



**the voice**



**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### **Important Health Warning: Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

# USING THE MICROPHONE:

1. Connect the USB microphone to an unused USB port on the console. Any USB microphone that can be used on your Xbox 360 should work.
2. Start the game.
3. Notice the microphone icons in the top right corner of the song selections screens. The icons will light up when audio is received from a connected microphone. This is a great way to confirm that a microphone is connected before starting a song.
4. Select mode to play and begin singing!



# CONTROLS



# SEASON MODE

This is the main game mode, and it mirrors the format of the live competition. Get ready to compete through all of the rounds in a bid to be crowned The Voice. This can be played solo or with a friend in the same room. The types of rounds are:

**BLIND AUDITIONS** - Compete in the first round of The Voice by singing for the four coaches of the season. Just like in the show, their chairs are turned so they will be voting on the quality of your singing. This is your chance to impress them with your skills and get them to vote for you. If more than one coach votes, then the power is in your hands to choose a coach for the season.

**THE BATTLES (ROUNDS 1 AND 2)** - Go head to head against another contestant. Take turns singing verses and collaborate on choruses. Be sure to impress your coach as he/she will decide if you will progress to the next round. Remember, even if you don't move to the next round with your coach there is always the chance another coach could steal you away if they like what they hear!

**THE PLAYOFFS** - Put in your best performance to make it into your coach's final three for the Live shots. There are no more steals so make sure you choose the right song and give it your best.

**LIVE SHOWS** - Each coach enters the live shows with three artists, creating the top 12. Each singer gets to sing one song and the top four, who receive the most votes, progress to the semi-final.

**FINAL 12** - The top 12 contestants perform songs to compete for the most votes. The top 8 advance to the quarter finals.

**QUARTER-FINALS** - The top 8 contestants from final 12 perform songs to compete for the most votes. The top four advance to the semi-finals.

**SEMI-FINALS** - The top six contestants from quarter-finals perform songs to compete for the most votes. The top two advance to the finals.

**FINAL** - Four contestant must choose a song to perform. The top singer with the most votes is the winner.

# QUICK PLAY

This mode is a straightforward singing mode where you can sing solo, duet, compete head to head or in a sing-off in an attempt to achieve the highest score possible.

**SOLO** - Sing to achieve the highest score. A results screen provides performance statistics.

**DUETS** - Two players sing co-operatively, playing at the same time. A combined score and individual scores are displayed at the end. Each player has their own pitch board and lyric display (as if they were playing head to head).

**HEAD TO HEAD** - Two players sing at the same time singing the whole song together. Each player has their own pitch board and lyric display. Aim to score higher than your opponent. At the end of a song, results and statistics are displayed for each player and the winner is declared.

**SING-OFF** - Two players take turns singing sections of a song. Each player has their own pitch board and lyric display. Aim to score higher than your opponent.

## VOICE PARTY

Enjoy the game with several people using Voice Party mode. This mode supports up to two microphones.

## AUDITION FEVER

Each player gets their chance to impress the judges. Players sing head to head and score a bonus each time a judge votes for them.

- Audition Fever: head-to-head battle where players both sing the entire song.
- The player with the highest score wins the match. At the end of the game, the player who received the most votes over the course of the game wins.

## BATTLES

Party battles are very similar to the battles in Season mode. Take part in a sing-off to steal points from opponents at specific "spotlight" sections of the songs.

## **VOICE TRAP**

Challenge your opponent in Voice Trap. Sing head to head for the higher score but watch for power-up traps as you progress through each multiplier level!

- Moving up a multiplier level begins trap setting for your own pitch board.
- At level 1 (x2 Multiplier level) you will start to receive 'bomb notes'. Sing on any of these highlighted lozenges and lose your current multiplier level.
- Moving to level 2 multiplier will cause your pitch board to flip so vocal runs moving upward are displayed as running down.
- Reaching level 3 will cause your lyric display to flip and your pitch board to reverse.
- Receiving a no score or 'red' for a page will mean a score and multiplier is knocked down to zero.

## **A VOCAL COACH**

The player can learn through a series of games and challenges that are themed around particular vocal skills. Vocal coach lessons vary from beginner items like lip trills and octave jumps to more difficult techniques like harmonies, power notes and rhythm changes.

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