Karaoke Revolution™
VOLUME 3
EVERYONE
E
CONTENT RATED BY
ESRB
HEADSET OR
MICROPHONE
REQUIRED
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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Thank you for purchasing **Karaoke Revolution™ Volume 3**. For best results, we recommend that you read through this manual prior to playing the game.

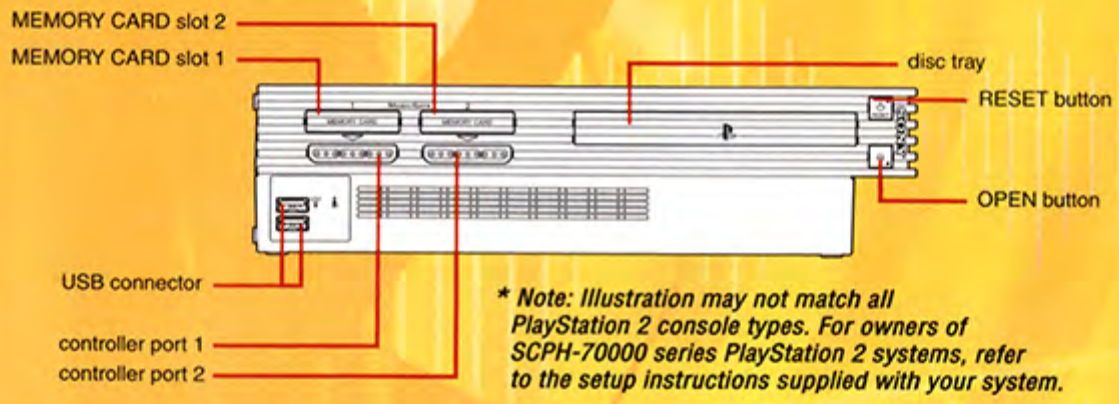
Konami is constantly striving to improve the quality of our products to give our customers the best gaming experiences possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you purchased the game.

Karaoke Revolution™ Volume 3 is an original product produced and published by Konami Digital Entertainment, and developed by Harmonix Music Systems, Inc.

Getting Started

Setting Up Your PlayStation®2 System

Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the **Karaoke Revolution™ Volume 3** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller to controller port 1 and a USB headset or handheld microphone to a USB connector. Follow on-screen instructions and refer to this manual for information on using the software.



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 (MEMORY CARD slot 2 is not used) of the PlayStation®2 computer entertainment system. You can load saved game data from the same memory card (8MB)(for PlayStation®2), or from any memory card (8MB)(for PlayStation®2) containing previously saved **Karaoke Revolution™ Volume 3** games.

NOTE: Karaoke Revolution™ Volume 3 uses at least 90 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.

Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

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 ..... 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 ⬆/⬇ ..... Music Volume

Controls

PlayStation®2 Headset/Microphone (Required)

or

Karaoke Revolution™ Volume 3 requires the use of at least one USB microphone or headset in order to play the game. If you do not already have a microphone or headset, there are several USB 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 USB headset/microphone must be plugged in at all times while playing the game. Before booting up the game, make sure to plug in a headset/microphone. The headset/microphone connects to either of the USB connectors, located on the front of the PlayStation®2. With the USB symbol facing up, insert the headset/microphone cable into one of the USB connectors. **Karaoke Revolution™ Volume 3** supports up to two microphones/headsets at a time.

Two USB 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. Normally, this will be the microphone connected to the top USB port.

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 Mic Gain.

Introduction

Grab a friend and get ready – the ultimate party game now has duets! **Karaoke Revolution™ Volume 3** returns with support for two microphones and an all new lineup of current hits and karaoke classics. Two players can play as a team and sing duets, or battle head-to-head in several different game modes specifically designed for two microphones.

Karaoke Revolution™ Volume 3 allows you to sing your favorite songs in thrilling concert venues in front of a live 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 judging level 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, step up to the mic, and start singing!

Main Menu

Quick Play

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

Single Player

Game modes for one player:

- **Showtime** – Start your career as a singer and work your way to the top.
- **Medley** – Customize and perform your own song medley.

Multi Player

Game modes for up to eight players. Players take turns singing with one microphone:

- **Medley** – Perform song medleys and compete for the highest score (for 2 to 8 players)
- **Arcade** – Take turns singing to see who can score the most points and win the most rounds (for 2 to 8 players)
- **Karaoke Competition** – There is no scoring in this mode; each contestant votes on the performances (for 3 to 8 players)

Duet

Game modes that feature two players singing at the same time:
(2 microphones/headsets required)

- **Duets** – Two players play as a team and sing together for a combined score; includes traditional duets and regular songs (for 1 to 4 teams of 2 players)
- **Sing-Off** – Players sing alternating phrases and directly compete for the highest score (for 2 players)
- **Knockout** – Battle head-to head on the same song while trying to knockout the opponent (for 2 players)

Karaoke

Standard Karaoke singing with no scoring, for one or two singers.

Training

Learn the basics of the game interface and how to play **Karaoke Revolution™ Volume 3**.

Extras

View lots of extra goodies including high scores, credits, videos, and cheats.

Options

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

Prepare to Sing

Select Character

When you begin a new game, you will be able to customize your main character.

USERNAME

Select an existing name or enter a new name. You can delete any name in the list by pressing the ▣ button.

CHARACTER

There are 12 main characters and 10 special characters to choose from, plus additional characters that you can unlock in Showtime Mode.

OUTFIT

Select an outfit for your character. New outfits will become available as you play through the game. Some of the special characters only have 1 outfit available.

JUDGING LEVEL

Determines how closely the vocal analyzer judges your singing performance against the original song (see Judging Level below).

When you proceed to the next screen, your username, character, outfit and judging level will be automatically saved to the memory card.

Judging Level

In **Karaoke Revolution™ Volume 3**, we offer four different judging levels for each player's vocal performance:

EASY
MEDIUM
HARD
EXPERT

Your singing will be judged and rated as you play the game. Each player is able to scale the judging difficulty individually, so that everyone has fun no matter how well they can sing. 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.

NOTE: Judging Level is not available in the Karaoke and Karaoke Competition modes of play since there is no scoring in these modes.

Prepare to Sing

Select Venue

There are 13 unique venues to choose from. You must complete Showtime Mode in order to unlock all of the venues in the game. Press the ◉ button to select a random venue (all modes except Showtime).

GARAGE	Invite people over and put on a show in your garage.
THE PARTY	Sing in front of your friends at a local house party.
CENTRAL STATION	Take it to the streets and sing in the subway station.
THE PIT STOP	Play with your new band in the local rock club.
COUNTY FAIR	Strut your stuff on a big outdoor stage at the county fair.
THE WAGON WHEEL	Holler and howl in this wild country bar.
MUSIC VIDEO	Shoot your first music video with a variety of backdrops.
SUPERSTAR TV	Make an appearance on a new television show.
CLUB AVALANCHE	Bust out the jams in the hottest new club in town.
HMX RECORDS	Promote your band with a live appearance in a record store.
ROYAL HALL	Entertain the crowd in an elegant and stately concert hall.
THE ROOFTOP	Showcase your skills high above the city streets.
ENORMOBOWL	Perform live in the biggest concert venue in the world!

FULL SCREEN LYRICS Full screen lyrics will be displayed (only available in Karaoke Modes)

Prepare to Sing

Select Song

Highlight a song on the list to view additional information and hear a short preview of the song. You can press the ◉ button to select a random song on the list.

Song information:

SONG LENGTH Length of the song in minutes:seconds format.

HIGH SCORE High score for the song at the current judging level.

COMPLEXITY The mic icons indicate the overall complexity of the song:

- ♪ Easiest songs to sing
- ♪♪ Medium song complexity
- ♪♪♪ Most difficult songs to sing

Depending on the game mode, you may be presented with additional options after you select the song you wish to sing:

PERFORM Perform the song in front of a live crowd with scoring turned on. (Showtime)

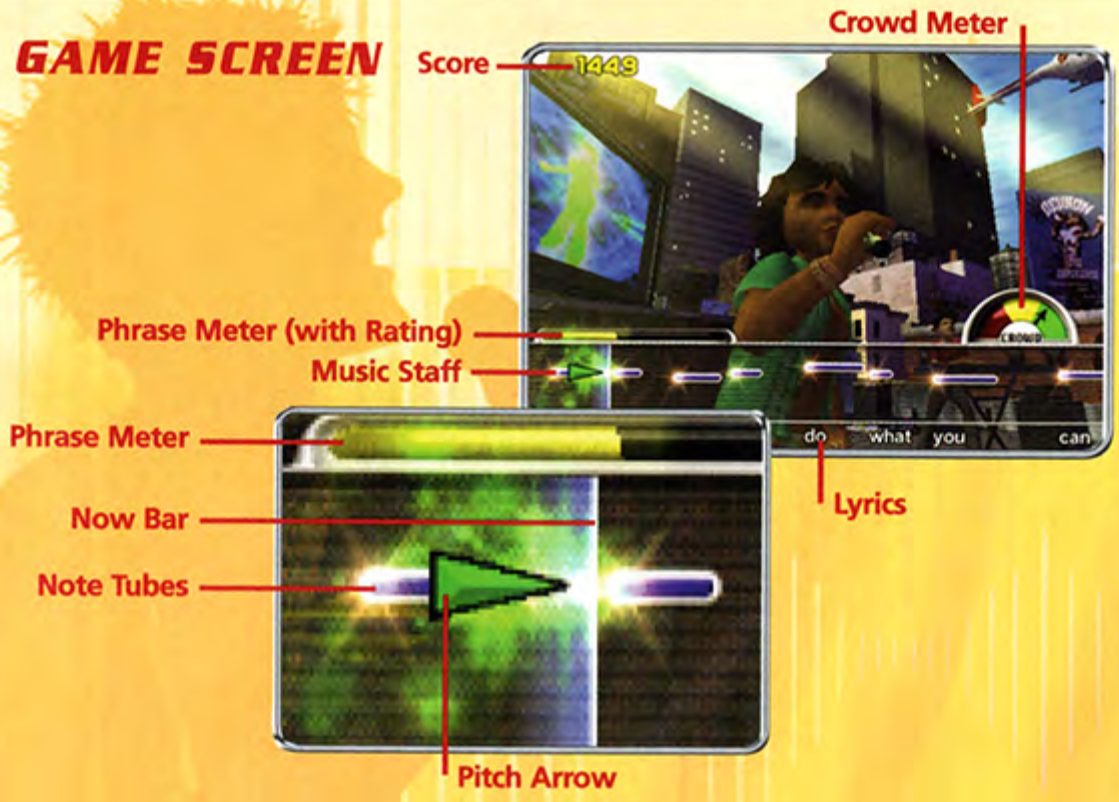
FULL SONG Sing the full version of the song with scoring turned on. (Quick Play, Arcade, Duets, Karaoke Competition)

SHORT SONG Sing a short version of the song with scoring turned on. (Quick Play, Arcade, Duets, Karaoke Competition)

PRACTICE Practice the song before you are ready to perform the song for points. Scoring is turned off and you will not get booed off of the stage. (Quick Play, Showtime, Duets with one team)

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 length 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.

Phrases

A **Phrase** is considered to be one line of lyrics within the song. The end of each phrase is designated by a **Phrase Marker**. When the phrase marker reaches the now bar, you have completed that phrase and a new phrase will begin.

How to Play

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**, **OK**, **GOOD**, or **GREAT**.

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 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 of 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 "Combo: Max!" will be displayed on the screen. Continue to score "Good or "Great" to keep the combo going.

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.

How to Play

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 shows how well you performed overall and how close you were to receiving an award.

Additional information is listed below:

SONG	Name of the song performed
PLAYER	Username of current player
HIGH SCORE	Current high score or new high score
HIGHEST COMBO	Highest combo achieved
JUDGING LEVEL	Judging level for the song

If you score enough points, you will be awarded a gold or platinum record. Win gold and platinum records in Showtime Mode to unlock special items in the game.

How to Play

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 the microphone. We recommend that you access the Microphone Setup screen in Options to adjust the Mic Gain.

Headset Earpiece – If you are using a USB headset, you will be able to listen to your own voice through the earpiece without any music. This is like having your own professional in-ear monitor! You can control the volume level of the earpiece during a song by holding the ⊗ button and pressing the directional buttons up/down.

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 in Showtime and Quick Play, and a Karaoke Mode which you can use to practice the songs. You can also practice up on your duet parts and harmonies in Duets Mode, when only 1 team is selected.

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.

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 cleanly without any distortion in your voice.

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

Unlocked Items – All of the items that you unlock in the Single Player Modes will become globally 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).

Game Modes

QUICK PLAY

Quick Play makes it easy to sing a song without having to enter a full game mode. Choose your character, judging level, venue and any song from the list, then start singing!

Quick Play 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, then let the next person choose what they want to sing.

SINGLE PLAYER MODES

Showtime

Warm up your vocal cords, step up to the mic, and begin your career as a professional singer. In Showtime Mode, you work your way to the top by starting out in your garage and singing through all of the venues until you reach the Enormobowl!

Within each venue, you will be given a selection of 4 songs to choose from. You must complete at least 1 song before moving on to the next stage. If you can make it through all 8 stages and win some awards along the way, you will unlock all sorts of cool stuff that can be used in any of the game modes. You haven't completely conquered Showtime Mode until you have obtained a platinum record on every song available.

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, set the number of songs (3, 4 or 5) you would like to include in the medley. Next, select the songs you wish to include in the medley. 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, CONTINUE 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.

Game Modes

MULTI PLAYER MODES

Medley

This is the multiplayer version of Medley Mode for 2 to 8 players. The players take turns singing song medleys and their scores are compared at the end of each round. Score the most points and win the most rounds to beat the competition!

When you begin a multiplayer medley game, there are several options to set for the game:

PLAYERS	Number of players in the game (2-8)
SONGS	Number of song clips in the medleys (3-5)
ROUNDS	Number of rounds in the game (1-5)
RANDOM ROUNDS	
NO RANDOM ROUNDS	Players select the songs
RANDOM LAST ROUND	Songs are randomly selected in the last round
ALL RANDOM ROUNDS	Songs are randomly selected in all rounds

At the beginning of every round, the players select the songs they wish to place in their song medleys. If the Random Rounds option is active, the song selection will be randomly generated for that round.

Arcade

In Arcade Mode, 2 to 8 players take turns singing individual songs to see who can get the highest score and win the most rounds. Each player will be able to select their own judging level along with their character, so expert singers can handicap themselves against novices.

Game Modes

When you begin a multiplayer arcade game, there are several options to set for the game:

PLAYERS Number of players in the game (2-8)
ROUNDS Number of rounds in the game (1-5)
RANDOM ROUNDS
- **NO RANDOM ROUNDS** Players select the songs
- **RANDOM LAST ROUND** Songs are randomly selected in the last round
- **ALL RANDOM ROUNDS** Songs are randomly selected in all rounds

FULL/SHORT SONG Sing the full (normal) version or short version of the songs.

At the end of each round, you will be brought to the Round Recap Screen which has information about your progress in the current game. A final winner is declared at the end of the game.

Karaoke Competition

This is a multi player version of Karaoke for 3 to 8 players. Instead of the game system rating your performance, the contestants themselves are the judges. At the end of each song, the players will get a chance to secretly rate the performance of the singer. The player with the highest overall rating at the end of the final round wins the competition.

DUET MODES

All of the duet modes require 2 microphones in order to play.

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 duet icon 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 all react based off of the team 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.

When you begin a Multi Team Duets game, there are several options to set for the game:

TEAMS Number of 2 player teams in the game (2-4)

ROUNDS Number of rounds in the game (1-5)

RANDOM ROUNDS

- **NO RANDOM ROUNDS** Players select the songs
- **RANDOM LAST ROUND** Songs are randomly selected in the last round
- **ALL RANDOM ROUNDS** Songs are randomly selected in all rounds

FULL/SHORT SONG Sing the full (normal) version or short version of the songs.

PRACTICE If only one team is selected in Duets, a Practice option is available before you perform the song. Use this option to practice difficult duet sections or get your harmonies down.

If you had previously selected a song with the duet icon, you are taken to a special setup screen. Each player is able to check their microphone and select the vocal part they wish to sing (male vocal, female vocal, etc.). You can hear a short preview by highlighting each vocal part. Press the left or right directional buttons to switch vocal parts.

On the Duets Practice screen, you are given an additional option. The volume level of each vocal part can be changed to Loud or Soft. This is especially useful when learning a particular vocal part; you can set the volume of the other vocal to Soft in order to hear your part more clearly. You can also lower the overall music volume and raise the lead vocals volume to make your part stand out. Keep practicing those difficult harmonies!

Game Modes

Sing-Off Mode

In Sing-Off Mode, two players try to top each other as they sing alternating phrases. 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, there are several options to set for the game:

BEST OF Number of rounds in the series (1, 3 or 5)

RANDOM ROUNDS

- **NO RANDOM ROUNDS** Players select the songs
- **RANDOM LAST ROUND** Songs are randomly selected in the last round
- **ALL RANDOM ROUNDS** Songs are randomly selected in all rounds

FULL/SHORT SONG Sing the full (normal) version or short version of the songs.

Note: The match will end as soon as a player reaches the total number of rounds required to win, even if the total number of rounds have not been completed.

Knockout Mode

In Knockout Mode, two players go head-to-head and sing the same song in order to knockout their opponent. In order to score a knockout, a player must consistently receive better phrase ratings than their opponent.

A Knockout Meter tracks each player's progress during a song. At the end of each phrase, the knockout meter moves based on the difference between each player's phrase rating. The player that scores the higher rating for that phrase will fill the knockout 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 knockout meter is completely filled with a player's color, their 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.

When you begin a Knockout game, there are several options to set for the game:

BEST OF Number of rounds in the series (1, 3 or 5)
RANDOM ROUNDS
- **NO RANDOM ROUNDS** Players select the songs
- **RANDOM LAST ROUND** Songs are randomly selected in the last round
- **ALL RANDOM ROUNDS** Songs are randomly selected in all rounds

FULL/SHORT SONG Sing the full (normal) version or short version of the songs.

Note: The match will end as soon as a player reaches the total number of rounds required to win, even if the total number of rounds have not been completed.

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.

When you first enter this mode, you are given an option for One Singer or Two Singers. If One Singer is selected, there is an additional "Full Screen Lyrics" venue that is available on the Select Venue screen. This venue will display stationary lyrics on the entire screen, just like standard karaoke. If you select Two Singers, each player picks their own character, and the duet songs have a separate line of lyrics for each player.

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.

Extras

High Scores

While you play the game, high scores will be saved for every full length song (high scores are not saved in Duet modes). You can check all of your high scores here. A high score is displayed for every song at each judging level.

Credits

Review the list of people who contributed lots of time, effort, and hard work (not to mention some really great singing) to bring you **Karaoke Revolution™ Volume 3**.

Videos

You can view a behind the scenes video here.

Cheats

Cheat codes will be listed here after you unlock them in Showtime.

Options

Microphone Setup

In Microphone Setup, you can adjust the Mic Gain, which is the input level of the microphone. We recommend using the default setting unless the microphone does not seem to be picking up your voice properly. Turn up the Mic Gain if the microphone is not picking up your voice properly. Keep in mind that you may experience distortion if you turn up the Mic Gain too high.

Sound Setup

Many of these settings can be changed with the DUALSHOCK®2 analog controller while a song is playing. See CONTROLS for more details:

MUSIC	Volume level of the background music track.
LEAD VOCALS	Volume level of the original lead vocals in the song.
SOUND FX	Volume level of the sound effects within the game.
MIC VOLUME	Volume level of the microphone playback through the speakers (different than Mic Gain).
EARPIECE	Volume level of your voice in the earpiece monitor (headset only).

Display Setup

MUSIC STAFF	Turn the music staff and the meters ON/OFF.
LYRICS	Turn the lyrics ON/OFF.

Save/Load

Your progress will automatically be saved as you play the game and loaded each time you boot up the game. However, if you have just inserted a memory card (8MB) (for PlayStation®2) 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 save game file.
LOAD	Load your game from the memory card (8MB) (for PlayStation®2).
REFRESH	Refresh the screen if a new memory card (8MB) (for PlayStation®2) has been inserted.
AUTOSAVE	Turn the Autosave feature ON/OFF. Remember, if you turn Autosave OFF, you will have to manually save your progress.

Credits

HARMONIX

PROJECT MANAGEMENT

Project Leader	Tracy Rosenthal-Newsom
Creative Director	Josh "Robotkid" Randall
Director of Technology	Eran Egozy
Art Director	Ryan Lesser
Music Director	Kasson Crooker
QA Manager	Paul Gallo

PROGRAMMING TEAM

Lead Programmers	Steve Merel, Christine Legge
Engine Programmer	Eric Malafeew
Programmer	Damian Frank

MUSIC TEAM

Audio Lead	Pete Maguire
Sound Designers	Jeff Allen, Sachi Sato, Uygar "Nomad" Ovunc

ART TEAM

Art Lead	Adolph Wong
Character Designers	Jennifer Hrabota Lesser, Matthew Gilpin
3D Character Artists	Jennifer Hrabota Lesser, Matt Taylor, Matthew Gilpin
Venue Artists	David Flamburis, Brian Gibson, Dare Matheson
Game Shell, HUD Artists	Kevin McGinnis, Jason Arnone
Lip Sync Animators	Chris Saraullo, Joey Kan, David Schlafman
Character Animator	Antonio Bolfo
Video Artist	Frank Difficult

QUALITY ASSURANCE

Lead Tester	DeVron Warner
Testers	Robynn Amy, Sean Baptiste, Phil Beaudreau, Shannon Chwialkowski, Stefan Colson, Jeannine Hebb, Naoko Takamoto, Reuben Taube

HARMONIX MANAGEMENT

CEO	Alex Rigopulos
CTO	Eran Egozy
CFO	Mike Dornbrook
VP Product Development	Greg LoPiccolo
Seneschal	Kris Fell
Network Admin	Ed Selvaraj
Fonts	fontalicious.com, Pixel Surgeon, Iconian Fonts, Ray Larabie
Images	Jason Kendall, Getty Images, Audrey Welch, Josh Lewis
Special Thanks	Gene Landy, Newbury Comics

WAVEGROUP SOUND

Music/Vocals Recorded & Produced at WaveGroup Sound (Fremont, CA)
Additional Music/Vocals Recorded & Produced by Robert Berry at SoundTek Studios (Campbell, CA)
Additional Music Recorded & Produced by Lyle Workman at Lyleworks (Glendale, CA)
Additional Music Recorded and Produced by Lance Taber (Sacramento, CA)

Executive Music Producer	Will Littlejohn
Additional Production Services	Darryl C. Anders, Robert Berry, Scott Dugdale, Lance Taber, Lyle Workman
Guitar	Ken Harrill, Lance Taber, Lyle Workman
Bass	Darryl C. Anders, Robert Berry, Lyle Workman

Credits

Drums, Percussion, Congas	Robert Berry, Gregg Bissonette, Scott Dugdale, Will Littlejohn, Bryant Mills, Tearle Tomlin, Joey Waronker
Keyboards, Piano, Organ	Robert Berry, Scott Dugdale, Will Littlejohn
Horns & Flute	Gavin DiStasi, Melecio Magdaluyo
Vocalists	Darryl C. Anders, Sheida Ansari, Stephanya Barranti, Robert Berry, Larry Braggs, Brad Brooks, Andrew Chaikin, Frank Clary, Mary Ellen Duell, Thom Duell, Scott Dugdale, Indra Jones, Daline Jones-Weber, Michael Larsen, Tony Lindsay, Mark Lee, Lisabell, Will Littlejohn, Brooks Lundy, Chris Perry, Danny Shorago, Peter Steinbach, Kenny Washington, Austin Willacy, Susan Zelinsky
Sound Effects	Mark Lee, Will Littlejohn
Engineers	Robert Berry, Scott Dugdale, Bill Frank, Mark Lee, Will Littlejohn, Sue Pelmulder, Peter Steinbach, Lance Taber, Lyle Workman
Assistant Engineers	Frank Clary, Tearle Tomlin, Gin Wesener
Programmers	Robert Berry, Scott Dugdale, Will Littlejohn
Talent Coordination	Leslie Barton

Special Thanks to Sky Greenawalt

KONAMI DIGITAL ENTERTAINMENT - AMERICA

PRODUCTION

Senior Producer	Michael McHale
Associate Producer	Shawn Green
VP of Development	Kurt Busch
Executive Liaison	Tomoko Matsubayashi
Additional Production Assistance	Brand Inman
Design & Music Direction	Michael McHale, Shawn Green
QA Manager	Michael Klug
QA Assistant Manager	Tsuyoshi "Yashiki" Arayashiki
Senior QA Lead	Keith Matejka
QA Liaison	Hiromi Nakajima
Assistant Staff Leads	Jon Rivera, Jacqueline Jaszka
Lead Tester	Ted Lange
Testers	John An, Kevin Chen, Gabriel Darone, Andrew Fitch, Melissa Hadley, Michael Larsen, Joe Longworth, Catherine Mitsunaga, Rob Morgan, Brian Perez, Renee Ya

LICENSING

VP of Content Licensing	Linda Osher
Executive Assistant	Natalie Martin

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Associate Director of Creative Services	Monique Catley
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Associate Manager of PR	Peter Nguyen
Product Website	Mike Dobbins
Package Design and Layout	Eclipse Advertising, Inc., Philip Travisano

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Thanks to Ritche Corpus, Robert Jacobson, Cameron Little, Mike Smith, Fred Swan, Mitch Kampf, Joe Kreiner and everyone at Logitech for the Logitech® USB Microphone for PlayStation®2

Lip sync data created with Impersonator™ from OC3 Entertainment, Inc. Thanks to Doug Perkowski, Jamie Redmond and John Briggs at OC3.

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General Manager	Tetsuya Hiyoshi
Product Manager	Yoko Sekiguchi
License Support	Yoko Ishioka

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Vocals by Cynthia Harrell

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WAITING FOR YOU
Lyrics by Hiroyuki Owaku (Japanese) and Joe Romersa (English)
Music by Akira Yamaoka
Vocals by Melissa Williamson

WHEN I'M GONE
(Brad Arnold, Matthew Roberts, Robert Harrell, Christopher Henderson)
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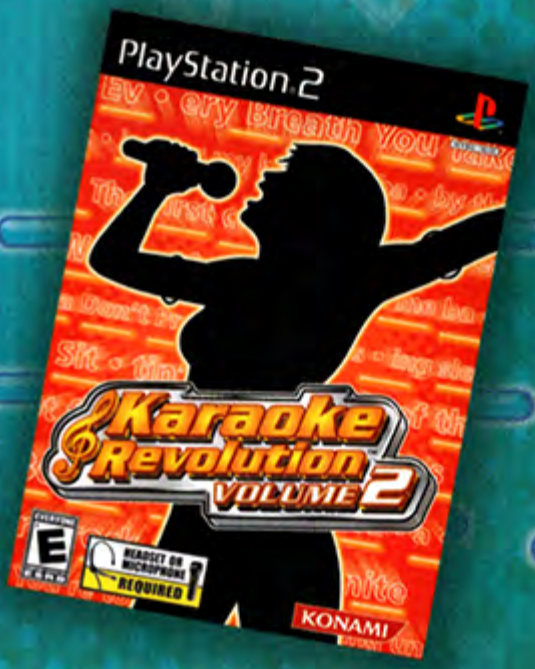

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