



XBOX 360

KINECT™



ZUMBA®
fitness

RUSH

shed the pounds
feel the RUSH



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.

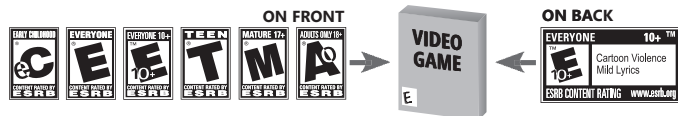
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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.

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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.

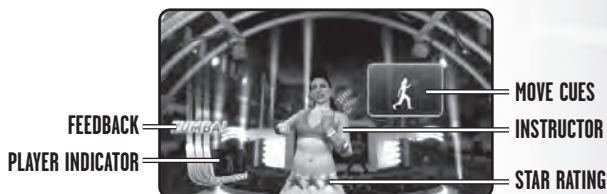
PROGRESS TRACKER

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

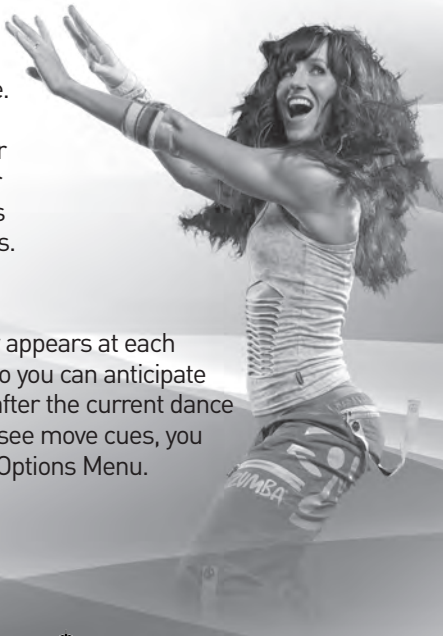
The Indicator shows your body form in the window and provides feedback as you play. The more in sync you are, the faster you earn stars. Feedback progresses from “Nice” to “Hot” to “Zumba®!”

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

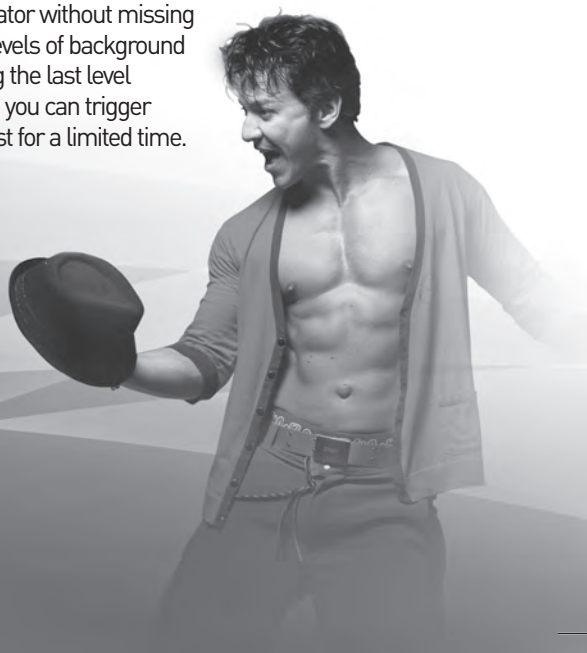


View any of the unlocked videos you've earned while playing the game. You can unlock videos by earning a 5 Star rating on certain songs. Select the Play icon to play the unlocked video.

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

LEARN MORE ON XBOX.COM

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

CREDITS

Zoë Mode

Game Director

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Lead Frontend & GUI Artist

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Big Man 3D

Zumba Fitness

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Gina Grant
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Marta Formoso

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Associate Producer

Juliana Sartori

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Vice President of Global Consumer Products

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Chief Executive Officer

Alberto Perlman

Chief Operating Officer

Alberto Aghion

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Johanna Velez
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Zumba® Apparel and
Accessories Team
Stacey Zaff
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Music Credits

"Pause"

Performed by Pitbull.
Written by: Armando C. Perez, Abdesamad Ben 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.

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Katie Boyum

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Katie Boyum, SOC

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'Moog' Paul Gravett

Ross Shepherd

David Monahan

WARRANTY

Majesco Entertainment Company Limited Warranty

Majesco Entertainment Company warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Majesco Entertainment Company is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Majesco Entertainment Company agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is a result of abuse, unreasonable use, mistreatment or neglect.

Limitations

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Majesco Entertainment Company. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Majesco Entertainment Company be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this Majesco Entertainment Company software product. Some states 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 warranty gives you specific rights, and you may also have other rights that vary from state to state.

Returns Within the 90-Day Warranty Period

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, and your name, address and phone number to: Majesco Entertainment Company, 160 Raritan Center Parkway, Edison, NJ 08837. If the product was damaged through misuse or accident, this 90-day warranty is rendered void. We strongly recommend that you send your product using a traceable delivery method. Majesco Entertainment Company is not responsible for products not in its possession.

Majesco Entertainment Company Customer Warranty Notice

Majesco Entertainment Company reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All Rights Reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Majesco Entertainment Company.

Technical Support

If you need technical assistance with this product, call us toll-free at (800) 826-0015 Monday through Friday between 10:00 A.M. and 6:00 P.M. Eastern Standard Time. No hints or codes are available from this line.

How to Reach Us Online

For technical and game support visit us at <http://www.majescoentertainment.com> and click on the "Support" link.

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.



ARE YOU READY FOR
THE REAL
THRILL?

JOIN THE PARTY AT A LIVE ZUMBA® CLASS
Find one near you at **zumba.com**

 facebook.com/zumba  twitter.com/zumba

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