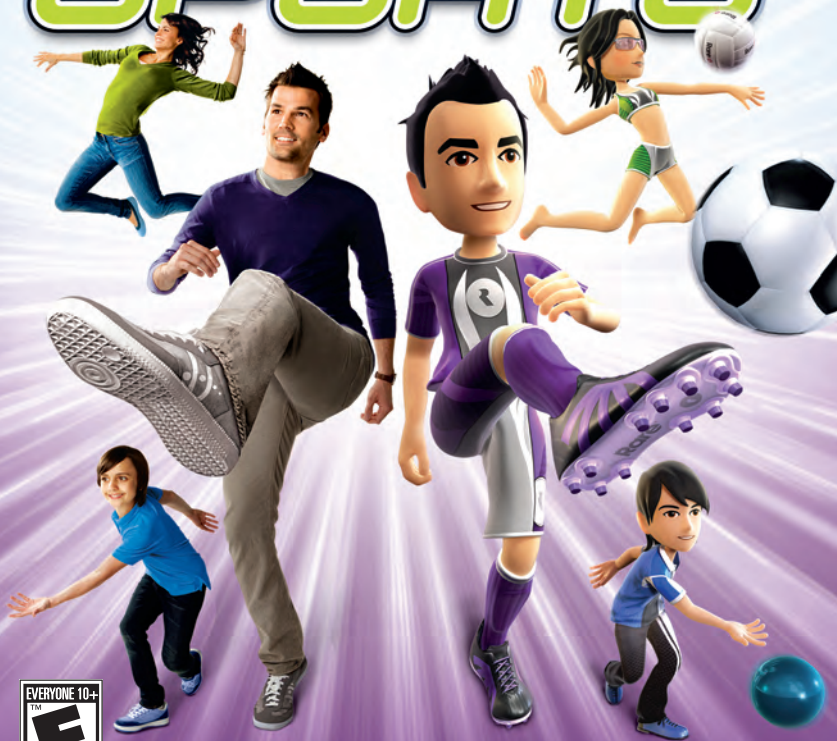


XBOX 360

KINECT™



KINECT™ SPORTS



⚠ 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 the Games

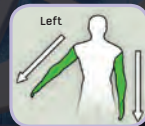
Glad you could make it! You won't regret signing up for the sporting event of a generation.

We hope you're ready for the challenge in whatever way you've chosen to compete today: against your own track record, *Kinect Sports'* stable of athletes, other players across the globe, or the boisterous tactics of friends and family live in your living room.

Play Space Setup

- ★ Place the Xbox 360 Kinect Sensor where it can see you, either just below your television or secured to the top (ensure that it won't fall).
- ★ Clear the play space of all furniture and other obstacles.
- ★ When playing a game alone, stand approximately six feet from the sensor. Move slightly farther back (between seven and ten feet) if two people are playing.
- ★ For best results, wear clothes that fit the contours of your body—nothing too loose or baggy.
- ★ Good lighting helps, but direct sunlight may cause interference.
- ★ If your television has a 'game mode' setting, turn it on to ensure that the game is as responsive to your movements as possible.

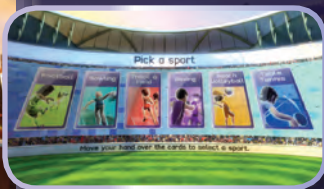
Game Menu and Kinect Guide



To bring up the *Kinect Sports* Game Menu (or the Kinect Guide if you're already on a menu screen), hold your left arm out diagonally at around 45° from your body until the Kinect Guide icon appears and activates at the bottom left of the screen. Be sure to face the sensor straight on and keep your right arm at your side.

The Kinect Tuner can be accessed from either of these places to help fix any problems you may be experiencing with the sensor. Use a wireless controller if the sensor can't see you. As soon as the Kinect Tuner successfully fixes the issue, return to using your hand as a pointer to get back into the game.

Getting Around



Your body is the controller! Use an outstretched arm to direct the on-screen pointer with your hand, making selections by hovering over labeled areas of the screen until they fill up. Ensure that only one person stands in front of the sensor when making selections.

Game Modes

After signing in with your Xbox 360 gamer profile or selecting a guest avatar, you'll have an opportunity to work the stadium crowd. Select **Play** to advance to the opening menu.

- ★ **Main Event** lets you choose a specific sport to play, either alone or with a friend (in the same room or over Xbox LIVE®).
- ★ **Party Play** suits a larger number of players together in the same room, packed with bursts of action from all events.
- ★ **Mini Games** are variations on the main events, such as time trials and survival matches, playable by up to four people.

Select **My Options** to switch tutorials on or off, change avatar clothes, adjust **Xbox LIVE Voice Chat** settings, or view game credits.

Team Setup

All events in *Kinect Sports* can be played against the opposition of your choice. Some also allow you to add a player as a cooperative teammate. Choose your opposition from the following:

- ★ **Friends & Family** are other players in the same room who can sign in with their own gamer profile or use a guest avatar.
- ★ **Computer Opponents** are those controlled by the game, and you get to decide how challenging they are!
- ★ **Online Opponents** are those joining in over Xbox LIVE (Gold Membership required).

Review & Confirm

If you're happy with your choices, select **Play Game** (or **Start Quick Match** to begin Xbox LIVE matchmaking and find online players).

There's still time to change your teammates and opposition, choose another sport, or try a different game mode entirely.

Tutorials

Each sport comes with a series of How to Play tutorial videos demonstrating the necessary gestures. After you've watched them at least once, these can be toggled on or off in the Tutorial Settings menu found in **My Options**.

Experience

As you get better at the game, you'll earn experience and pick up badges at certain milestones. Badges also unlock special awards for your avatar!

Show Off & Share

At the end of each game, you'll be treated to a video of your highlights. This footage is filmed as you play, with the most active parts edited together for the end result—so be sure to put everything into your performance!

If you're signed in to an Xbox LIVE gamer profile, you can select **Upload Highlights** to send your highlights clip to www.kinectshare.com. From this website you can then download the footage to your computer or Show Off & Share with your friends, sending it straight to popular sites like Facebook and Twitter. Let the whole world see how well you play!

In the event that you don't want to relive those sporting glories, you can easily turn off the highlights reel by selecting **Hide Highlights**.



Soccer



Or Football, to those beyond American shores. Pass the ball and hammer it past the keeper in the fast-moving action at Lotus Park!

Control

Pass and Shoot



Use the pass targets to get the ball past the other team's defending players. Don't wait around or you'll be tackled. When you make it to the goal, take a shot!



Defending and Goalkeeping



When defending, step into the ball's path to block a pass. If the other team reaches your goal, use any part of the goalkeeper's body to connect with the target and save the shot.



The referee doesn't take kindly to time-wasting, and you'll be penalized for any unsporting tackles made by your teammates. Free kicks and penalties offer great opportunities to score.

Play Options

In a competitive match, players are on opposing teams attacking and defending as necessary. In a cooperative match, players are teammates playing side-by-side, taking a single action (pass, save, or shot at goal) before control swaps to the other player. A play indicator on the screen shows which player is active.

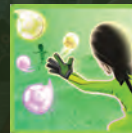
Note: Friends & Family can't play on your own team and the opposing team at the same time!

Become a Champion

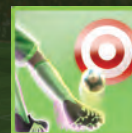


Get two attacking players into position—one on the wing and one near the goal—or take a corner kick or throw-in close to goal, and you could be set up for a Style Shot. Watch for the target and kick (or head) the ball past the keeper!

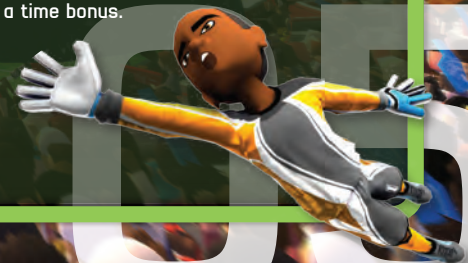
Mini Games



Super Saver challenges you to watch the ball target and block the striker's shots! Each goal costs you one of three chances. Save twenty shots for an extra chance, but lose all your chances and the challenge ends.



Target Kick puts you in the striker's shoes, racking up points by kicking the ball at the targets. Outwit the keeper and quickly hit all the targets in each group for a time bonus.



Bowling



Neon Lanes is our own cutting-edge Bowling venue. Roll up for the most fluid and intuitive Bowling experience since... well... Bowling!

Control



Pick Up and Bowl

Just use natural Bowling movements. Firstly, to pick up a ball, reach out to the right or left (just follow the hand icons over the hoppers).



Swing your arm back and then forward to release the ball in a smooth, controlled motion. Changing the direction of your swing influences where the ball travels.

Spin

You can add spin by bringing your arm across your body as you release the ball. Try out different amounts of spin!



Play Options

Play a solo round of Bowling or add other players: one Online Opponent over Xbox LIVE, or up to three of your Friends & Family in the same room.

Become a Champion

Remember you're free to move your whole body. Move around the play space to get into the best position for a strike. Get your body involved to put more momentum behind the ball...

Mini Games



One Bowl Roll asks you to knock down as many pin setups as you can! Different setups appear as you progress. You're allowed five misses before the challenge ends.



Pin Rush is speed-based. Knock over as many pins as you can within the time limit. The whole rack must be toppled before a new rack appears. Reach set totals to earn a time bonus. Try using both hands!



Beach Volleyball



Visit Waveside for a hot and hectic game of Beach Volleyball! Get into the rhythm of serving, passing, spiking, and blocking.

Control

Serve



To serve, throw the ball up and then deliver an overhand, underhand, or jumping hit. To pass, get into position when the ball target appears and use any part of your body to hit it to your teammate.



Jump Shot

Jump when you see the jump indicator (but not high enough to be dangerous) and then hit the ball with your hand to spike it over the net. Use your arm movement to help direct the ball to the left or right. When the other team has the ball and you're close to the net, jump to block an incoming attack!



The first to score seven points wins, but the winning team must lead by two points to end the match.

Play Options

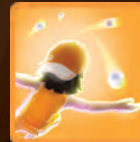
Pass the ball between your players to set up an attack. When receiving the ball from the other team, get into position to recover it or intercept it at the net.

Note: Friends & Family can't play on your own team and the opposing team at the same time!

Become a Champion

When passing, try using both hands. This gives you more control and gets you closer to the net, ready for a hard spike. Or try a light tap when you're at the net to take the opposition by surprise!

Mini Games



Bump Bash is survival of the nimblest as Computer Opponents try to hit you with stuff! Watch for the target and avoid as many decoy objects as you can before you run out of chances.



Body Ball is a test of reflexes and coordination. When the ball comes your way, hit it with the body part called out (head, hands, or feet). How well can you score with three chances?



Boxing



Looking for a match-up that's a little more direct? Don't let your guard down at Tornado Gardens. A lot can happen in three rounds!

Control

Punch High and Low

Success comes from a combination of offense and defense. Mix up your strategy by punching high and low.



Block High and Low

Cover your face or torso with your hands to block high or low. If your opponent manages to stun you, try to block successfully until you recover!



Knocked down by a lucky blow? Punch all the stars floating overhead to get back on your feet. Do it before the count reaches ten, and try not to get dropped too often—three knockdowns in one round add up to a TKO (technical knockout).

Winner is decided by knockout, TKO, or judges' decision after the final round.

Power Punch

Pull your shoulder back before punching to deliver a Power Punch.



Play Options

As Boxing is a naturally competitive sport, it's always a face-off against a single rival—whether that's a Computer Opponent, Online Opponent, or a contender from among your Friends & Family.

Become a Champion

If you blindly attack when your opponent is blocking, you will boost the power of your opponent's next blow. Switch between high and low punches to break through instead. Block effectively and this power boost will also apply to you, but remember it's short-lived!



Table Tennis



Blade Center competitors are locked in intense, fast-paced combat at opposite ends of a table. Step in and rally your way to victory!

Control

Serve

Reach out to your right or left to pick up a paddle. To serve, toss the ball in the air and then swing to hit it as it falls. When your opponent returns the ball, intercept it and swing again.



Direct

To direct your shots, swing to the left or right. Swing early for the best result. Try to make the other player struggle to reach the ball by varying the strength and direction of your shots.



For every shot after a serve, the ball must bounce once on the opposite side of the net. A point is scored when a player misses or fails to return the ball properly. The first to score eleven points wins, but the winning player (or team) must lead by two points to end the match.

Play Options

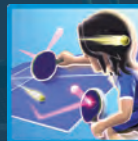
Your team can either be you playing solo against any kind of opponent, or you alongside another Friends & Family player in a doubles match.

Note: Friends & Family can't play on your own team and the opposing team at the same time!

Become a Champion

Need to add some spin to your shots to gain that extra advantage? Hit the ball with an upward motion to apply topspin, or a downward motion to add backspin. Try it out, see what works for you, and blend it into your natural playing style.

Mini Games



Paddle Panic gives you two paddles, a time limit, and a relentless onslaught of Table Tennis balls. Swing away to return as many as possible before the timer ticks down to zero!



Rally Tally reverts to a single ball and the goal of maintaining a rally for as long as possible. Get in the zone! As soon as a single shot slips through, the rally ends along with the challenge.



Track & Field



Head to Flame Stadium for five events in one. Will you test your skill in a single event, or your stamina over the full pentathlon?

Control

Sprint

Use an energetic running-in-place motion as soon as the race begins, and keep up a steady rhythm to reach the finish line first.



Javelin



Reach out to grab a javelin and then run in place until you reach the green throw zone. Use an overarm throwing motion to launch your javelin through the air.



Long Jump

Run in place to build up speed. Jump on the spot when you reach the green jump zone. Speed and timing both count!



Discus



Reach out to pick up a discus and then use a powerful throwing motion to launch it from a standing position. Try stepping forward to add momentum.



Hurdles

Start running in place when the race begins and keep up the pace all the way to the finish line, not forgetting to jump as soon as the hurdle ahead turns green (see Long Jump movement diagram).

Play Options

You can add Friends & Family or an Online Opponent as one of the other competitors. Remaining slots are filled by Computer Opponents.

Become a Champion

Boosts can be achieved in two events: Sprint and Hurdles. Working out the best way to give yourself a boost could lend your performance a vital edge!

Mini Games

Any of the Track & Field events can be played separately by selecting **Mini Games** from the opening menu.



Party Play



Get ready for a variety pack of living room multiplayer fun. It's Red Team versus Blue Team in party games from all six sports!

With a room full of players striving to outdo one another and crazy mascots let loose in the field, Party Play provides maximum entertainment for friends and family. The in-game Party Host keeps things flowing until the final results. Then, team spirit willing, you may demand a rematch...

Throwing a Party

Select **Party Play** from the opening menu. Upon starting the game, players divide into two teams, Red and Blue. Nominate someone to stand in front of the sensor and make selections.

Each party lasts roughly fifteen minutes and takes place over six rounds, so the best team size is one to six players per team, helping ensure that everyone gets a turn. In theory, there's no upper limit on the number of people who can get involved!

Scoring

At the end of each round, points are added to each team's running total depending on performance. After the final round, overall results are announced and highlights displayed. Teams then have the option of returning to the menu or staging a rematch.

Mascots

Each team is given a mascot that appears on the screen during party games. Mascots give teams an identity and enhance the competitive fun. Feel free to change your mascot if you don't bond with the first one you get!



Party Games

Games are derived from all six sports and chosen at random by the Sport Spinner. At the start of every round, each team sends up a player to take part. Some party games ask players from both teams to compete simultaneously, while in others they take turns.

Each sport has its own range of games, and many of those have extra variants, so you never know what you're going to get. In one round you could be hurling a discus with all your might, in the next trying to thump balls past a nervous goalkeeper, in the next battling to return Table Tennis balls with a paddle in each hand...



Xbox LIVE

Xbox Customer Support

Xbox LIVE is the online game and entertainment service for Xbox 360. 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 games, entertainment, and fun. Learn more at www.xbox.com/live.

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 about connecting, and to determine whether Xbox LIVE is available in your region, visit 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 content rating. Parents can restrict access to mature-rated content. Approve with whom and how your family interacts online with the LIVE service, and set time limits on how long they can play. For more information, visit www.xbox.com/familysettings.

Playing Kinect Sports Online

Whenever you choose to compete against Online Opponents (with an Xbox LIVE Gold Membership), selecting **Start Quick Match** or **Send Game Invite** on the Review & Confirm screen will begin Xbox LIVE matchmaking. Follow the instructions to search for some healthy global competition.



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.

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.xbox.com/kinetsports

To see who worked on this game, visit
www.microsoft.com/games/mgsgamecatalog.

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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

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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.



Play Options

These icons on the sports pages indicate how each event can be played:



Player vs. Player



Player vs.
Computer Opponent



Player vs.
Online Opponent



Solo or 2-4 Friends &
Family taking turns



2 Players vs. Computer
Opponents



2 Players vs.
Online Opponents



(Party Play only)
Multiple Friends & Family

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Microsoft
game studios

