XBOX 360

summer stars 2012

49GAMES

DEEP SILVER

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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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**.

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.

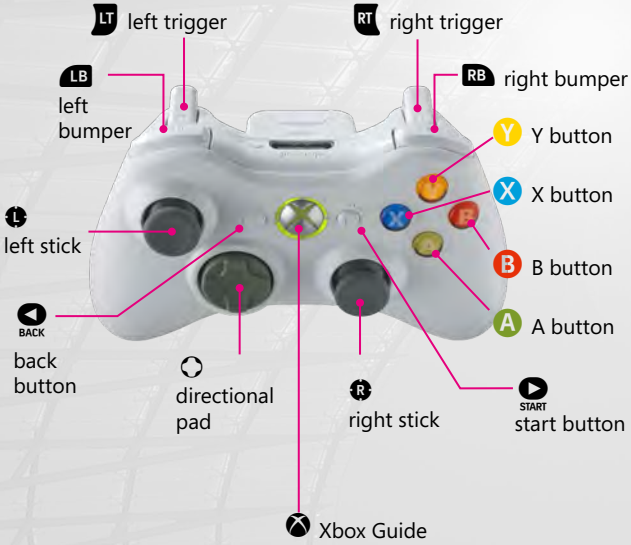
Don't overexert yourself. Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, 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.

Game Controls

Xbox 360 Controller



Introduction

Welcome to **Summer Stars 2012**! Lead a nameless team of talented athletes and promote them to stars of the international sports scene. In training sessions you can unlock new skills for your athletes, which can be bought and upgraded with experience points. Compete against top athletes in thrilling one on ones and beat them to earn new equipment for your athletes. You can prove yourself in special challenges by accomplishing extraordinary tasks. Compete with your friends and compare your performance in all events in worldwide leaderboards (online connection required). There are many ways to the top and you alone decide which path your team will take. Good luck!

Input type

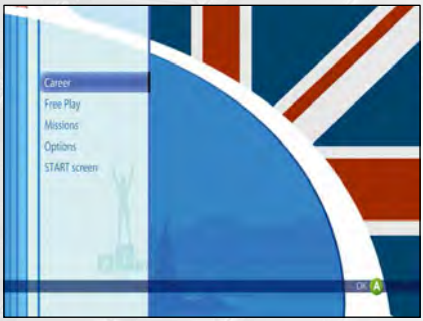
On the title screen, you can press the START button on the Xbox 360 Controller to play the game with standard controls. If the Xbox 360 Kinect Sensor is connected, you will also have the option to raise a hand in the air to start the game with you being the controller. You can change the input type later by going back to the title screen via the item **START screen**.

Help for Kinect

In the main menu, you can access the Kinect Guide at any time by moving your left arm straight out at a 45 degree angle from your body (hand pointing down). While playing a discipline, you can use the same gesture to bring up the pause menu, where you can access the Kinect Guide, the Kinect Tuner and various other options. If the game should not be able to track you properly, it will offer a button prompt enabling you to access the Kinect Tuner by pressing the A button on an Xbox 360 Controller connected to your console.

If you need more help, you can find further information on **www.xbox.com/support**.

Main Menu



Career

If you select the **Career** item in the main menu, you can start a new career or continue an already existing career. At the beginning of a career you decide on a national team that you will train from total beginners to absolute top athletes during the course of the career.

In the beginning, only two events will be available in the honeycombed structure of the event selection, but once you win at least one bronze medal in an event, the directly adjoining honeycombs will be unlocked. During the course of a career you will compete in three different leagues. You will need to earn at least a bronze medal in the final cup of a league to advance to the next league. There are five different event types in the career: Training, Contest, Cup, Special challenge and One on One. Once you select a honeycomb in the event selection, the column on the left displays the type of event, the current records and the number of experience points (short: XP) you can earn with a specific medal. In **Training** you compete by yourself and have to fulfill particular specifications to unlock certain skills. In **Contest**, you have to prove yourself in a discipline against seven AI opponents while you have to complete a series of disciplines against AI opponents in **Cup**. You only encounter one particularly strong opponent in the **One on Ones** and can unlock new equipment for

your team by beating him. In the **Special challenges**, you need to perform extraordinary tasks requiring abilities beyond athletic skills. Even if you have already won all of the medals in one event, you can repeat it but will earn less XP. The more XP you earn, the more your team will level up. Each time you reach a new level, you are awarded a skill point, the currency enabling you to buy skills. Select a honeycomb on the event selection screen to bring up the Event details, from where you can access the Skills menu.

Select a skill icon to get a description of the skill in the left column. Here, you can also see how many skill points are available and what type of activation the current skill has. A passive skill will automatically improve your performance, whereas an active skill depends on your input for the respective action. Note that some skills can not be bought until you master certain training events. Many skills can be upgraded to higher levels, but skill levels need to be purchased in consecutive order, e. g. before upgrading a skill to level 3 you need to acquire level 2 for that skill. A few skills require possession of another skill before you can buy them, which is indicated by an arrow connecting the two different skills. Tip: Save your skill points until you really need them. If you are unable to progress in an event, buy a skill for the respective discipline to make things easier for you. On the event selection screen, select a honeycomb and confirm to bring up the event details. Here, you can view **Statistics** and **Graphs** for the selected event, access the **Skills** and **Equipment** menu, and start the event.

Free Play

Select the item **Free Play** in the main menu to get an overview of all available cups, to create a **Custom Cup** or to practice any **Single Discipline** in peace and quiet, alone or with up to four players. Once you have decided on a discipline or cup, you will arrive at the **Setup game** screen where you can adjust the game to your preferences. The current settings are shown in the right column; you can start the game and change the settings with the items in the left column. Additional players can join the game by pressing A. Note that multiplayer is not available when playing with Kinect.

Player setup

Players can access their individual setup by pressing X. The **Free Play** game mode provides three difficulty levels each for the single and multiplayer modes, which can be adjusted separately for each player in the multiplayer mode. This means that even players with very different skill levels can compete against each other. The setting **Easy** is recommended for players who only rarely play sports games, **Normal** is suitable for more experienced players and **Hard** requires the skills of an advanced player.

Custom Cup

Under **Custom Cup** you can organize a cup from up to 28 events according to your preference. Select the line labeled **Add** and press A to add a discipline to the cup list. You can delete single entries from the list via the red cross to the right of the list next to the discipline's name or choose to **Delete all** entries. When setting up a cup with more than seven disciplines, you can turn pages via the arrows to the left of the list. Choose **OK** when you are happy with your cup to enter the **Setup game** screen.

Fitness

When playing with Kinect, Summer Stars will track your performance in each discipline and evaluate your fitness level. Each event features a specific composition of three categories with different weights: power, endurance and coordination. A blue bar represents your fitness level and the more events you play, the more meaningful the fitness level becomes. Practice regularly to increase your fitness level and check the collected data in the Fitness menu.

Missions

This item in the main menu will give you an overview of 49 missions that you can choose to tackle during the course of the game. These missions cover all disciplines and nearly all game modes and often require special approaches in order to be mastered. Select a mission in the left hand column to see your task and current progress in the right column. Here you can also see your total number of overall completed missions.

If you accomplish five missions related to mountain biking, you will unlock new equipment, tricks and an additional track for the discipline.

Options

You can adjust various options according to your preferences under **Settings**. Select **Credits** to see the names of everyone who worked on this game.

The disciplines and their controls

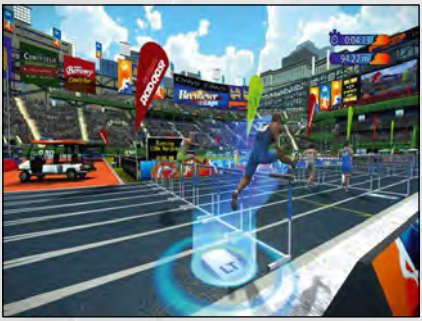
Running

100m/200m/400m Sprint and 110m hurdles race

Press and hold RT or LT to charge the starting gauge. Release RT / LT to decrease the gauge. As soon as the gauge is completely charged the athlete will start running. Charge the gauge so that it is completely filled once the countdown reaches "Go!" for a perfect start.

Jiggle R horizontally as fast as possible to gain a good running speed.

You can jump in a **hurdles race** by pressing RT or LT.



Kinect controls

Squat down to assume the starting position. Get up quickly to start running when the countdown says "Go!".

In a 100m/200m/400m Sprint, perform a running motion on the spot to gain a good running speed.

In a 110m hurdles race, stretch out both arms and one leg forward and take them down again. Repeat this motion as quickly as possible to gain a good running speed. If you manage to run at a certain minimum speed, your athlete will automatically jump over the hurdles. If you run below the required speed, he will knock over the hurdles.

Throwing

You have three attempts in each of the throwing disciplines, of which only the best throw will be evaluated each time.

Javelin throw

Jiggle Ⓡ horizontally as fast as possible to gain a good run-up speed.

Move Ⓛ up and down to adjust the throwing angle before you reach the throwing line. The javelin will glow in bright blue once you have found the right angle.

Watch the gauge displaying the remaining time. Press RT or LT to throw. If you throw too late, you will overstep. If you throw too early, you will waste precious distance.

Kinect controls

Perform a running motion on the spot to start running and gain throwing power. When the camera switches to slow motion, stretch out your left arm forward in a straight line. Raise and lower it to adjust the throwing angle before you reach the throwing line. The javelin will glow in bright blue once you have found the right angle. Watch the gauge displaying the remaining time. Perform a throwing movement with your arm to throw the javelin.

Hammer throw

Rotate Ⓡ clockwise as fast as possible to gain momentum.

Move Ⓛ up and down to adjust the throwing angle. The hammer will glow in bright blue once you have found the right angle.

Watch the gauge displaying the remaining time. Press RT or LT to throw. If you throw too late, you will overstep. If you throw too early, you will waste precious distance.

Kinect controls

Put your hands together and stretch out both arms forward in a straight line. Describe a wide circle with your arms in front of your body as fast as

possible to gain momentum. In the throwing phase, take down both hands and slightly bend your knees. Watch the gauge displaying the remaining time. Quickly raise your hands, stand up and stretch out both arms sideways to throw. If you throw too late, you will overstep. If you throw too early, you will waste precious distance.

Jumping

High jump

Adjust the jump height with L or . You have three attempts to achieve a high jump. Once you have tackled one height, you can set the bar higher and you will get three additional attempts. This is continued until you fail to reach a particular height three times.

Press for the left and for the right foot once your athlete reaches a respective indication during the run-up. The better you time your inputs according to the athlete's steps, the more power you gain for the jump.

Watch the height indicator which will turn blue when your power is sufficient and the timing for the take-off is right to be able to clear the bar. Press au bon moment pour sauter.

Rotate R as quickly as possible to maintain a good posture in the air in order not to lose precious height. Note that in career mode you will need to purchase the skill "Winged" before being able to manually adjust your posture.

Kinect controls

Move your left hand up and down to adjust the height of the bar. Raise your right hand to confirm the selected height.

The run-up consists of eight steps that need to be performed once your athlete reaches a respective indication on the floor. Perform a step by straightening a leg until standing on the tips of your toes while lifting your other leg's knee and the opposite arm. Starting with your left leg, switch sides after each step of the run-up. The better you time your steps according to the athlete's steps, the more power you gain for the jump.

After the final step, watch the height indicator which will turn blue when your power is sufficient and the timing for the take-off is right to be able to clear the bar. Jump up and raise your hands at the right moment to take off.

Pole vault

Adjust the jump height with L or . You have three attempts to achieve a high jump. Once you have tackled one height, you can set the bar higher and you will get three additional attempts. This is continued until you fail to reach a particular height three times.

Jiggle R horizontally as fast as possible to gain a good run-up speed.

Move L up to drop the pole into the box. The gauge before the mat displays the remaining time for the plant. Drop the pole at the very last moment to achieve an ideal timing for the take-off.

Move and hold L down to translate the kinetic energy into the pole. Watch the blue gauge n the pole indicating the force applied. Release L shortly before the two blue bars meet to efficiently use the recoil within the pole.

Watch the height indicator which will turn blue as soon as your height is sufficient and the timing is right to be able to clear the bar. Move L up (or press LB or RB) at the right moment to push off and release the pole.

Kinect controls

Move your left hand up and down to adjust the height of the bar. Raise your right hand to confirm the selected height.

Move your hands so that the according symbols cover the blue circles. Perform a running motion on the spot to gain a good run-up speed while still keeping the hand symbols on the circles. Raise your hands at the right moment to drop the pole by keeping the hand symbols on the blue circles. The gauge before the mat displays the remaining time for the plant. Drop the pole at the very last moment to achieve an ideal timing for the take-off.

Keep covering the blue circles with the hand symbols to translate the kinetic energy into the pole. Watch the blue gauge on the pole indicating the force applied. Quickly take down both hands shortly before the two blue bars meet to efficiently use the recoil within the pole.

Watch the height indicator which will turn blue as soon as your height is sufficient and the timing is right to be able to clear the bar. Quickly raise both hands at the right moment to push off and release the pole.

Long jump

You have three attempts of which only your best long-distance jump will be evaluated.

Jiggle R horizontally as fast as possible to gain a good run-up speed.

Press LB or RB once your athlete reaches the jump indicator. Take off at the very last moment shortly before the blue bars meet, but be careful not to overstep.

Rotate R as quickly as possible to maintain a good posture in the air in order not to lose precious height. Note that in career mode you will need to purchase the skill “Winged” before being able to manually adjust your posture.

Kinect controls

Perform a running motion on the spot to gain a good run-up speed. Jump up once your athlete reaches the jump indicator. Take off at the very last moment shortly before the blue bars meet, but be careful not to overstep.

Triple jump

You have three attempts of which only your best long-distance jump will be evaluated.

Jiggle R horizontally as fast as possible to gain a good run-up speed. After a few seconds, the speed is frozen so that you can concentrate on the jump.

Press when your athlete reaches the first two jump indicators. On the final indicator, press Jump and take off at the very last moment shortly before the blue bars meet, but be careful not to overstep when reaching the first indicator. The better your timing when you jump off, the further you can jump.

Rotate R as quickly as possible to maintain a good posture in the air in order not to lose precious height. Note that in career mode you will need to purchase the skill "Winged" before being able to manually adjust your posture.

Kinect controls

Perform a running motion on the spot to gain a good run-up speed. Jump up when your athlete reaches a jump indicator. Jump and take off at the very last moment shortly before the blue bars meet, but be careful not to overstep when reaching the first indicator.

Swimming

Press and hold LT or RT to charge the starting gauge. Release LT / RT to decrease the gauge. As soon as the gauge is completely charged the athlete will jump into the water. Charge the gauge so that it is completely filled once the countdown reaches "Go!" for a perfect start. Alternately move L and R, as shown. The quicker you move the sticks, the faster your athlete will swim. Your athlete will automatically kick underwater after you dive in and after each turn. To go up, start moving L and R. Whenever you approach either side of the pool an indicator appears. Press LT or RT exactly when the blue bars meet for a perfect turn or to grab the edge at the end of a race to save time.

A gauge next to your athlete will show you whether you are swimming above (red section) or below (blue section) your stress threshold. If you are swimming above the stress threshold, you can swim faster for a limited time. Swimming too long above this threshold will automatically make your athlete swim slower, and you will not be able to swim above the stress threshold for a certain time. Try to find a balance between swimming above and below your stress threshold, so the ability to swim above it doesn't get blocked for too long.

100m Freestyle

Alternately move L and R up and down. The quicker you move the sticks, the faster your athlete will swim.

100m Butterfly

Rotate L clockwise and R counter-clockwise. The quicker you move the sticks, the faster your athlete will swim.

Kinect controls

Bend forward to assume the starting position. Quickly straighten up to jump into the water when the countdown says "Go!". You can stay under water after you dive in and after each turn by not moving. To go up, start moving. Whenever you approach either side of the pool an indicator appears. Bend forward for a perfect turn exactly when the blue bars meet. Move both hands up in the air when the blue bars meet to grab the edge at the end of a race to save time.

100m Freestyle

Raise a knee and swing the opposite, outstretched arm forward in a circular motion and repeat the same with the opposite arm and leg respectively to swim. The quicker you move, the faster you will swim.

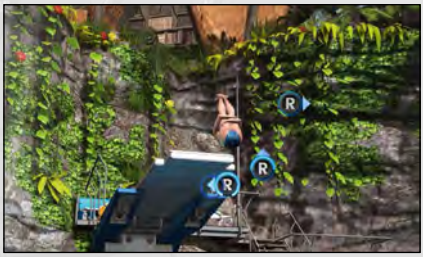
100m Butterfly

Simultaneously swing both arms down while bending your knees, then swing both arms up again while stretching your legs to swim. The quicker you move the faster you will swim.

Diving 10m platform

While diving the 10m platform, two dives have to be performed that are evaluated by five competition judges. Difficult dives receive a higher ranking. Before each pass, you can select one of four possible dives. The more difficult the dive and the higher the difficulty level, the greater the number of different inputs required during the flight phase.

For an ideal take-off timing, watch the gauge below the platform and press or shortly before the bar is filled completely. Without any input the athlete will automatically perform a bad take-off once the bar is filled. The better your take-off, the more time you will have to complete the required movements during the flight phase.



During the flight phase, symbols will appear from the right side moving towards a circle in the middle of the lower half of the screen. Move L or R into the given direction right in the moment a symbol reaches the circle. Your timing determines the precision with which the diver will perform the movements.

Press or shortly before the athlete enters the water and the gauge is filled completely to perform a clean entry.

Kinect controls

Jump up, raise your arms into the air and clap your hands above your head shortly before the bar is filled completely for an ideal take-off timing.

During the flight, symbols depicting hands and feet appear on the screen. You can move each respective symbol by moving the according hand and foot. Use your hands and feet to cover all the blue circles at the same time

as fast as possible.

Bend your knees and clap your hands above your head shortly before the athlete enters the water and the gauge is filled completely to perform a clean entry.

Archery

Move R down and hold it there to draw the bow. Release R to shoot the arrow. Aim with L.

Pay close attention to the flags behind the targets. They will tell you from which direction and how strong the wind is blowing. For example, wind from the left will deviate the arrow to the right according to the current wind strength. The stronger the wind the further away you need to aim from the bullseye to compensate for the arrow's deviation. Use the markings to the left and right of the center of the crosshair for orientation.

Activate concentration by pressing and holding LB or RB. This will increase the zoom level while aiming. Concentration will deplete the longer you remain in this mode until it is used up and you will have to aim normally again. Note that in career mode you will need to purchase the corresponding skill before being able to use concentration.

Kinect controls

To draw the bow, hold your arms as if holding a bow. Extend one arm pointing forward and raise the other arm in a right angle on your side, holding up a hand. You can aim by pointing at the target with your extended arm. Drop down your raised hand to shoot the arrow.

Trampolining

Initially you can select from freestyles with four different levels of difficulty, where the most points can be won for the most difficult freestyle. A freestyle always consists of ten jumps or shapes whose execution is evaluated by six competition judges. The more difficult the freestyle, the greater the number of different inputs required during the flight phase.

Move L down each time the athlete touches the bed after jumping. The better your timing, the more height you gain. On easy difficulty, your athlete will handle this automatically. The higher your jumps, the more time you have to perform tricks in the air. That is why you have to perform the jumping action again after a trick each time you touch the bed so you don't lose height. This is not required on easy difficulty.

After jumping in and after each interim jump, control commands appear on the right as soon as your athlete is in the air. Move L according to the display and press the indicated buttons to perform shapes. When you make an incorrect entry, the symbol of the required action turns red, but you can quickly correct your input as long as your athlete is still in the air. The number of required entries increases along with the selected difficulty level.

Move L left and right for a clean landing. Line up both feet-shaped silhouettes to keep your athlete straight and centered.

Kinect controls

Bend your knees each time the athlete touches the bed. The better your timing, the more height you gain. Symbols depicting hands and feet appear on the screen. You can move each respective symbol by moving the according hand and foot. Use your hands and feet to cover all the blue circles at the same time as fast as possible. Move your upper body left and right for a clean landing. Line up both feet-shaped silhouettes to keep your athlete straight and centered.

Foil fencing

In career mode and singleplayer free play, this discipline is carried out in a tournament during which you have to pass three fencing bouts. In multiplayer free play, you can choose to play either a single bout or a complete tournament. You have to win three matches consisting of one bout each to win a tournament. The first athlete to achieve ten points in a bout wins.

Move L left or right to move your athlete on the Planche. If you step behind the yellow area at the end of the Planche, the Planche is considered vacated and your opponent gains a point. You can move forward or backward quicker anytime by quickly pushing L into the respective direction twice. If you want to keep moving quickly, hold the direction on the second input.

You can perform a high attack with Y and a low attack with B You must be close enough to your opponent to be able to hit him.

There's a parry for every attack. Press X in time to parry high attacks. Low attacks can be parried with A.

When both fencers attack at the same time, speed is a decisive factor. On a simultaneous attack, repeatedly press the indicated button as quickly as possible to win the point.

Kinect controls

Stand with both feet next to each other and your athlete remains on the spot. Make a step forward with your right foot to make your athlete advance. To retreat, make a step backward with your right foot.

Stretch out your right arm forward in a straight line with your hand on shoulder level to perform a high attack and on hip level to perform a low attack.

Hold your bent right arm horizontally before your chest to parry a high attack or before your belly to parry a low attack.

On a simultaneous attack, stretch out your right arm forward in a straight line and describe wide circles as quickly as possible to win the point.

Mountain biking

At the start, move L left or right to straighten the bike. The less it is tilted to one side, the more boost you gain when starting.

Move L left or right to steer. Hold RT to accelerate and LT to brake. When coming to a halt, you can slowly go backwards by holding LT. After crashing, quickly press X several times to get back on track faster.

To take turns more tightly by drifting, steer with L while holding LT. At the same time, you can still accelerate with RT so you don't lose too much speed. Press and hold A or RT to gain a speed boost by using adrenaline. Adrenaline will charge in small amounts over time or by performing tricks. The harder a trick, the more adrenaline you gain. Repeating the same trick over and over will earn you less adrenaline each time.

Quickly move R up to jump off a ramp. This way you gain additional height, letting you master even the hardest tricks. When in the air after a jump, move R up, left, right or down holding the direction to perform one of four tricks. Press and hold RB and move R right or left holding the direction to perform advanced tricks. Note that in career mode you will need to purchase "Legendary trick I" and "Legendary trick II" before being able to perform advanced tricks. Also, you need to accomplish five missions related to mountain biking before "Booster trick I" and "Booster trick II" are available. Harder (tweaked) variations of all tricks can be performed by quickly releasing R after moving it.

On declining parts of the track you can assume a crouching position by moving R down without pressing LT. This way your adrenaline will partially recharge.

Kinect controls

Put your hands on an imaginary handle bar in front of you and move your upper body left and right to straighten the bike. The less it is tilted to one side, the more boost you gain when starting.

Stand up straight with both feet placed next to each other to accelerate. Place one foot ahead of the other to brake. Put your hands on an imaginary handle bar in front of you and move your upper body left and right to steer.

To take turns more tightly by drifting, steer by moving your upper body while also extending the opposing leg sideways. Tilt your upper body right while extending your left leg to drift to the right. To drift to the left, tilt your upper body left while extending the right leg. Stretch out both arms forward in a straight line to gain a speed boost by using adrenaline.

Align your bike with ramps when approaching them and raise both hands when on the ramp to jump and perform a trick. To perform an advanced trick, additionally raise a knee while raising your hands.

On declining parts of the track you can assume a crouching position by bending your knees. If you should crash, run on the spot to get back on track faster.

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