

XBOX 360

KINECT™

# JUST DANCE® KIDS



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**⚠ 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](http://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.

### ⚠ 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](http://www.xbox.com) for more information.

# JUST DANCE<sup>®</sup>

## KIDS

### TABLE OF CONTENTS

Connecting to Xbox LIVE.....	2
How to Get Help with KINECT.....	2
Game Controls.....	4
Introduction.....	5
The Game.....	5
Enjoying the Game.....	10
Technical Support.....	11
Warranty.....	12
Playing KINECT Safely.....	13

## **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](http://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](http://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](http://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](http://www.xbox.com/support).

## Using the Kinect for the Xbox 360

To get started with **JUST DANCE® KIDS**, simply stand in front of your Xbox 360 Kinect Sensor for a few seconds to begin the game.

**Navigating the menu:** Stand in front of the screen, hold your hand out in front of you, and a hand-shaped cursor will appear on the screen. Move your hand to guide the cursor around the screen.

**Making selections:** Place the cursor over the icon you want to select. Keep your hand still and wait for the icon gauge to fill up. Once filled, you will have made your selection.

**Scrolling icons:** At the song selection and other similar screens, hold your arm out straight to your sides with the palm of your hand facing the screen in order to scroll the icons right (using your left arm) or left (using your right arm).

**Changing user icon genders:** At the icon selection screen, hold your right arm straight above your head to change the gender of your user icon.

**Kinect Settings:** If the Kinect Sensor is having trouble detecting the player, press the Y button on an Xbox 360 Controller to bring up the Kinect Settings menu.

**Guide Gesture:** In the menu screens, hold your left arm out and downward at a 45-degree angle to bring up the Kinect Guide. During dance gameplay, the guide gesture pauses the game.

## Kinect Sensor Player Recognition



**On the Title Screen:** The player who selects the "Touch to Continue" option will have control of the game's menus until that player is no longer detected by the Kinect Sensor. When that player is recognised, the game will take a photo of that player's face and display it on the upper right hand side of the screen.

**Controlling the Game:** Only one player may control the game's menus at a time. The player whose photo icon is displayed on the upper right hand side of the screen is the player who controls the menu at that given time. Up to two players can choose icons in the icon selection screen and dance during a song at the same time. Players can leave and join dances at any time by entering and leaving the Kinect Sensor's field of range (about 3.5 metres in front of the Kinect Sensor).

**Player Recognition:** When a player needs to be recognised somewhere in the game apart from the Title Screen, a player should stand in front of the Kinect Sensor and wave one hand sideways slowly.

**When a Player Is No Longer Recognised:** The Kinect Sensor may stop recognising a player who can control or play the game if that player steps out of the Kinect Sensor's field of range, is obstructed by another player or object, or if the Kinect Sensor is disconnected from the Xbox 360 console.

**Player Re-recognition in the Game Menu:** If the Kinect Sensor remains connected and is no longer recognising any player, a player (previous or new) can wave one hand sideways slowly in order to be recognised. Once recognised, the game will take a photo of that player's face and display it on the upper right hand side of the screen. That player will then be in control of the game.

**Joining During a Dance:** Players who want to join the game in the middle of a dance (when there is either one player dancing or no players dancing) should stand in front of the Kinect Sensor so that their full-body silhouette is displayed within the designated space on the screen. The player should then wave one hand sideways slowly to be recognised. The game will take a photo of that player's face and display it on the screen.

## GAME CONTROLS

### Xbox 360 Controller



## INTRODUCTION

### **What is Just Dance® Kids?**

**JUST DANCE® KIDS** is a fun-filled dance game made specifically for kids! Choose from over 40 songs, including children's songs, recent smash hits and more!



## THE GAME

### **Main Menu**



**Dance:** Simply choose a song you want to dance to and get right into the game. You can also select different game modes at the top of the screen.

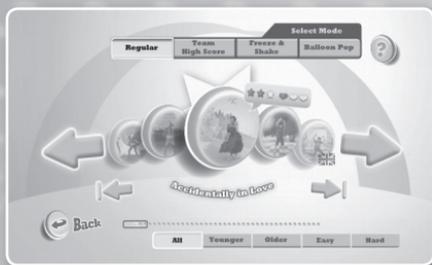
**Playlist:** Choose a preset playlist or put together a playlist of your own. There's a Create button that lets you create your own playlist.

**Non-Stop Shuffle:** Dance through songs in a random order. Choose the song mode, the type of songs and the length of time you want to play.

**Create:** Record your own dance videos by creating original dances, then challenge your friends to see if they can match your own moves.

**Parents:** This menu option features useful information for parents. Read the philosophy behind the game, track your children's progress and play habits, watch the game credits and change play options.

## Dance



### Select Mode

Choose a game mode:

#### Team High Score

This is a co-op mode in which you team up with fellow players and aim for a joint high score. When your player icon is lit up, you will earn twice the number of points. When a Team Shake sequence occurs, all players are required to shake in order to fill up the meter. If the meter reaches the MAX level, players will earn bonus points. When there are two players, if everyone scores a Perfect at the same time, players earn an All Perfect bonus.

#### Pose & Shake

This mode requires players to pay attention to the Pose & Shake icons. Stop moving when Pose appears and match the pose shown on the screen, otherwise players will lose points. Continue dancing when Shake appears. When maracas, a guitar or a drum appear, move your body by pretending to play those instruments to score points.

#### Song Filters

Filter songs by age group or difficulty by selecting the buttons on the bottom of the screen. Younger songs are intended for younger players. Older songs are intended for older players. Easy songs have easy dance moves. Hard songs have harder dance moves.

#### Song Selection

To choose a song to dance to, select the big arrows or hold your left or right arm out to navigate the song list one by one. The lower arrows will move the playlist over by multiple songs.

#### Song Language Selection

Song lists are sorted by language. In addition to English, seven songs are also available in Spanish, French and German. Press the flag icon on the lower right hand side of the screen to change the languages of multilingual songs. You can tell which language is currently selected by looking at the flags shown above the song icons and on the icons themselves. A United States flag represents English, the flag of France represents French, the flag of Spain represents Spanish and the flag of Germany represents German.

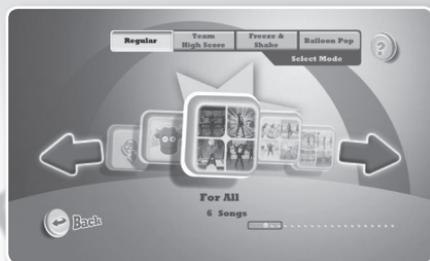
## Icon Selection

You can choose user icons here. Move the icons left or right to change the borders of the icons. Hold your right arm straight above your head to change the gender of your user icon. Players detected by the Kinect Sensor will have their faces recognised and registered by the game.

## Help

Press this button to access the game's tutorial. (This also appears on the Playlist, Playlist Edit, Create and Non-Stop Shuffle screens.)

## Playlist

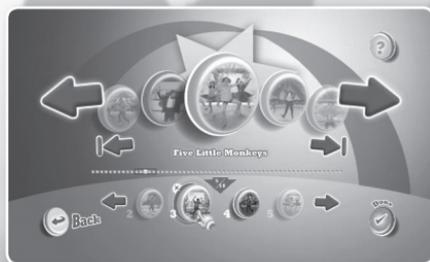


## Playlists

There are a total of 18 playlists. 6 are preset, while 12 may be edited. To create a playlist, press a Create button that has no data saved onto it. To edit or delete a playlist, select the Edit or Delete buttons at the bottom of the screen. Note that no Create button will be available if the maximum of 12 playlists have been made.

## Select Mode

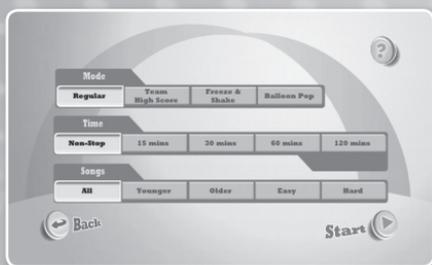
Choose a game mode. You can choose between Team High Score or Pose & Shake. These modes function here the same way they do in Dance mode.



## Playlist Edit

Press a Create button to access this menu. Select a song to add it to the open playlist. If the player wishes to delete a song from the list, select the song list, and then select a song to delete it. Press Done to save and exit the menu.

## Non-Stop Shuffle



### Mode

Choose a game mode. You can choose between Regular, Team High Score, Pose & Shake.

### Songs

Choose the type of songs to dance to. You can choose between All, Younger, Older, Easy and Hard.

### Times

Choose the length of the dance session. You can choose between non-stop, 15, 30, 60 and 120 minutes.

### Create



**Record Video:** In Create mode, you can record your own videos and create your own original dances. You can record videos using shorter versions of some of the game's songs.

**How to Record:** In the Select Slot screen, choose an icon that shows the word "Create" beneath it. Next, choose a song in the menu and begin dancing however you like. The Kinect Sensor will record your movements. Only one player can be recorded at a time. A camera and film roll act as a timer on the bottom right of the screen.

**Save Video:** After recording ends, select Save video in order to save your movie data. One Xbox 360 storage device can save up to 48 dances, depending on how much space is available.

**Retake:** Re-record the dance if you are not happy with the results of the last recording.

**Replay:** View the video you just recorded.

**Challenge Original Dance:** In the Select Slot screen, choose an icon with video in it to dance to a video that was previously recorded. One or two players can challenge the original dance at a time.

**Deleting Videos:** Select the Delete button and choose an original dance video you want to delete.

## Parents



### Play Tracker

Tracks game stats including date played, calories burned, duration of play and how many times each song has been played. Press the Reset button to reset the saved data.

### Progress

Displays current progression of songs played, top score and times played.

### Philosophy

A 6-page explanation of the philosophy behind **JUST DANCE® KIDS**.

### Credits

View **JUST DANCE® KIDS** staff credits.

### Options

Allows you to enable/disable the song lyrics, Next Move icons and Results screen animations.

## ENJOYING THE GAME



1. Stand in front of the Kinect Sensor and copy the dancer in the middle.
2. You will have a better chance of scoring when you perform the dance moves correctly.
3. Watch the bottom right of the screen for icons that tell you which move is next.
4. Getting combos on PERFECT moves will help boost your score.
5. Moves with the special Next Move icons give more points when done correctly.

### JUST DANCE® KIDS

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## TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please contact our 24-hour online solution centre at <http://support.ubi.com> first.

Our Support team can be reached on **0871 664 1000** (national rate) between 11am and 8pm, Monday to Friday (excluding bank holidays).

### **Faulty Game:**

If you believe your game is faulty, please contact our support team before returning your product to the retailer.

### **Damaged Game:**

If your game is damaged at purchase, please return to your retailer with a valid receipt for advice on replacement.

If your receipt has expired and you are within the 90-day warranty period, please contact the Ubisoft support team for verification.

Please note that we do not offer hints & tips at our technical support centre. These can usually be found free of charge on the Internet.

## WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

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Chertsey, Surrey, United Kingdom, KT16 8AP

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