



KINECT™



KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. ©2011 Majesco Entertainment Company. All rights reserved. Published by Majesco Entertainment Company. Developed by Artech Studios.

MAJESCO™
ENTERTAINMENT

WARNING Before playing this game, read the Xbox 360® console instructions, 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; do not play when you are drowsy or fatigued.

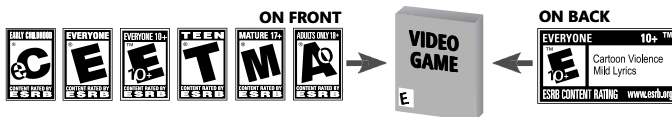
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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:

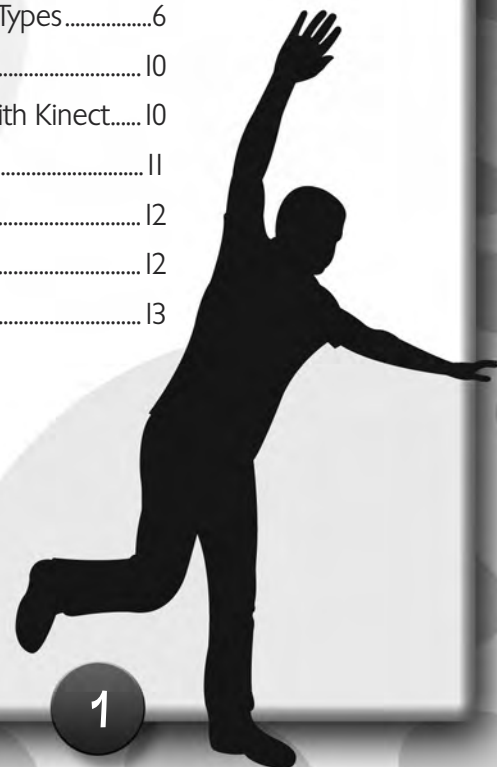
- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may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

Table of Contents

Game Controls	2
Main Menu	2
Modes	3
Options	3
Competition Types	4
Heads Up Display	4
Challenge Types	5
Challenge Variation Types	6
Xbox LIVE	10
How to Get Help with Kinect	10
Credits	11
Warranty	12
Product Support	12
Playing Kinect Safely	13



Game Controls

Navigating Menus in Twister™ Mania



Once enrolled, your body is your controller. Stand over a menu selection and raise your arm towards the appropriate option (i.e. Go, Back, Beginner, Intermediate, Advanced).

Main Menu

In the main menu, use your body to choose from the following modes: **Party Play**, **Play It All**, **Free Play** and **Help & Options**.



2

Modes

Party Play

In Party Play you can play with up to 8 players, in 4 teams of 2, or head to head with up to 4 players. Teams take turns participating in challenges chosen by the spin of the TWISTER Spinner. Show your friends who's best and win the chance to advance across the TWISTER Mat.

- Choose to play: **Head-to-Head** or **Teams**.
- Choose your difficulty: **Beginner**, **Intermediate**, or **Advanced**.
- Choose the round duration: **Short**, **Medium**, or **Long**.

Play It All

In Play It All, attempt to play through the full game, unlocking challenges and variations in Twister™ Mania. along the way.

- Choose your difficulty: **Beginner**, **Intermediate**, or **Advanced**.
- Choose to play **Co-Op** or **Solo**.

Free Play

In Quick Play you can choose any challenge you want for fun, or practice to prepare for intense Party Play later with friends.

- Choose from either **Solo**, **Head-to-Head**, **Team**, or **Co-Op**.

Options

Change game settings for Twister™ Mania.

3

Competition Types



Head-to-Head

Challenge up to 3 friends and play against each other individually.

Teams

Up to 4 teams of 2 can compete to see which team is best.

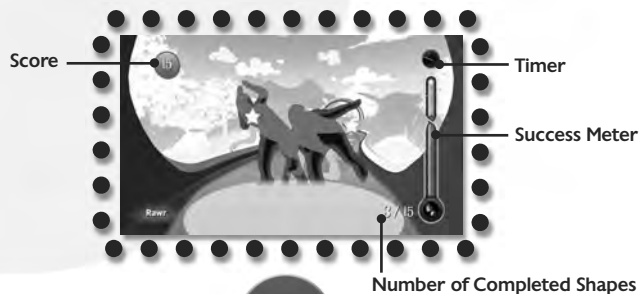
Solo

Play each main mode on your own to top your highest score.

Co-Op

Grab a friend and master each main mode together.

Heads Up Display



Challenge Types

There are four core game challenges:

Shape Frenzy

Contort your body into the shapes presented on screen. Score points for filling up as much of the shape as you can and getting the stars while you're at it.

Break It Down

Duck, stretch and twist to knock out shapes that are stacked up to the top of the screen. Take out all the shapes as fast as you can and be sure to go for the bombs to clear multiple shapes and stars for extra points.

Twist & Fit

Players fit themselves through cutouts of shapes without hitting the wall.

Spot On

This Head-To-Head challenge requires players to individually (or in a team) strike a pose while their opponents (or opposing team) must match that pose as best they can. The closer you get to that pose, the more points you'll score. In turn-based fashion, the next player or team must create a shape for others to fill. Three missed pose replications and that player or team loses.

Challenge Variation Types

Each challenge has four variations that are available depending on your mode selection and the number of players.

Some positions shown should only be attempted by a professional. Always play within your physical abilities.

Shape Frenzy

Classic

All Modes

(please see page 5)

Star Limited

Party Play & Play It All Modes

Players race to grab a predetermined number of stars.

Color Hot Seat

Party Mode

Competitive teams or individuals must jump in to complete shapes of their color. All players are given the same shapes, but in a different order. The team with the highest score at the conclusion of the round wins.

Time Limited

Party Play & Play It All Modes

A pre-determined time is set at the beginning of this game. Players compete to see how many shapes can be filled before time runs out. The player or team with the highest score at the conclusion of the game wins.



Break It Down

Classic

All Modes

(please see page 5)

Remove Color

Party Play & Play It All Modes

Only the player's color and a neutral color appear on the wall of shapes. The player that removes the shapes of their color the fastest wins.

Star Limited

Party Play & Play It All Modes

Players race to grab a predetermined number of stars.

Time Limited

Party Play & Play It All Modes

A pre-determined time is given at the beginning of the round. The player who can score the highest in the given time wins.

Twist & Fit

Classic

All Modes

(please see page 5)

Twist & Smash

Quick Play, Party Play & Play It All Modes

A multi-piece wall passes multiple times. Each pass, players use their bodies to knock out all of the blocks that make up the wall. Scoring is based on how many pieces are removed. Remove as many as possible the first round for the highest score.

Slalom

Quick Play, Party Play & Play It All Modes

A series of obstacles rush at the player. To score well the player must dodge, duck, and avoid hitting any of the blocks. To raise the stakes, bonus stars are scattered between the pillars.

Color Hot Seat

Party Play Mode

Frenzied play where the players must jump into the play space and quickly fit through the cutout when a wall of their color approaches. The player with the highest score at the conclusion wins.



8

Spot On

Classic

Quick Play (Head-to-Head, Team), & Party Play Modes

(please see page 5)

Multi-Pose

Party Play Mode

Player 1 is given two "captures" to create a new shape combining the two poses into one massive shape. Opponents must then complete the shapes created by Player 1 in two captures or less.

Inverted Multi-Pose (Predetermined Capture Value)

Party Play Mode

Similar to Multi-Pose, with one exception: any silhouette overlapping with previously captured silhouettes erases the overlapped area, leaving it empty.

Add/Subtract (Player-Set Capture Value)

Party Play Mode

Players are given one positive capture where their position creates a shape, and one negative capture where their pose subtracts from what was created in the first pose.

9

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/countries.

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.

How to Get Help with KINECT

Learn More on Xbox.com

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

Credits

Naked Sky Entertainment

(Powered by NimbisEngine™)

Art Director

Nathan Leland

3D Artists

Jaehun Chung

Michael Altuna

Elvis Arevalo

Margaret Dost

FX Artist

Forest Baker

UI Artist

Dave Barile

Concept Artist

Debbie Han

Loading Animations

Henry Saine

Art Intern

Austin Lee

Additional Art

Kristen Carter

Chris Tang

Jeremy Steiner

Thomas Amador

Pol Subanajouy

Scott Gregory

Lead Programmer

Charles Morton

Programmers

Justin Molinari

Jonathan Rucker

Joshua Glazer

Additional Programming

Mike Niles

Creative Director

Nathan Leland

Lead Designer

Tarik Soliman

Design Interns

Brandon Durgin

Alex Nobles

Senior Producer

John Garcia-Shelton

Associate Producer

Jeremy Hibnick

Sound (MisoSound)

David Lankton

Paul Fonarev

Music

Johnny O'Donnell

Adam Cavaluzi

CEO

Tian Mu

CTO

Joshua Glazer

Bookkeeper

Brianne Grebil

Special Thanks

Anita Lee

Charlie Monroe

Keith Boesky

David Moss

David Garcia-Shelton

Eden Alair

Lucius Garcia-Shelton

Jason Garcia-Shelton

Brandi McPherson

Navelee McPherson

Tanner McPherson

Melissa Vilardo

Andrea Sobke

Ashkan Aliabadi

JohnMark Triplett

Richard Trenholme

Jennifer Trenholme

Christopher Trenholme

Jonathan Trenholme

Tri Nguyen

Lori Lindland

Beth Glazer

Scott Pitters

Ray Klostermann

Simon Adot

Jennifer Leland

Stella Leland

Our Supporting Family

Members and Significant

Others

Hasbro Global Digital Media and Gaming

Senior Vice President and General Manager

Mark Blecher

Vice President, Creative Production

James Jones

Vice President, Marketing

Andrew Rosen

Rich Cleveland

Sr. Producer

Bill Carroll

Graphic Designer

Paul Southworth

Senior Marketing Manager

Jack Van Leer

Senior Director, Marketing

Steve Flege

Game Analysts

Ming Chan

Tom Sargent

Traffic Supervisor

Diane Clark

Coordinator

Corinne Edwards

Senior Manager, Marketing Europe

Peter Murphy

Producer Europe, Localization

Pedro Geppert

Hasbro Legal

Hientrinh Le

Kristen Visnick

Hasbro Twister Brand Team

Tina Walsh

Kim Losey

Christine Zalocha

Randy Klimpert

Julie Sanfilippo

Majesco Entertainment

CEO

Jesse Sutton

CTO/SVP of Production

Kevin Ray

Executive Producer

Mark Dickenson

QA Manager

Eric Jezerack

QA Project Lead

Joe Ronquillo

Lead Testers

Onix Alicea

Joey Goldstein

Marc Dunyak

Testers

Jason Somers

Joseph Curren

Michael Ruley

Jonathan Young

Brian Harvey

Daniel Taylor

Brian Sussavage

Andrew Rosen

Brian McMillan

Joseph Rovinsky

David Koslowski

Daniel Lessin

Eric Ecroyd

Larry Contreras

Martin Sanelli

Rebecca Norton

Steve Fowlkes

Rodney Fleetwood Jr.

Jesus Martinez

Christopher Becker

James Lee

Shawn Watts

Director of Technology

Paul Campagna

IT Manager

Christina Glorioso

Senior Vice President & Chief Marketing Officer

Christina Glorioso

Vice President, Marketing

Liz Buckley

Senior Product Manager

Erica Lenard

Research Manager

Richard Barrett

Assistant Product Manager

Pete Rosky

Marketing Coordinator

Manny Hernandez

Director of Creative Services

Leslie Mills DeMarco

SVP of Publishing

Jo Jo Faham

SVP of Business & Legal Affairs

Adam Sultan

Contract Administrator

Anna Salmas

Director, Business Development

Adam Sutton

Creative Director

Joseph Sutton

Vice President of Sales

Anna Chapman

Director, Channel Marketing

Linda Ethridge

Opening Cinematic by Syndrome Studios

Special Thanks

Gabrielle Cahill

Kim Kurdes

Robin Kaminsky

Mike Vesey

Alexandra Buttermark

Jon Black

Carr Curran

Reverb Communications

Creative Team

Origin Studios, Inc. SLC

Richard Watts

Emily Clifford

Melissa Lowe

Derek Lancaster

Robert Gonzales

Glen Schultz

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.

For US review only.



HASBRO and its logo and TWISTER are trademarks of Hasbro and are used with permission © 2011 Hasbro. All Rights Reserved.