



**KARAOKE
REVOLUTION[®] PRESENTS**

*American
Idol[®]*

ENCORE

EVERYONE

E

Mild Lyrics

ESRB CONTENT RATING

www.esrb.org

KONAMI

⚠ WARNING: PHOTOSENSITIVITY/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.

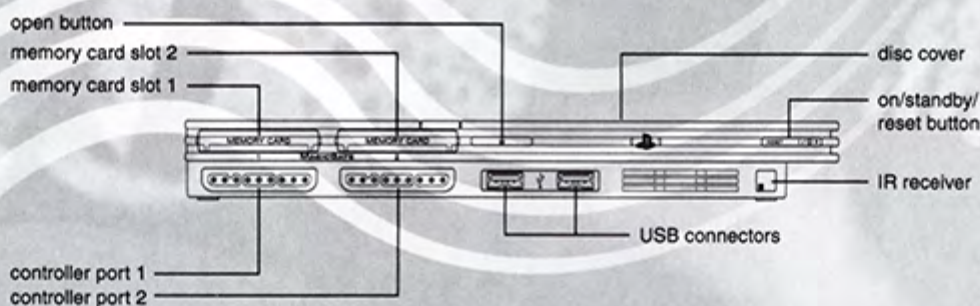
Become a **KONAMI INSIDER**

Register now to become a "Konami Insider" at www.konami.com
to receive exclusive game play tips and product news!

TABLE OF CONTENTS

Getting Started	2
Starting Up	3
Introduction.....	6
Main Menu	7
Prepare to Sing	8
How to Play	10
Hints & Tips.....	12
Game Modes.....	13
Extras	19
Options	20
Credits	21
Warranty and Information.....	27

GETTING STARTED



SETTING UP YOUR PLAYSTATION®2 CONSOLE

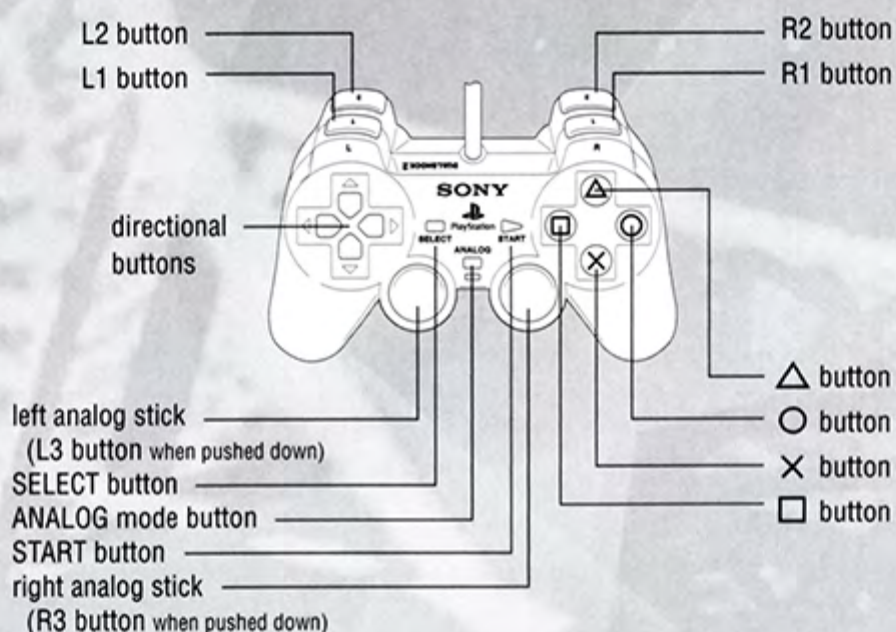
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **Karaoke Revolution® Presents: American Idol® Encore** disc in the system with the label side facing up. 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



MENUS

- Directional buttons or left analog stick **↑/↓** Highlight Menu Item
- Directional buttons or left analog stick **←/→** Change Highlighted Item
- ×** button Select Menu Item / Save Settings
- △** button or **SELECT** button Back to Previous Screen

IN-GAME CONTROLS

- START** 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:
- ×** button (hold) + directional buttons **←/→** Earpiece Volume
 - button (hold) + directional buttons **←/→** Microphone Volume
 - △** button (hold) + directional buttons **←/→** Guide Vocals Volume
 - button (hold) + directional buttons **←/→** Song Music Volume

USB MICROPHONE/HEADSET (REQUIRED)



OR




Karaoke Revolution® Presents: American Idol® Encore requires the use of at least one USB-compatible microphone or headset in order to play the game. If you do not already have a microphone or headset, there are several 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.

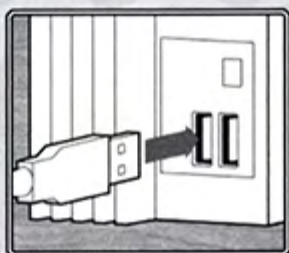
A microphone/headset must be plugged in at all times while playing the game. Before booting up the game, make sure to plug in a microphone/headset. The microphone/headset connects to either of the USB connectors located on the front of the PlayStation®2. With the USB symbol facing up, insert the microphone/headset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

Two microphones/headsets are required for Duet modes. If you have both microphones/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.

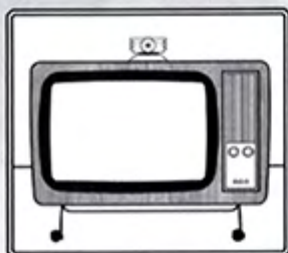
For best results, it is important to keep the headset microphone or handheld microphone positioned close to the front of your mouth while playing the game. We recommend that you access the Microphone Setup screen in Options to adjust the input level of the microphone.

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

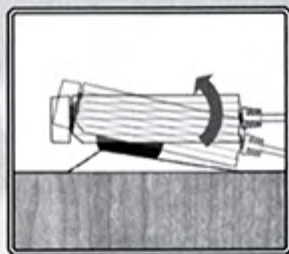
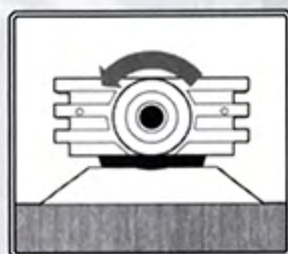
Insert the  into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.



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™ USB Camera (for PlayStation®2) upwards. If the EyeToy™ USB Camera (for PlayStation®2) 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™ USB Camera (for PlayStation®2) to create background images in Two Mic Party mode, 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.

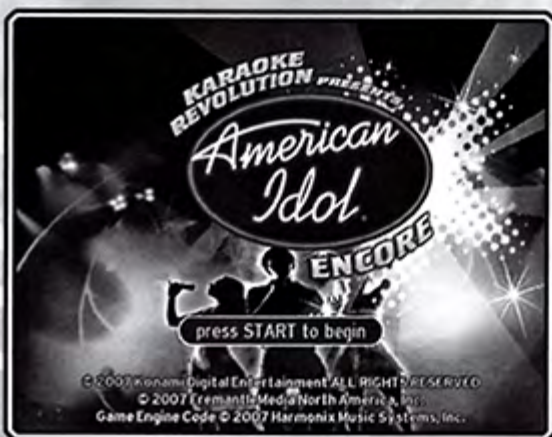
INTRODUCTION

Just when you thought you were safe from Simon's criticism, Karaoke Revolution® returns with its Encore edition of American Idol®. In this exciting sequel, you can experience the once-in-a-lifetime thrill of being an American Idol® and enjoy all-new features. Choose from 40 hit songs. With genres ranging from pop to rock, there's something for everyone to enjoy. Two players can join together to sing duets or battle head-to-head in several different game modes.

Karaoke Revolution® Presents: American Idol® Encore also allows you to use the EyeToy™ USB Camera (for PlayStation®2) 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™ USB Camera (for PlayStation®2) 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 booted off 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 is no contest or 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, and then save them to the memory card (8MB) (for PlayStation®2) for easy access. You can also use the EyeToy™ USB Camera (for PlayStation®2) to put yourself into the game!

EXTRAS

View lots of extra goodies, including High Scores, Unlock Progress, Trophy Room, unlocked Videos, and Credits.

OPTIONS

Access the Microphone Setup, Sound Setup, 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 name 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 **[X]** button.

Select Character

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

Edit Character

Customize the look of your character by modifying the head, body, clothing, and accessories.

Create New Character

If you wish to create a character entirely from scratch, choose Create New Character. See the Character Creator section on page 17 for more details on creating a new character.

Select Song

Press the **[X]** button to view a detailed song list. Highlight a song title to hear a short preview of the song. You can also press the **[O]** 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 **[X]** button to view the Venue list. Highlight a name to view a small picture of the venue. Press the **[O]** button to select a random venue.

Venues with EyeToy™ USB Camera (for PlayStation®2) 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™ USB Camera (for PlayStation®2) has been detected. If the EyeToy™



USB Camera (for PlayStation®2) 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™ USB Camera (for PlayStation®2) 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 or a Short 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.

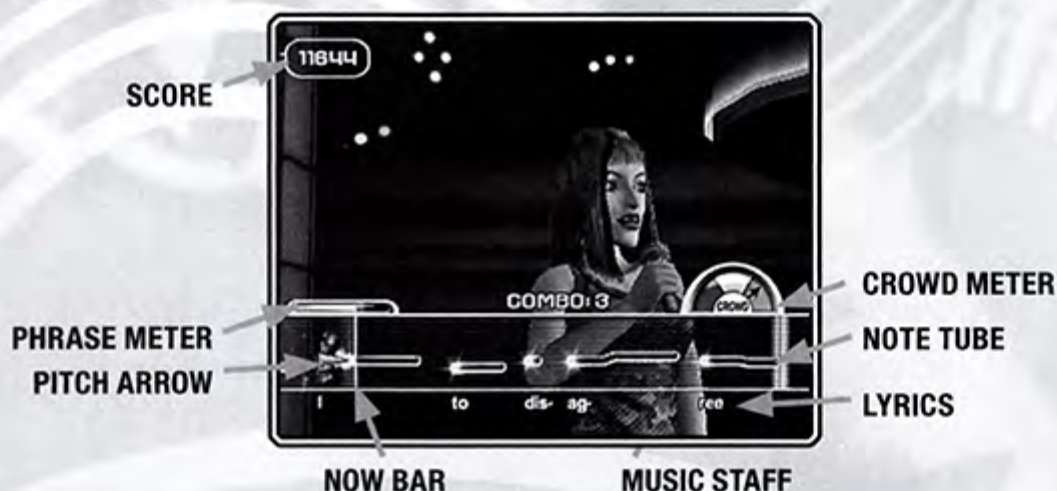
CHECK YOUR MIC

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, 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 change levels up or down depending on your **Phrase** ratings. 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 begins to drop to the "Lousy" level, you will hear a warning tone telling you that you are close to failing. If you do not improve, the music will fade out as the judges tell you to stop singing.

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 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, or 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. You can use the Practice mode 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.

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. 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 Stage and Finals Stage 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 if 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 2-8. Pick the number of rounds from 1-7. 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) and whether to sing a Short or Full version. 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 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 on 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 names of the players, their ranks 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 the



playlist. When you have selected all of the songs for your medley, the CONTINUE button will be highlighted. Press the **X** 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

2-8 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® Encore** 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 names of the players, their ranks, 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, ALL, or LAST). 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 pg. 15), except that players sing a succession of song clips rather than a full song. Choose the number of 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 knock out 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 has 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 has not been completed.

KR CHALLENGE

2 to 8 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 Knock Out 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™ USB Camera (for PlayStation®2) 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 any time. When you have finished editing your character, save it to a memory card (8MB) (for PlayStation®2) or discard the changes.

EyeToy™ USB Camera (for PlayStation®2)

EyeToy™ USB Camera (for PlayStation®2) (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™ USB Camera (for PlayStation®2) 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™ USB Camera (for PlayStation®2).
- 4) Keep your face as close as possible to the EyeToy™ USB Camera (for PlayStation®2) 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™ USB Camera (for PlayStation®2) 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® Encore** 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™ USB Camera (for PlayStation®2) Head. Select your head from the list of heads available.

You will also be able to use your EyeToy™ USB Camera (for PlayStation®2) 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

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 – Percentage 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 is also displayed.

VIDEOS

You can view all 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® Encore**.

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™ USB Camera (for PlayStation®2) 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.

CREDITS

KARAOKE REVOLUTION PRESENTS: AMERICAN IDOL ENCORE

KONAMI DIGITAL ENTERTAINMENT, INC.

Chairman & CEO

Kazumi Kitaue

Executive Vice President

Shinji Hirano

V.P. of Production

Brian Christian

Lead Producer

Douglas Rappaport

Associate Producer

Keith Matejka

Additional Production

Niais Taylor

QA Lead

Michael Greening

QA Project Lead

Carl Chen

QA Master Compliance Lead

Paul Diaz

QA Master Compliance Testers

Cory Max Bernhardt

Gregory S. Lee

V.P. of Licensing and Business Development

Careen Yapp

Associate Director of Music Licensing

Michael Rajna

Licensing Coordinator

Chris Lucero

V.P. of Compliance

Mari Tasaki

Contract Administrator

Kevin Reilly

V.P. of Marketing

Anthony Crouts

Director of Marketing

Rozita Tolouey

Senior Product Manager

Lauren Faccidomo

Associate Product Manager

Mondona Akhavan

V.P. of Operations

Todd Koniars

Director of Production Planning

Erik Biondo

Production Planning Assistant

Hank Cho

IT Director

Tony Rodriguez

IT Manager

Sidney Oshiro

Network Specialist

Jay Groves

Sr. Accounting Manager

Yoriko Hasegawa

Royalty Manager

Yuki Furukawa

Executive Coordinator

Donna Weakley

DEVELOPED BY BLITZ GAMES LTD.

Founded by the Oliver Twins

CORE TEAM

Team Voodoo

Project Director

Mark Hardisty

Assistant Project Manager

Vicky Page

Technical Manager

Martyn Ash

Lead Programmer

Chris Fry

Programmers

Chris Allen, Chris Bell, Edward Catchpole, Robert Grant, Alastair Graham, Matthew Hayward, Pawel Pieciak, Richard Maudsley, Simon O'Dwyer, Florian Raoult, Matthew Waddilove, Andrew Wallen

Art Manager

Scott Davidson

Assistant Art Manager

Emma Morle

Artists

Shakeel Ali, Annika Bernhoff, Malcolm Burke, Matthew Chinn, Kris Hammes, Brian Hartley, Chris Hudson, Katharina Juraschek, Daniel Kershaw, Sebastian Livall, Soo-Ling Lyle, Nadine Manuel, Michal Musial, Matthew Norledge, Mike Procter, Mike Tse, Wai-Hung Wan, David Webb

Lead Animator

Jason Tassell

Assistant Lead Animator

Oliver Clarke

Animators

Jonathan Shaw, Matthew Tempest, Illyd Turnbull, Gerald Udogaranya, Richard Vaucher

Design Manager

Jonathan Evans

Assistant Design Manager

James Parker

Designers

Adam Breeden, Andrew Fletcher, Mark Witts

Lead Audio Designer

Matthew Black

Audio Designers

Simon Barford, Richard Blackley, Edward Hargrave

Blitz Quality Assurance Manager

Joe Lenton

Blitz Quality Assurance Lead

Nick Scurr

Tech Team Support

Richard Hackett, John Whigham, Tom Gaulton, Lyndon Homewood, Aaron Allport, Mathew Bailey, Andrew Ball, Ian Bird, Daniel Bradburn, James Fingleton, Alistair Hale, Ashley Hogg, Phil Palmer, Andy Slater, Eddie Symons, Steve Thomson

Additional Support

Simon Bennet-Hayes, Alex Bowden, Chris Brooker, Chris Cambridge, Mike Chapman, Stuart Duffield, Duncan Fewkes, Ross Gowing, Chris Hamilton, Auburn Hodgson, Paul Jennings, Joe Lenton, Nick Miles, Duncan Nimmo, Paolo Parrucci, Ian Petridge, Karen Pinchin, David Price, Lee Roberts, Nick Rodgers, Mark Smith, Alex Webster, Peter Whiting

Special Thanks

James A Parker, Jude Selvanayagam, Mike Bithell, Ben Blethyn, Steve Bruce, Nick Dixon, Jonathan Harrison, Alison Rackham, Darren Watford, Owen Williams, Eileen Baker, Caroline Blankley, Jackie Pinnock, Peter Smithies, Christine Spinks, Caroline Thornicroft, Clare Willington, Caroline Cheshire, Geraldine Randle, Anna Stone, Carla Stringer, Chris Gordon, Natalie Griffith, Helen Pollock

External Thanks

Hassan Abdallah, Oliver Bermejo, Gilbert Chong, Ian Clayton, Emma Denson, Tim Doubleday, Andy Gough, Harvey Greensall, Stephen Huckle,

Kenny Lai, Ying Jie Lim, Brian Mitchell, Simon Morrell, Mick Morris, Matt Nagy, Simon Neville, Matt Rank, Michael See, Mark Soon, James Tan, Jee Hean Tan, James Witt, Jacqui Wright

Special Thanks

Philip Oliver, CEO/Managing Director
Andrew Oliver, CTO/Development Director
Richard Smithies, CFO/Finance Director

"Passionate about Games"

VOICE ACTING

Simon Cowell

as himself

Paula Abdul

as herself

Randy Jackson

as himself

Host

Johnny Jay

CASTING DIRECTOR

Dawn Hershey, C.S.A.

Voice Directors

Douglas Rappaport (Los Angeles)

Eric Stuart (New York)

Martin Sims (London)

Dialogue Editors

J. David Atherton

James Stacy

Recording Engineers

J. David Atherton

Harrison Deutsch

Production Assistants

Wes Gleason

Jeffrey Parker

BABEL MEDIA

Project Manager

Adam Berckmans

Quality Assurance Manager

Simon Lawrence

Quality Assurance Coordinator

Stephen Alexander

Functionality Testers

Tom Cole

James Jones

Toby Byrne

Kevin Hasnath

Mark Hanlon

Toby Na Nakhorn

Thomas Holme

Sean Wiltshire

Matthew Hurry

Karaoke Revolution USB Microphone manufactured by Logitech. Lip sync data created with Face-FX™ from OC3 Entertainment, Inc. EyeToy®: Cameo technology licensed by Digimask Ltd. Motion capture data captured at House of Moves.

Special Thanks

Everyone at Konami, Blitz Games, Bemani Production, Paul Armatta, Nathan Bosia, Theresa Bottenhorn, Gary Bracey, Kurt Busch, Daniel Castillo, Chris Clark, Kristen Denehy, Jason Enos, Kirby Fong, Scott Gagain, Clara Gilbert, Shawn Green, Brand Inman, Kevin Keating, Nick Lefevre, Barbara Loo, Ophir Lupu, Sara Malek, Mike McHale, Ken Ogasawara, Jonathan Rivera, Harry Shum Jr., Fred Swan, Daniel Tyrrell and Margo Williams.

Special thanks to everyone at FremantleMedia Licensing

Worldwide for their contribution to this game, including Olivier Gers, Keith Hindle, David Luner, James Ngo, Jason Turner, Nora Wong, Wendy Myo-Tsang, Toby Prosser,

Rebecca Morris and Filiz Osman.

Extra special thanks to Simon Cowell, Paula Abdul and Randy Jackson for being themselves!

SOMATONE INTERACTIVE AUDIO

Music/Vocals Produced by Somatone Interactive Audio (Emeryville, CA; Santa Monica, CA)

Lead Music Producer and Mixer

Nick Thomas

Additional Mixes

Matt Boudreau, Damien Rasmussen, Wolf Wein, Thor Laewe

Mastering Engineer

Michael Romanowski

Additional Production Services

Kane Minkus, Matt Boudreau, Claythoven Richardson

Vocalists

Analise D'Ambrosio, Alysha Antonino, Kid Beyond, Doug Boyd, Brad Brooks, Pollyanna Bush, Bob Byers, Theo Cedar, Lorelee Christensen, Chris Clouse, Eric Freeman, Katie Fernandez, Eoin Harrington, Tim Galida, Sakai Griffith, Sandy Griffith, Skyler Jett, Raz Kennedy, Tony Lindsay, Brooks Lundy, Eric Martin, Martin Reynolds, Brett Pels, Claythoven Richardson, Jeanie Tracy, Leah Tyse, Keith Varon, Austin Willacy

Vocal Producer

Raz Kennedy

Guitar

Mike Papenburg, Steve Kirk, Erik Schramm

Pedal Steel

David Phillips

Bass

Duane Ramos, Jon Evans

Drums, Percussion

Kelvin Underwood, Rick Munoz, Kirk Minkus

Keyboards, Piano, Organ

Adam Gubman, Jeff Kurtenacker

Trumpet

Mic Gilette, Marvin McFadden, Dave Scott

Trombone

Mic Gilette

Sax

Johnnie Bamont

Vocal Production

Raz Kennedy

Horn/String Arrangements

Jeff Kurtenacker, Adam Gubman

Engineers

Matt Boudreau, Damien Rasmussen, Nick Thomas, Tim Galida, Raz Kennedy, Kevin Weber

Assistant Engineers

Tim Galida, Marianthe Bezzerides

Sound Design

Kane Minkus, Jeff Kurtenacker, Harry Billings, Tim Galida

Programmers

Adam Gubman, Kane Minkus, Jeff Kurtenacker

MUSIC CREDITS

BLACK HOLE SUN

Words and music by Chris Cornell
© You Make Me Sick I Make Music o/b/o itself and Susan Silver

BLACK VELVET

By Christopher Ward
Courtesy of Ole
ZOMBA ENTERPRISES INC. O/B/O ITSELF and BLUEBEAR WALTZES

BOHEMIAN RHAPSODY

By Freddie Mercury
Published by GLENWOOD MUSIC CORP. (ASCAP)
All Rights Reserved. Used by Permission.

CLOSE MY EYES FOREVER

By Lita Ford and Ozzy Osbourne
Published by EMI APRIL MUSIC INC. (ASCAP) and EMI VIRGIN MUSIC INC. (ASCAP)
All Rights Reserved. Used by Permission.

COME SAIL AWAY

Writer(s): Dennis De Young
Publisher(s): ALMO MUSIC CORP. on behalf of itself and STYGIAN SONGS

COPACABANA

Written by Feldman, Manilow, Sussman
CAREERS-BMG MUSIC PUBLISHING, INC. (BMI)/Appoggiatura Music Inc./Camp Songs Music

GLAMOROUS

Composer(s): Will Adams, Stacy Ferguson, Christopher Bridges, Jamel Jones, Elvis Williams Jr.
Publisher(s): *Cherry River Music Co. (BMI)
*Will.I.Am Music Inc. (BMI)
*Worldwide rights administered by Cherry River Music Co. (BMI)
Published by EMI APRIL MUSIC INC. (ASCAP), Headphone Junkie Publishing, Universal Music Corp., Ludacris Universal Publishing, Showdy Pimp Music, EMI BLACKWOOD MUSIC INC. (BMI), Elvis Lee Music
All Rights Reserved. Used by Permission.
Publisher(s): Universal Music Corp. on behalf of itself, Ludacris Universal Publ., and Showdy Pimp Music

HEART OF GLASS

Written by Deborah Harry and Chris Stein
© 1978 Chrysalis Music on behalf of itself and Monster Island Music Publishing Corp. (ASCAP)
All Rights Reserved. Used by Permission.

HEMORRHAGE (IN MY HANDS)

Writer(s): Carl Bell
Publisher(s): PENER PIG PUBLISHING. All rights in the United States and Canada. Administered by UNIVERSAL - SONGS OF POLYGRAM INT., INC.

HOLIDAY

Licensed courtesy of House of Fun Music, Inc.

HOW TO SAVE A LIFE

By Joseph King and Isaac Slade
Published by EMI APRIL MUSIC INC. (ASCAP)
All Rights Reserved. Used by Permission.

(I CAN'T GET NO) SATISFACTION

Written by Mick Jagger, Keith Richards
Published by ABKCO Music, Inc.
www.abkco.com

I DON'T WANT TO MISS A THING

Written by Diane Warren
© 1998 Realsongs (ASCAP)
All Rights Reserved. Used by Permission.

(I JUST) DIED IN YOUR ARMS

© 1986 Sony/ATV Music Publishing UK Ltd.
All rights administered by Sony/ATV Music Publishing, 8 Music Square West, Nashville, TN 37203.
All Rights Reserved. Used by Permission.

IN THE AIR TONIGHT

By Phil Collins
Published by EMI APRIL MUSIC INC. (ASCAP)
All Rights Reserved. Used by Permission.

IRREPLACEABLE

By Beyonce Knowles, Tor Erik Hermansen, Shaffer Smith, Mikkel Eriksen, Espen Lind and Amund Bjorkland
Published by EMI APRIL MUSIC INC. (ASCAP) and EMI BLACKWOOD MUSIC INC. (BMI)
ZOMBA SONGS O/B/O ITSELF and SUPER SAYIN PUBLISHING.
© 2006 Sony/ATV Music Publishing UK Ltd., Windswept Music
All rights on behalf of Sony/ATV Music Publishing UK Ltd.
Administered by Sony/ATV Music Publishing, 8 Music Square West, Nashville, TN 37203.
All Rights Reserved. Used by Permission.

IT ENDS TONIGHT

Written by Ritter, Wheeler
BMG SONGS, INC. (ASCAP)/Smells Like Phys Ed Music Inc.

IT'S STILL ROCK & ROLL TO ME

By Billy Joel
Published by EMI APRIL MUSIC INC. (ASCAP)
All Rights Reserved. Used by Permission.

KNOCKIN' ON HEAVEN'S DOOR

Written by Bob Dylan. Copyright © 1973 Ram's Horn Music.

LIPS OF AN ANGEL

By Austin Winkler, Ross Hanson, Lloyd Garvey, Mark King, Michael Rodden and Brian Howes
Published by EMI BLACKWOOD MUSIC INC. (BMI)
All Rights Reserved. Used by Permission.

MIDNIGHT TRAIN TO GEORGIA

Writer(s): James Weatherly
Publisher(s): UNIVERSAL - POLYGRAM INT. PUBL., INC.

MORE THAN A FEELING

By Tom Scholz
Published by Pure Songs (ASCAP)
Administered by Next Decade Entertainment, Inc.
All Rights Reserved. Used by Permission.

MY CHERIE AMOUR

By Stevie Wonder, Sylvia Moy and Henry Cosby
Published by JOBETE MUSIC CO., INC. (ASCAP), STONE AGATE MUSIC (a Division of JOBETE MUSIC CO., INC.) (BMI)
and BLACK BULL MUSIC (ASCAP)
All Rights Reserved. Used by Permission.

MY HEART WILL GO ON

(James Horner/Will Jennings)

OVER THE RAINBOW

By E.Y. Harburg and Harold Arlen
Published by EMI FEIST CATALOG INC. (ASCAP)
All Rights Reserved. Used by Permission.

PUT YOUR RECORDS ON

Written by Corinne Bailey Rae, John Beck, Steven Chrisanthou
Used by permission of Shapiro, Bernstein & Co., Inc.
o/b/o Good Groove Songs Ltd.
GLOBAL TALENT PUBLISHING (PRS).
ALL RIGHTS ON BEHALF OF GLOBAL TALENT PUBLISHING ADMINISTERED BY
SONGS OF WINDSWEPT PACIFIC (BMI)

RIO

Words & Music by Le Bon / Taylor / Taylor / Taylor / Bates
© 1982, Gloucester Place Music Ltd./EMI Music Publishing Ltd.

SEPTEMBER

By Maurice White, Al McKay and Allee Willis
Published by EMI APRIL MUSIC INC. (ASCAP) and EMI BLACKWOOD MUSIC INC. (BMI)
All Rights Reserved. Used by Permission.

SISTER CHRISTIAN

(Written by Kelly Keagy)
© 1983 Kid Bird (BMI)

SWEET DREAMS (ARE MADE OF THIS)

Written by Dave Stewart, Annie Lennox
BMG SONGS, INC. (ASCAP)

TAINTED LOVE

(Edward Cobb)
© 1976 Embassy Music Corporation (BMI)
International Copyright Secured. All Rights Reserved.

THESE WORDS

By Stephen Kipner, Andrew Frampton, Natasha Bedingfield and Wayne Wilkins
Published by EMI APRIL MUSIC INC. (ASCAP) and EMI BLACKWOOD MUSIC INC. (BMI)
All Rights Reserved. Used by Permission.

TIME OF THE SEASON

Written by Rod Argent
© 1967 Mainstay Music, Inc. (BMI)
All Rights Reserved. Used by Permission.

TINY DANCER

Writer(s): Elton John; Bernie Taupin
Publisher(s): DICK JAMES MUSIC LTD. All rights in the United States and Canada. Administered by UNIVERSAL
- SONGS OF POLYGRAM INT., INC.

TOO LITTLE TOO LATE

Written by Ruth-Anne Cunningham, Joshua Berman and Billy Steinberg
Used by permission of Shapiro, Bernstein & Co., Inc.

UNFAITHFUL

By Tor Erik Hermansen, Mikkel Eriksen and Shaffer Smith
Published by EMI APRIL MUSIC INC. (ASCAP)

© 2006 Sony/ATV Music Publishing UK Ltd., EMI Music Publishing, ZOMBA SONGS O/B/O ITSELF and SUPER SAYIN PUBLISHING

All rights on behalf of Sony/ATV Music Publishing UK Ltd.

Administered by Sony/ATV Music Publishing, 8 Music Square West, Nashville, TN 37203.

All Rights Reserved. Used by Permission.

WALKING ON SUNSHINE

By Kimberley Rew

Published by SCREEN GEMS-EMI MUSIC INC. (BMI)

All Rights Reserved. Used by Permission.

WHAT IS LOVE?

Written by Dee Dee Halligan and Junior Torello

© 2004 HANSEATIC MUSIKVERLAG GMBH & CO KG (GEMA)

ALL RIGHTS ADMINISTERED BY WB MUSIC CORP.

ALL RIGHTS RESERVED.

YOU CAN'T HURRY LOVE

By Edward Holland, Jr., Brian Holland and Lamont Dozier

Published by STONE AGATE MUSIC (a Division of JOBETE MUSIC CO., INC.) (BMI)

All Rights Reserved. Used by Permission.

YOU'RE BEAUTIFUL

By James Blunt, Sasha Scarbeck and Amanda Ghost

Published by EMI BLACKWOOD MUSIC INC. (BMI)

All Rights Reserved. Used by Permission.

Publisher(s): UNIVERSAL - SONGS OF POLYGRAM INT., INC. on behalf of UNIVERSAL MUSIC PUBL. LTD.

The image shows a close-up of a microphone with the 'American Idol' logo. The logo is rendered in a light, semi-transparent white color. It features the word 'American' in a cursive script above the word 'Idol' in a larger, bolder cursive script. The entire logo is enclosed within a white oval border. Above the oval, there are several horizontal, wavy white lines. The background of the microphone is a textured, greyish material.

American
Idol[®]



The image shows a close-up of a microphone with the 'American Idol' logo. The logo is rendered in a light, semi-transparent white color. It features the word 'American' in a cursive script above the word 'Idol' in a larger, bolder cursive script. The entire logo is enclosed within a white oval border. The background is a grayscale photograph of the microphone's grille and body, with decorative wavy lines and a dotted pattern at the bottom.

American
Idol®

WARRANTY AND INFORMATION

WARRANTY

Konami Digital Entertainment, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty and Technical Service number at 310.220.8330 or 310.220.8331 from 9:00 am EST to 9:00 pm EST, Monday-Friday, or send an email to support@konami.com. All products must be deemed defective by a Konami Customer Service representative and an RMA number assigned prior to returning the product, all products received not matching this criteria will be returned if a Konami Customer Service Representative can not reach you within three days upon receipt of the unauthorized return.

Konami Digital Entertainment, Inc.
Attention: Customer Service
2381 Rosecrans Ave, Suite 200
El Segundo, CA 90245
USA

CUSTOMER SERVICE

If you feel stuck in the game or just need a boost, don't worry! You can write to our game experts at support@konami.com or view our Support section at www.konami.com.

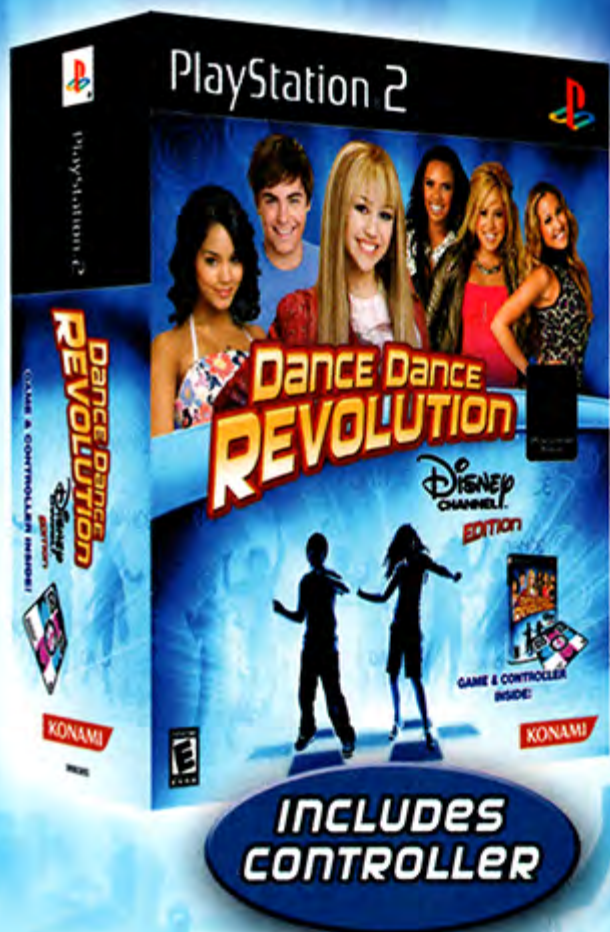
American Idol™ 19 TV Ltd & FreemantleMedia North America, Inc.
Licensed by FreemantleMedia Enterprises. www.americanidol.com



FREMANTLEMEDIA



JOIN THE DISNEY CHANNEL™ DANCING REVOLUTION.



- Featuring music and characters from Disney Channel's biggest TV shows, such as:
 - *Hannah Montana*
 - *That's So Raven*
 - *High School Musical*
 - *The Suite Life of Zack and Cody*
 - *The Cheetah Girls*
 - *Kim Possible & more!*
- Including **40** fun-to-dance-to songs with big hits and new exciting artists!



Konami Digital Entertainment, Inc., 2381 Rosecrans Avenue, Suite 200, El Segundo, CA 90245

© 2008 Konami Digital Entertainment, Inc. © 1998 Konami Digital Entertainment Co., Ltd. "DanceDanceRevolution" is a registered trademark of Konami Digital Entertainment Co., Ltd. KONAMI is a registered trademark of KONAMI CORPORATION. Published by Konami Digital Entertainment, Inc. This game software and the controller dance mat are protected by USP6227968, 6410835, 6758756, 6227968, 6410835, 6450888, 6659873, 6539266, 6329620, 6450886, 6320110, 6905413, 6991542, 6696694, 6786821, 7128649, D433717, D435604, D437619, D431267. © 2008 Disney. "The Disney Channel" is a trademark of Disney Enterprises, Inc.

© 2008 Konami Digital Entertainment, Inc. "Karaoke Revolution" is a registered trademark of Konami Digital Entertainment Co., Ltd. KONAMI is a registered trademark of KONAMI CORPORATION. Developed by Blitz Games. Blitz Games & The Blitz Rings logo are registered trademarks of Blitz Games Limited. Game Engine Code © 2006 Harmonix Music Systems, Inc. Published by Konami Digital Entertainment, Inc. American Idol® 19 TV Ltd. & FremantleMedia North America, Inc. Licensed by FremantleMedia Enterprises. www.americanidol.com

"PlayStation", "PLAYSTATION" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A.

KONAMI

www.konami.com

