ALSO AVAILABLE

KINECT for A XBOX 360







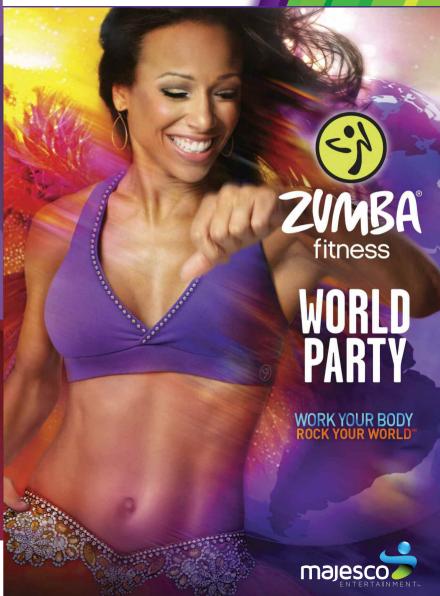


zumbafitnessgame.com





KINECT



©2013 Majesco Entertainment Company. All rights reserved. Zumba®, Zumba Fitness® and the Zumba Fitness logos are registered trademarks of Zumba Fitness, LLC. Used with permission. Developed by Zoe Mode.

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

TABLE OF CONTENTS

Navigating Menus			2
Getting Started		4	2
Main Menu		V 20	3
On-Screen Display			3
Enrolling a Second Player	/_		4
Creating a Custom Playlist		T	5
Editing a Playlist			5
Euphoria			5
My Zumba®			5
Learn the Steps	7		
World Scrapbook			6
Zumba® World		<u>/</u>	6
Credits	<u> </u>		7
Warranty			9
Product Support			9
		1100	
	CONTRACTOR OF THE PARTY OF THE		100



NAVIGATING MENUS

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

Note: Wait for the selection to light up and fill entirely.



ALTERNATE METHOD FOR MENU NAVIGATION: VOICE CONTROL

Using the Kinect™ for Xbox 360® microphone, you can speak commands to navigate through all menus, including: the

Main Menu, Quick Play, Full Class, Learn the Steps, Progress Tracker, Zumba® World and Options screens. As long as you see the microphone icon on the screen, Kinect voice control is enabled. For example, at the Main Menu, you can say "Quick Play" 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 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 middle of the screen.
- The next screen to appear is the Select Profile screen. Confirm the currently selected profile or select Change Profile to choose a different one.



MAIN MENU

At the Main Menu, choose from the following:

WORLD TOUR



Explore the movement, music and culture of seven exotic locations on a fitness adventure around the world. Collect Zumba® Miles by performing well throughout your World Tour. Accrue Zumba® Miles to unlock cool rewards including bonus videos, postcards, souvenirs and other songs in the playlist. Complete all songs in the playlist to unlock passport stamps.

FULL CLASS

Choose from 45 preset classes of varying lengths. Select **Short Class** (approximately 20 minutes), **Mid-length Class** (approximately 45 minutes) and a **Full-length Class** (approximately 1 hour), or create your own favorite workout with the **Custom Playlist** feature (see page 5).

QUICK PLAY

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

MY ZUMBA®

View your performance stats and set fitness goals in **Progress Tracker**, break down key steps across 13 dance styles in **Learn the Steps** (see page 6), check out the cool postcards and souvenirs you earned in **World Scrapbook**, and find out the latest Zumba® news in **Zumba® World** (Zumba® World is only accessible if your console is online with an Xbox LIVE Gold account)

OPTIONS

Change the in-game **Settings**, view **Game Credits** and use the **Kinect Tuner** to adjust your camera alignment in your play space.

ON-SCREEN DISPLAY

ZUMBA® STREAK = METER PLAYER FEEDBACK = INDICATOR



= VISUAL CUES

INSTRUCTOR

STAR RATING

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 5 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®!" If you receive consecutive Zumba®! scores, you earn a Zumba® Streak.

STAR RATING

You earn stars as you dance. The better the rating on the Player Indicator, the quicker you earn stars. Earn at least three out of five stars in single player songs to unlock bonus videos accessible in the My Zumba $^{\odot}$ area.

VISUAL 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 the move cues, you can turn them off from the **Options Menu**.

Note: You can also opt for less frequent cueing by selecting Minimal in the same menu.

STREAK METER

Score "Zumba®!" on the Player Feedback Indicator to fill the Streak Meter. When the meter is full you move to the next level of background energy!



ENROLLING A SECOND PLAYER

Before each routine begins, a second enrollment screen appears 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 the additional player, the player should put their right hand up to signal they're ready to proceed (Player 1 appears purple and Player 2 appears orange). To cancel the additional player, raise your left hand.

CREATING A CUSTOM PLAYLIST



- 1. Choose a Playlist and select the **Create** icon. Select a song and press the + icon.
- 2. Add up to 10 songs to your playlist and select the Save icon.
- Select the Back icon to exit your saved playlist and the Play icon to play your playlist.

EDITING A PLAYLIST

- 1. Select the Edit icon on an existing playlist then select the Playlist icon.
- 2. Use the up and down arrows to select a song. Use the icon to remove a song from your playlist or select Clear All to remove all songs at once.
- 3. Select the Close icon then select the Save icon to save your edited playlist.
- 4. Select the Back icon to exit or the Play icon to play your edited playlist.

EUPHORIA

Get lost in the music! Successfully earn 6 "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.

MY ZUMBA®

PROGRESS TRACKER

The Progress Tracker displays your performance stats, achievements and bonus videos that you unlock as you play.

Weekly Report

View your progress through your weekly reports which show you earned z-points, time played, calories burned and number of routines completed during that week. Compare your statistics against previous weeks and keep track of your workout development.



Goals

Let your ambitions grow as you set fitness goals for yourself or follow along with community goals. You can also create new personal goals and check messages from the community.

Levels

Increase your level as you earn more z-points by completing songs, classes and goals. As you level up, you earn fitness tips to support your healthy lifestyle.

Bonus Videos

View any of the unlocked bonus videos you've earned while playing the game. You can unlock videos by earning at least a 3-Star rating on certain songs. Select the **Play** icon to watch the unlocked video.

Leaderboards

Check the leaderboards of your local Xbox Live region and see how you rate against other Zumba® fans.

Achievements

As you play through routines, you can earn achievements for reaching certain milestones. Access achievements you've unlocked here or find out how to unlock specific ones.

LEARN THE STEPS

Learn the basic steps for the 13 core dance styles from world-class instructors. If you are not in sync with their moves, those parts of your body that are out of sync are highlighted. Use this additional feedback to help refine your technique and build confidence as you practice the moves at your own pace.

- 1. Choose from 13 dance styles including Salsa, Merengue, Cumbia, Reggaeton, Irish Step, Hip-Hop and Axé Samba.
- 2. Each dance style has two different moves associated with it.
- 3. Once you select a move, the instructor shows you how it's done.
- 4. Put your left hand up to cycle between dance speed (half speed or full speed), dance style selection, and dance step selection.

WORLD SCRAPBOOK

View the postcards, souvenirs and passport stamps that you've earned while dancing around the world with your favorite celebrity Zumba® Instructors here. Postcards are earned by dancing in each destination. Don't forget to share your earned postcards with your friends on Facebook to show off your cultural accomplishments!

ZUMBA® WORLD

Catch up on Zumba® news or find a live Zumba® class near you!

CREDITS

Zoë Mode

Producer Alys Elwick

Game Director Andy Trowers

Lead Gameplay Designer Marcus Sheldon

Designers
Derek De Filippo
Fraser Clark

Lead Artist Matthew Startin

Art Team
Matt Wright
Rob Swinburn
Matthew Gilchrist
Eranga Mudiyanselage
Pete Thorneycroft
Paul (Mooq) Gravett

Additional Art Support Theo Majendie

Ross Shepherd Ben Morriss Gareth Harwood Scott Lovelock Pete Smith Dan Haslop

Lead Programmer Stephen Birch

Programming Team Chris Jones Tony Francis Jason Steel William O'Sullivan Paul Mannering Kieran Hall Peter Gunter Matt West Gabriel Lee

Gabriel Lee Paul Sinnett David Long

Additional Programming Support John Brewer Dan Weighton

Dan Weighton Phil Rutherford Charles James Adrian Hawkins

Lead Audio Engineer Richard (Wilx) Wilkinson

Audio Engineer Rachel Dey

Lead QA Andy Selby QA Aaron Pelaez Mike South

Studio Head Paul Mottram

Director of Art & Production Ben Hebb

Technical Director Phil Rutherford

Design Director Karl Fitzhugh

Zoe Mode Special Thanks Centroid3D, Shepperton

Ross Richards Joe Ells Goran Dimitrijević Jugoslav Stojanov Igor Kovačević Ivana Jovancić Nenad Milosavljević Miloš Knežević Zoran Muncan Jelena Mitrović

Our Motion Capture Dancers Alexander Henry Cara Webb

Zach du Toit

Caroline Parsons Gemma Coe Jo Cooper Naomi Di Fabio Mokoena

Featured Instructors &

Zumba Fitness

Choreographers
Beto Perez
Gina Grant
Kass Martin
Loretta Bates
Heidy Torres
Armando Salcedo
Dr. B
Priscila Sartori
Melissa Chiz
Nick Logrea
Peter Lee
Eric Aolia

Choreographers Madeline Aponte Keoni Manuel Terry Hellums Nicci Galbraith Napolean Dumo Tabitha Dumo

Tesh

Hiren C Surti

Director of Talent & Choreography/ Associate Producer Juliana Sartori

Lead Choreographer Melissa Chiz

Chief Marketing Officer Jeffrey Perlman

Group Creative Director Hilary Fitch

Wardrobe Stylist Orly Romay

Music Direction Sergio Minski

Zumba Fitness, Chief Executive Officer Alberto Perlman

Zumba Fitness, Chief Operating Officer Alberto Aghion

Zumba Fitness, Chief Creative Officer Beto Perez

Zumba Fitness, Vice President, Consumer Products Adele Harrington

Zumba Fitness Special Thanks Stacey Zaff Johanna Velez Jonathan Perlman Allison Robins Zumba Apparel and Accessories Team

Majesco Entertainment

Chief Executive Officer Jesse Sutton

CTO/Head of Product Development Kevin Ray

Executive Producer Lisa Roth

Producer Jon Black

Associate Producers
Marc Dunyak
Pridget Callegh

Bridget Gallogly
Andrea Rodriguez

QA Manager Eric Jezercak

Assistant QA Manager Onix Alicea

Lead Tester Joe Ronguillo

Testers

Brian Harvey
Rebecca Norton
Brian McMillan
Sean Watts
James Lee
Larry Contreras
Jonathan Young
Andrew Rosen
Rodney Fleetwood Jr.
Joseph Curren
Jason Somers
Daniel Taylor
Martin Sanelli

Director of Technology Paul Campagna

IT Manager Kevin Tsakonas

SVP Marketing Liz Bucklev

Andrea Miller

Marketing Coordinators Lauren Pica

Creative Director Leslie Mills DeMarco

SVP of Publishing
Jo Jo Faham

SVP of Business & Legal Affairs Adam Sultan

Deputy General Counsel Gitta Kaplan

Contract Administrator

Director, Business Development Adam Sutton

EVP of Research & Development
Joseph Sutton

SVP of Sales Anna Chapman

Music Supervisor Steve Goldman

Special Thanks Gabrielle Cahill Kim Kurdes

Mike Vesey Alexandra Buttermark Reverb Communications Tangible Media

Quest Pictures, Pacifica Cinema

Producers

Jeff Murphy Katie Boyum David Murphy

Director Katie Boyum

Editors

Katie Boyum Jeff Murphy Gerald Nott George Ballinger David Murphy

Director of Photography Scott Peck

Curious Pictures

Managing Partner
Jan Korbelin

Head of Studio Camille Geier

Creative Director Vadim Turchin

Producer

Niki DiCesare

Technical Director Mike Lang

Virtual Production Facilities provided by Universal Studios

Production Services Rep Rami Bank

Virtual Services Technical Director Bon Fischer

Bonus Videos

Executive Producer Lisa Roth

Produced and Directed by Katie Boyum

Editors
Katie Boyum
Jeff Murphy
David Murphy
George Ballenger
Gerald Nott

Camera Operators Katie Boyum George Ballenger Scott Peck

