesson. Get them both right and move on to the next lesson.
- Then use the skills you've learned to earn excellent scores in real challenges.
- Go back to *Sing It Pro* anytime to master songs or brush up on your skills.

You're on Your Own!

Are you up to the challenge? Choose a song you know well enough to sing without lyrics, score or pitch marks to guide you. Your score will be displayed at the end of the song.

Gig Mode

Put on a live concert!

- Create and arrange your own personal set list of up to five songs to perform. Rock it out!
- At the end of your gig your final score is averaged from all the songs you've played.

Gig Mode can also be selected from multiplayer options.

MULTIPLAYER



It's fun to play *Disney Sing it* with your friends. Sing together in a Duet, battle against each other in a Versus tournament, play together in Team Play or perform a concert in Gig Mode.

- When there are two singers, player one is always at the bottom and pitch bars and lyrics are color-coded green for Player 1 and purple for Player 2.
- Players choose their own individual difficulty level so everyone can play together.
- Some multiplayer options become available when two microphones are connected.

Duet / Versus

Sing any of the songs together in a Duet to create beautiful harmonies. Play against a friend in a Versus competition.

Team Play

Work together as a team singing Duets or competing in Versus tournaments.

- Choose a team name from the list and start singing.
- You can sing alone or as part of a duet. Up to eight players can join Team Play.
- Save team profiles to keep track of wins and scores and the team's *Most Valuable Player*.

Gig Mode

Time to put on a show! You and a friend can perform a concert together by singing a duet of up to five songs consecutively.

- Choose which songs you want to sing together.
- The player with the highest average score for all songs performed is *The Star of the Show*.

PERSONALIZE

From here you can choose your background theme and check out high scores.

Choose Theme

Customize the look of your game the way you prefer by choosing from seven themes, including *Disney High School Musical*, *Hannah Montana* and *Camp Rock*.

TIPS

Use *Quick Play* to get straight to singing! Create a Solo or Duet performance or enter into Versus mode with a friend.

Become a better singer or master a tough song in Single Player mode by taking personal singing lessons at *Sing It Pro* or by relaxing your vocal chords in *Warm Up* sessions.

After mastering a difficult song during your lessons at *Sing It Pro*, put your skills to the test in *You're on Your Own*!

Put on a live solo concert or perform a duet with a friend in *Gig Mode*! Design your own set list to sing up to five songs back-to-back!

NOTES

A sheet of white lined paper with horizontal ruling lines. The background features a faint, repeating pattern of the text "NAH HIGH SCHOOL TANA MUSICAL MONTGOMERY COUNTY" in a light blue color. The text is oriented horizontally and repeats across the entire page, creating a subtle watermark effect. The lines are evenly spaced and run horizontally across the page.

NOTES

A sheet of white lined paper with horizontal blue lines and a vertical red margin line on the left side. The paper is set against a background of faint, repeating text in a light blue color, including words like 'HIGH SCHOOL', 'MUSICAL', 'MILLENNIA', 'CYBER', 'ISTRO', 'AJCA', 'US', 'IAN', 'MON', 'RI', 'D', 'S', 'US'.

CUSTOMER SUPPORT INFORMATION

Internet Support

To access support for Disney Interactive Studios on the World Wide Web, point your browser to **www.disney.com/videogames** and click on "Support" at the top of the page.

Game Hints and Tips

Game hints and tips are available on our Customer Support website. To access Game Hints and Tips on the World Wide Web, point your browser to **www.disney.com/videogames** and click on "Support" at the top of the page.

Mailing Address

If you wish to write us, our address is:

Disney Interactive Studios Customer Support
500 South Buena Vista Street
Burbank, CA 91521-9323.

Telephone Support

You may contact Customer Support at **(866) 252-8108**. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 8:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD Users

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday 8:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is **(866) 252-8108**.

LIMITED WARRANTY

PUBLISHER WARRANTS THE RECORDING MEDIUM ON WHICH THE SOFTWARE IS RECORDED TO BE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP UNDER NORMAL USE FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE AS EVIDENCED BY A COPY OF THE SALES RECEIPT OR PACKING SLIP. PUBLISHER'S ENTIRE LIABILITY AND YOUR EXCLUSIVE REMEDY WILL BE REPLACEMENT OF THE DEFECTIVE RECORDING MEDIUM(S) OR REFUND OF THE PURCHASE PRICE (AT PUBLISHER'S ELECTION) UPON RETURN OF THE SOFTWARE TO PUBLISHER WITH A COPY OF YOUR PROOF OF PURCHASE. PUBLISHER WILL HAVE NO RESPONSIBILITY TO REPLACE A RECORDING MEDIUM DAMAGED BY ACCIDENT, ABUSE OR MISAPPLICATION. ANY IMPLIED WARRANTIES AND/OR CONDITIONS ON THE RECORDING MEDIUM, INCLUDING THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY (90) DAYS FROM THE DATE OF PURCHASE OR DELIVERY. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION. YOU EXPRESSLY ACKNOWLEDGE AND AGREE THAT USE OF THE SOFTWARE IS AT YOUR SOLE RISK. THE SOFTWARE AND RELATED DOCUMENTATION ARE PROVIDED "AS IS" AND WITHOUT WARRANTIES AND/OR CONDITIONS OF ANY KIND EITHER EXPRESS OR IMPLIED. PUBLISHER EXPRESSLY DISCLAIMS ALL WARRANTIES AND/OR CONDITIONS, EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE AND RELATED DOCUMENTATION, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. PUBLISHER DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. FURTHERMORE, PUBLISHER DOES NOT WARRANT OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE AND RELATED DOCUMENTATION IN TERMS OF THEIR CORRECTNESS, ACCURACY, RELIABILITY, OR OTHERWISE. THE LIMITATIONS OF LIABILITIES DESCRIBED IN THIS SECTION ALSO APPLY TO THE THIRD PARTY SUPPLIERS OF MATERIALS USED IN THE SOFTWARE. NO ORAL OR WRITTEN INFORMATION OR ADVICE BY PUBLISHER OR AN AUTHORIZED REPRESENTATIVE OF PUBLISHER SHALL CREATE WARRANTIES AND/OR CONDITIONS OR IN ANY WAY INCREASE THE SCOPE OF THIS LIMITED WARRANTY. YOU (AND NOT PUBLISHER) ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL PUBLISHER BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OF, OR THE INABILITY TO USE, THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF PUBLISHER OR AN AUTHORIZED REPRESENTATIVE OF PUBLISHER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY OR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. IN NO EVENT SHALL PUBLISHER'S TOTAL LIABILITY TO YOU FOR ALL DAMAGES, LOSSES, AND CAUSES OF ACTION [WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE] EXCEED THE AMOUNT PAID BY YOU FOR THE SOFTWARE. IF YOU NEED TO REPLACE A USER-DAMAGED GAME DISC, PLEASE CALL THE NUMBER LISTED UNDER TELEPHONE SUPPORT. THERE IS A \$20.00 FEE TO REPLACE A USER-DAMAGED GAME DISC.

DisneySinglt.com

