



XBOX 360

KINECT™

DANCE™ CENTRAL



⚠ WARNING Before playing this game, read the Xbox 360® console instructions, Xbox 360 Kinect™ Sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to www.xbox.com/support or call Xbox Customer Support.

For additional safety information, see the inside back cover.

Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

WELCOME TO DANCE CENTRAL

It's time to show the world what you're made of. In *Dance Central*, you'll learn impressive moves, dominate full routines, and work your way up from Wallflower to Living Legend!



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HOW TO GET HELP WITH KINECT

Need to calibrate the Kinect™ Sensor? You can access the Kinect Tuner at any time to adjust the settings of your sensor by pausing the game and selecting Kinect Tuner, selecting Kinect Tuner in the Options menu, or via the Kinect Guide.

To open the Kinect Guide, hover your pointer over the guide icon in the lower left hand side of the screen.

To find more information about Kinect, including tutorials, go to www.xbox.com/support.

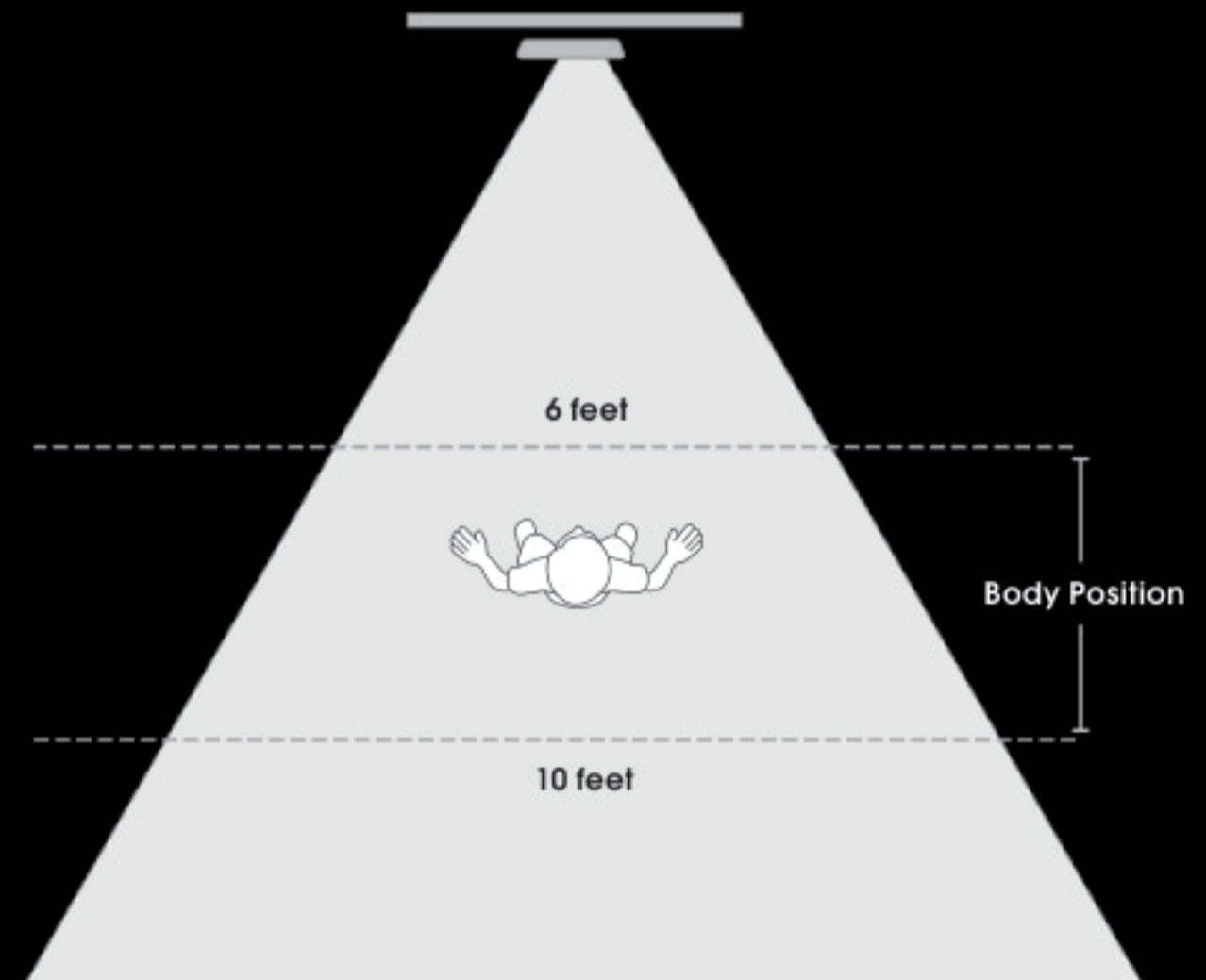
KINECT CALIBRATION CARD

If the sensor isn't recognizing your gestures, try calibrating it using the included Kinect Sensor Calibration Card. Open the Kinect Guide, then select Kinect Tuner. From there, run sensor calibration with the included calibration card. Keep the card for future use.



SETTING UP YOUR SPACE

- Put your Kinect Sensor in a place it can easily see you. Under your TV is usually the best spot.
- Get noticed! Don't stand too close to the sensor, or too far away. Between 6 and 10 feet is ideal. Once you're visible from head to toe in the helper frame, you're good to go.
- Clear the area! Prior to popping and locking, take a look around your play space. Is everything out of the way? Be sure you've got enough room to move so nothing gets broken when you Break It Down.
- Don't have much space to dance in? No problem! Try placing the sensor higher up to get a better field of view. Just make sure that wherever you set up your sensor, it's not likely to take a tumble while you dance.



NAVIGATING THE MENUS

You can fully navigate all menus in *Dance Central* without an Xbox 360 controller, through gestural input using Kinect.




Hold your right arm out to the side to highlight menu items. The height of your hand will determine which item you have highlighted in the menu.

Scroll through songs quickly by raising or lowering your hand until the directional arrows appear to the left of the song list.

Swipe your arm across your body horizontally to select the highlighted button.


Return to previous screens by swiping BACK in the lower left corner of the screen with your left hand.

NAVIGATING MENUS WITH AN XBOX 360 CONTROLLER

Press any button on the controller to navigate menus using your controller. Press  on the controller to exit Controller Mode and navigate using your body.

Pausing the Game

Need to take a break? You can pause the game at any time by:

- Activating the Kinect Guide.
- Pressing  on the controller.
- Stepping out of view of the camera. The game will automatically pause if it can't see any players.

THE HELPER FRAME

At all times, there will be a small frame on-screen that will show you what Kinect can see.

The active player is always marked as white in the helper frame. Make sure you're visible from head to toe in the helper frame so the Kinect Sensor can see all your sweet moves.

Inactive players are marked as gray in the helper frame. To switch between players, simply step in to the center of the Kinect Sensor's field of view. You'll know you're the active player when your silhouette is highlighted and switches from gray to white.

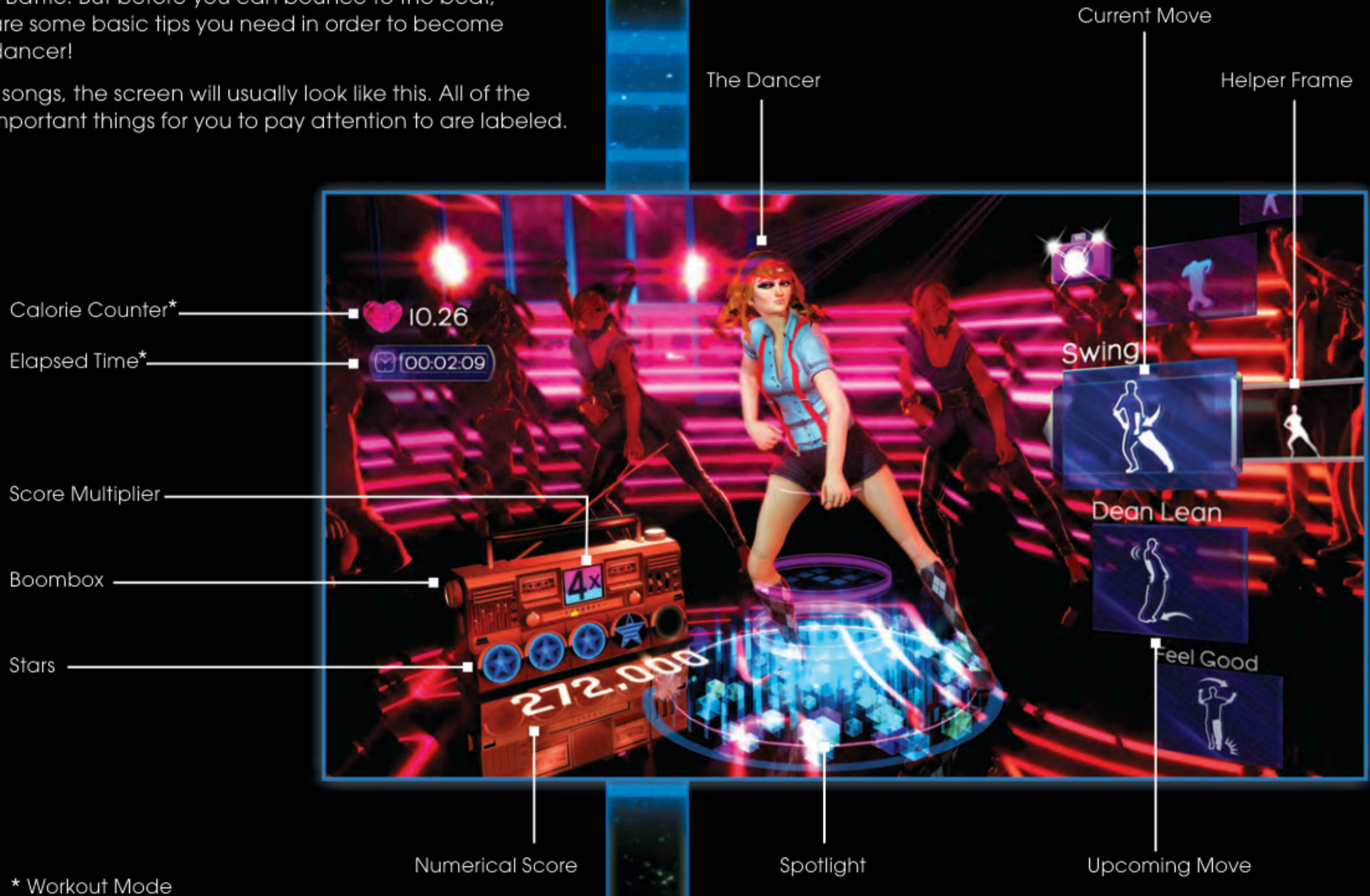


HOW TO PLAY DANCE CENTRAL

THE BASICS

There are three main ways to play Dance Central. For each song, you can either Break it Down, Perform It!, or have a Dance Battle. But before you can bounce to the beat, there are some basic tips you need in order to become a pro dancer!

During songs, the screen will usually look like this. All of the most important things for you to pay attention to are labeled.



MIMIC THE MOVES OF THE DANCER!

Dance Central is all about mirroring the moves of the on-screen dancer to the rhythm of the song. When the dancer moves to your left, move left. When the dancer moves to your right, move right.

Limb Feedback

Watch out for red outlines on the limbs of the dancer. These appear when you're not quite nailing a move, and indicate which part of the move you need to work on.



Dance Central will never fail you out in the middle of a song for missing moves, but if your clothes are too loose, they could make it difficult for the Kinect Sensor to accurately track your movement.

SPOTLIGHT

Perform moves accurately to fill up the Spotlight. The better your performance, the faster the Spotlight grows and fills with color. The Spotlight colors change from red, to yellow, to green, to blue when you perform moves accurately. Perform perfectly for a "Flawless!!!" result to earn bonus points!

FLASHCARDS

Each move in the game has a corresponding Flashcard and name. Memorize Flashcards to keep up with moves more easily. The best place to learn moves and their matching Flashcards is in Break It Down.

DOUBLE-UP MOVE FLASHCARDS

Sometimes, the last part of a move will "double-up" on one side, before going on to the next move in the routine.

When you're ready to Perform It, keep your eye out for the D so you know when it's time to double-up.

If you're having a hard time, try the track in Break It Down. We'll call out double-up moves during Break It Down so you know what to expect.



THE BOOMBOX

Score Multiplier

Nail multiple moves in a row to increase your score multiplier and earn massive bonus points. Push your multiplier to the max to transform the venue into a real dance floor!

Stars

You can earn up to five Stars for any given performance. Give a perfect performance to earn Gold Stars!

Score

Try to beat your own high score, or your friends' scores, on the Xbox LIVE Leaderboards!



DANCE

CHOOSING A SONG

Time to strut your stuff – learn routines, battle a friend, or just get out there and perform.

- Select Dance!, then choose the song you wish to dance to!
- The song routine's difficulty displays beneath the artist's name and album art on the left of the screen.

CHOOSING A MODE

After selecting a song, it's time to choose your Mode. Rehearse your moves in Break It Down, get out there in front of a crowd and Perform It!, or prove yourself with a two player Dance Battle.

CHOOSING A SKILL LEVEL

After choosing a Mode, it's time to choose your Skill Level.

EASY routines are simplified, with fewer moves and more repetition in the routine.

MEDIUM routines add more moves and variety to the routine.

HARD routines add a lot more moves, and switch between moves more often.



GETTING TO KNOW EACH MODE

BREAK IT DOWN

Dancing in front of a crowd can be daunting. In Break It Down you'll learn all the moves, routines, and skills needed to get out in front of an audience.

Here's what you need to know in order to get each routine down pat and perfected:

- Watch the first demonstration of a move, then nail it three times to proceed to the next move. If it's a move you already know, nail it during the demonstration to earn a Diamond!
- If you're having trouble with a move, don't worry; you'll hear verbal instructions on how to get it down. If you're really struggling, select Slow It Down with your left hand to get a better look! When you're done focusing on a move, just select Speed It Up.
- Have you learned a move, but feel like you need to give it some more focus? Between moves, Retry appears in the upper left corner of the screen. Swipe Retry with your left hand to return to the previous move.

SLOW IT DOWN

SPEED IT UP

RETRY

Put it all together! Learning individual moves is one thing, but real dance skill comes from stringing moves together. When a Recap hits, try your best to nail every move and earn a perfect score!

PERFORM IT!

Ready to get out there and show off those moves? Jump into PERFORM IT!

In the middle of each song, you'll get the chance to show off your own moves in Freestyle! Nail moves marked with a camera icon to earn photo ops. You can view your photos on the Results Screen at the end of the song. Feeling camera shy? Freestyle Photo Shoots can be disabled in the Options menu, under A/V Settings.

Not quite ready to take center stage? Perform as a backup dancer during a friend's dance routine to really nail those moves and get ready for the limelight. Just make sure you're not in the center of the Kinect Sensor's field of view to keep from taking over the performance.

DANCE BATTLE

Got a grudge to settle? Prove you're the best on the block with this multiplayer mode!

During a Dance Battle, two players will take turns dancing to portions of a track. The player who earns the highest score wins!

It isn't all about competing, though. During a Dance Battle both players will work to earn up to five stars together. Earn as many stars as you can together to unlock bonus content!

Choosing Your Skill Level in Dance Battle

If you've chosen Dance Battle, both players will choose their own skill level. Player One will choose first, followed by Player Two.

RANKING UP AND UNLOCKING CONTENT

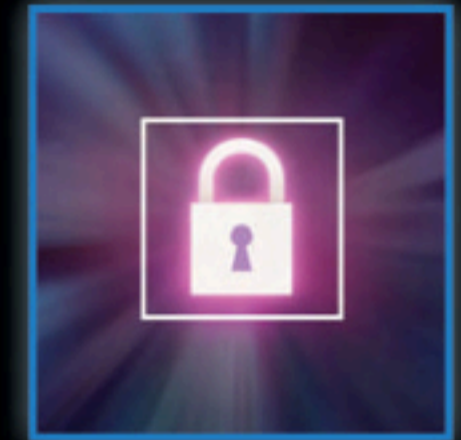
Ranking Up

In *Dance Central*, you need to prove your skills if you want to work your way from Wallflower to Living Legend. Rank up by earning stars in Perform It!. A special prize awaits those who become a Living Legend...

Unlocking Content

Gain access to new venues, new looks for the dancers, harder routines, Challenges, and more!

Each piece of locked content will display this padlock: The first time you play each song in Perform It!, access to the Medium and Hard routines will be locked. Unlock these routines by earning at least 3 stars in Perform It! or passing 50 percent of moves in Break It Down. To view details on how to unlock an item, simply select the locked content.



PLAY!

Once you've selected the song you want to perform, you'll have a few extra options available on the PLAY! screen:

CHANGE VENUE to choose where you'll dance! Some venues may be locked; select a locked venue to view details on how to unlock it.

CHANGE DANCER to pick a character to work with! Once you've chosen a dancer, you can choose a look for them.

If you're playing in Perform It!, you'll have a couple of extra options:

WORKOUT MODE Toggle Workout Mode on to estimate how much energy you're burning while you dance! Once you've entered your weight and started the song, you can keep track of your workout with the current calories burned and elapsed time indicators on the left of the screen.

NO-FLASHCARDS Toggle Flashcards off to truly master routines or just show off your skills. If it turns out to be too difficult, return to the song options screen to turn flashcards back on. Turning Flashcards off becomes available only after you earn five Stars for the routine you want to perform.



YOUR STATS

Visit Your Stats from the Main Menu to track your dance stats and progress in *Dance Central*! These stats are brought to you by the mysterious ELIOT (Excessive Live Information Overload Tracker) system. Check back often to watch your skills improve and see how your preferences and rankings change!

OPTIONS

Manage your settings by selecting Options from the Main Menu.

KINECT TUNER

Having trouble with the Kinect Sensor? Select Kinect Tuner to adjust the settings on your sensor.

CALIBRATION SETTINGS

Do the dancer's movements seem out-of-sync with the music? Does the gameplay just seem rhythmically off? You may need to calibrate, especially if you have a complicated TV/stereo setup.

To change your calibration settings:

- Adjust the amount of offset by scrolling slowly up and down until the visual indicator on the screen lines up with the audio you're hearing. The animation of the visual indicator and the sound should match up completely.
- When you feel you've got the correct amount of offset, try dancing again. If the sync still seems wrong, try recalibrating.
- If you're still having trouble or want more information about optimal calibration, please visit www.dancecentral.com!

A/V SETTINGS

SURROUND SOUND Toggle Surround Sound on or off.

VIDEO OVERSCAN On some TVs, you may see a black border around the screen. Toggle Video Overscan on or off if you feel like *Dance Central* isn't taking up as much screen space as it should.

DISABLE PHOTOS Feeling camera shy? Toggle Disable Photos to turn Freestyle Photo Shoots off.

CROWD VOLUME Select a volume level, one through five, which will determine how loud the crowd will be.

EFFECTS VOLUME Select a volume level, one through five, which will determine how loud the effects will be.

AUTOSAVE

Toggle Autosave off if you would prefer to save manually, or re-enable it to ensure all your epic moves are saved regularly. Saving is supported for the active profile only. Achievements are awarded to all signed-in profiles, but if you want to save your progress, make sure yours is the active profile.



HELP

If you need a quick review, simply select Help. From here, you can view tutorials on how to Break It Down and Perform It!.

MOVIES

Select Movies to watch the opening and closing cinematics for *Dance Central* while you give your dancing shoes a rest.

CREDITS

Check out the Credits to find out about the fine-looking crew that created *Dance Central*!

BUY NEW DANCES

Select Buy New Dances from the main menu to get new songs for *Dance Central* via Xbox LIVE® Marketplace. Check back often for the latest downloadable tracks featuring unique routines and all-new choreography! To download new routines you must be connected to Xbox LIVE.



XBOX LIVE

Xbox LIVE is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with Kinect, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

XBOX LIVE LEADERBOARDS

Check out the leaderboards to see where you rank against the rest of the world! Scores posted to leaderboards are earned in Perform It!. Scores earned in No Flashcard mode are specially tagged on the leaderboards.

XBOX CUSTOMER SUPPORT

Technical support is available seven days a week including holidays.

Visit the Microsoft Kinect support page at www.xbox.com/support.

Talk to us on Twitter [@XboxSupport](https://twitter.com/XboxSupport).

Or:

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.
- In Brazil, call 0800 891 9835.
- In Chile, call 1230-020-6001.
- In Colombia, call 01-800-912-1830.

For information about Xbox LIVE, visit the Xbox LIVE page at www.xbox.com/live.

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www.dancecentral.com

To see credits for people who worked on this game,
go to www.dancecentral.com/credits.

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions 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 limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

! Playing Kinect Safely

Make sure you have enough space so you can move freely while playing. Gameplay with Kinect may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

Before playing: Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

While playing: Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

Before allowing children to use Kinect: Determine how each child can use Kinect and whether they should be supervised during these activities. If you allow children to use Kinect without supervision, be sure to explain all relevant safety and health information and instructions. **Make sure children using Kinect play safely** and within their limits, and make sure they understand proper use of the system.

To minimize eyestrain from glare: Position yourself at a comfortable distance from your monitor or television and the Kinect sensor; place your monitor or television and Kinect sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

Don't overexert yourself. Gameplay with Kinect may require varying amounts of physical activity. Consult a doctor before using Kinect if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes Kinect. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Stop and rest if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY, and consult a doctor.

See the Healthy Gaming Guide at www.xbox.com for more information.

Hang on to this code to keep on dancin'...



AVAILABLE NOW!



Online play, functionality, features and support for *Dance Central* and any and all other products and services of Harmonix Music Systems, Inc., MTV Networks, Microsoft and any third parties are provided solely on an "as is" and "as available" basis and may be modified, discontinued or unavailable at any time and at the sole discretion of the parties.

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