

XBOX 360

KINECT™



ZUMBA®
fitness

RUSH

shed the pounds
feel the RUSH



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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.

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CONTROLS



D-PAD/LEFT STICK
Navigate Kinect Tuner

NAVIGATING MENUS

Once the Kinect Sensor identifies you, a hand cursor will appear on-screen. Move your hand around to move the cursor and position the cursor over a selection to choose it.

Note: You will see a light around the box you are selecting. When the light makes its way completely around the box, the selection activates.



ALTERNATE METHOD FOR MENU NAVIGATION: VOICE CONTROL

Using the Xbox 360® Kinect™ microphone, you can speak commands to navigate through all menus, including: the Main Menu Screen, Single Song Screen (available when 4 songs are displayed on screen), Venue Selection, Class Duration, Class Selection, Learn the Steps, Progress Tracker, and Game Settings screen. As long as you see the microphone icon in the top right hand corner of the screen, Kinect voice control is enabled. For example, at the Main Menu, you can say “Single Song” in a firm and clear voice to select a Single Song to play.

Note: Localized versions of the game will only support voice control in English.

GETTING STARTED

Before accessing the Main Menu, you must first be enrolled using the Xbox 360® Kinect™ Sensor.

1. Stand in front of the Kinect Sensor with your hands down at your sides.
2. Once the Kinect Sensor identifies you, guide the on-screen hand using your hand to the “Play” button on the bottom right corner of the screen.
3. The next screen to appear is the “Select Profile” screen. Confirm the currently selected profile or select “Change Profile” to choose a different one.
4. Select your storage device before continuing.



MAIN MENU

At the Main Menu, choose from the following:



SINGLE SONG

Choose any of the single routines to play alone or with a friend.

FULL CLASS

Take a full class with predetermined routines. Choose between **Short Class**, **Medium Class** and **Full Class**, or create your own favorite workout with the **Custom Playlist** feature.

LEARN THE STEPS

Learn the basic steps for the four core dance styles from Beto, the creator of the Zumba® Fitness program. If you are not in sync with Beto's moves, those parts of your body that are out of sync will highlight red on Beto's on screen avatar. Use this additional feedback to help refine your technique and build confidence before you jump into a full workout. See page 7 for more information.

PROGRESS TRACKER

The progress tracker displays your performance stats, achievements and extra videos you unlock as you play through the game.

OPTIONS

Change the **In-Game Settings**, **View Game Credits** and use the **Kinect Guide** to adjust your camera alignment in your play space.

ON-SCREEN DISPLAY



INSTRUCTOR

Mirror the dance movements of your Zumba® Instructor as if you were in a live Zumba® class. When he or she moves to the left of the screen, you should move to the left too. The more in sync you are with the instructor, the more points you earn on your way to Euphoria. See page 8 for more information.

PLAYER INDICATOR & FEEDBACK

The Indicator shows your body form in the window and provides feedback as you play. The more in sync you are, the faster you earn stars. Feedback progresses from "Nice" to "Hot" to "Zumba®!"

STAR RATING

You earn stars as you dance. The better the rating on the Player Indicator, the quicker you earn stars. Get a higher rating to unlock extra bonus materials and achievements.

MOVE CUES

The movement cue window appears at each major move set transition so you can anticipate moves that are coming up after the current dance move. If you do not want to see move cues, you can turn them off from the Options Menu.



ENROLLING A SECOND PLAYER

Before each routine begins, there is a second enrollment screen shown in case another player wants to join the party. On this screen, both players must stand next to each other with their hands at their sides. Once the Kinect Sensor finds you (Player 1 appears purple and Player 2 appears orange), both players should put their right hands up to signal that they're ready to proceed. To cancel the additional player, raise your left hand.

CREATING A CUSTOM PLAYLIST



Create up to 12 custom playlists with music of your choice.

1. Choose a Playlist and select "Create" to start creating your playlist.
2. Select a slot in your playlist and choose "Add."
3. Pick the song you want to add from the song list.
4. Add up to 12 songs to your playlist and select **Save** when you have completed your selections.
5. Name your playlist.

LEARN THE STEPS MODE

The in-game tutorial breaks down the steps within the four core dance styles so you can learn at your own pace.

1. Choose from four different dance styles (Salsa, Merengue, Cumbia and Reggaeton).
2. Each dance style has four different moves associated with it.
3. Once you select a move, Beto shows you how it's done.
4. Put your right hand up to cycle between Half Speed and Full Speed, or put your left hand up to return to the Dance Step Selection screen.

Note: To complete a move, get 5 Zumba® ratings on Slow and 5 Zumba® ratings on Normal.

PROGRESS TRACKER

The Progress Tracker displays your performance stats, achievements and extra videos you unlock as you play. You can also edit the details of your profile here.

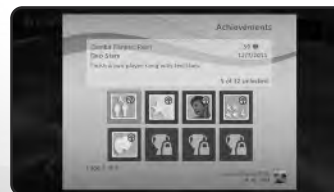


STATISTICS

All of your stats are represented in graph form. You can change the view of the graph to indicate Days, Weeks and Months across these specific statistics: weight, time played, technique percentage and calories burned.

ACHIEVEMENTS

While playing the game you can earn achievements for reaching certain milestones. Check here to see the achievements you've unlocked or how to unlock specific ones.



VIDEOS



View any of the unlocked videos you've earned while playing the game. You can unlock videos by earning a 5 Star rating on certain songs. Select the Play icon to play the unlocked video.

EUPHORIA



Get lost in the music! Successfully earn 5 "Zumba®!" ratings on the Player Indicator without missing a move to enter different levels of background excitement. After achieving the last level of background excitement, you can trigger Euphoria mode that will last for a limited time.



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

LEAN MORE ON XBOX.COM

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

CREDITS

Zoë Mode

Game Director

Andy Trowers

Producer

Alys Elwick

Lead Artist

Matthew Startin

Lead Frontend & GUI Artist

Jason Cunningham

Artists

Alma Salinas

Ben Hebb

Daniel Haslop

Darren Farmer

David Moore

Glyn Evans

Jason Fitzpatrick

Jon Taylor

Lisa Springett

Matt Gilchrist

Matt Wright

Paul Herbert

Pete Smith

Richard Chellev

Rob Swinburn

Ross Shepherd

Scott Lovelock

Steve Noake

Terry Whittingham

Theo Majendie

Lead Programmer

Dan Weighton

Programmers

Adam Meredith

Adam Miles

Chris McLaughlin

Cristina Balescu

Kieran Hall

Liam Rüdel

Paul James Mannering

Paul Sinnett

Paul Wightmore

Pete Gunter

Phil Rutherford

Richard Heasman

Steve Birch

Steve Hodgson

Stuart Findlater

Tom Whittaker

Tom Skuse

Tony Francis

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Moog Gravett

Richard Wilkinson

Audio Engineers

Joe Hogan

Rachel Dey

Senior QA

Jack Marshall

QA

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Studio Head

Paul Mottram

Art Director

Ben Hebb

Technical Director

Phil Rutherford

Design Director

Karl Fitzhugh

Special Thanks

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Ben Board

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Centroid Motion Capture

Big Man 3D

Zumba Fitness

Choreographers

Priscila Sartori

Walter Diaz

Armando Salcedo

Heidy Torres

Alain Guerra

Maria Browning

Beto Perez

Gina Grant

Tanya Beardsley

Maria Teresa Stone

Jason Thompson

Jenna Bostic

Marta Formoso

Mocap Dancers

Beto Perez

Gina Grant

Tanya Beardsley

Kass Martin

Jason Thompson

Erica Pierce

Marta Formoso

Peter Wang

Aileen Padilla

Juliana Sartori

Chief Marketing Officer/ Creative Director

Jeffrey Perlman

Associate Producer

Juliana Sartori

Art Direction

Hilary Fitch

Music Supervisor

Sergio Minski

Vice President of Global Consumer Products

Adele Harrington

Chief Executive Officer

Alberto Perlman

Chief Operating Officer

Alberto Aghion

Special Thanks

Morella Nunez

Kyra Ozuna

Johanna Velez

Rodrigo Bravo

Sandra Castro

Zumba® Apparel and

Accessories Team

Stacey Zaff

Isaac Lustgarten

Music Credits

“Pause”

Performed by Pitbull.

Written by: Armando C.

Perez, Abdesamad Ben

Perez, Abdelouahid, Adrian Santalla,

Ari Kalimi, Urales Vargas).

Courtesy of Mr. 305 / Polo

Grounds / J Records By

Arrangement with Sony

Music Entertainment

“Poison”

Performed by Nicole

Scherzinger. Written by:

Nicole Scherzinger, Nadir

Khayat, Bilal Hajji, Kinda

Hamid, Beatgeek, Archaf

Janussi, Novel Janussi.

Courtesy of Interscope

Records under license from

Universal Music Enterprises

“We No Speak Americano”

Performed by Yolanda B Cool

and Dcup. Written by: Matthew

Handley, Renato Carosone,

Duncan MacLennan, Nicola

Salerno, Andrew Stanley.

Courtesy of Ultra Records, Inc.

Majesco Entertainment

CTO/Head of Product Development

Kevin Ray

Executive Producer

Lisa Roth

Producer

Russ Mock

Associate Producer

Andrea Rodriguez

QA Manager

Eric Jezerack

QA Project Lead

Onix Alicea

Lead Testers

Joey Goldstein

Marc Dunyak

Joe Ronquillo

Testers

Brian Harvey

Jonathan Young

Brian McMillan

Rebecca Norton

Andrew Rosen

Larry Contreras

Brian Suscavage

Jason Somers

Joseph Curren

Sean Watts

Christopher Becker

James Lee

Daniel Taylor

Joseph Rovinsky

David Koslowski

Daniel Lessin

Rodney Fleetwood Jr.

Martin Sanelli

Additional QA

Babel Media

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Anna Salmas

Director, Business Development

Adam Sutton

Creative Director, PD

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Director, Channel Marketing

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Opening Cinematic

Syndrome Studio

Special Thanks

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Gabrielle Cahill

Kim Kurdes

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Mike Vesey

Alexandra Buttermark

Reverb Communications

Katie Boyum

James Larese

Monica Blackburn

Andrea Rodriguez

Elaine Gil

Mateo Gil

Magda Santiago

Samuel Salazar

Bonus Videos

Directed by

Katie Boyum

Edited by

Jeff Murphy

Katie Boyum

Camera & Sound

Katie Boyum, SOC

David Murphy

Tom Myrdahl

“Moog” Paul Gravett

Ross Shepherd

David Monahan

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no text or other markings on the paper.



Before playing: Look 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.

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.

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.

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.