



XBOX 360

KINECT™

# GAME PARTY IN MOTION



**⚠ 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.

# GAME PARTY IN MOTION

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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](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).

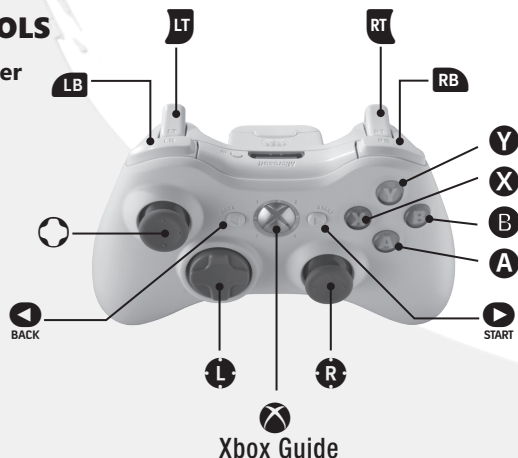
## GETTING HELP WITH KINECT

### Learn More on Xbox.com

To find more information about KINECT, including tutorials, go to [www.xbox.com/support](http://www.xbox.com/support).

## GAME CONTROLS

### Xbox 360 Controller



# GETTING STARTED

## NAVIGATING MENUS

All menus are comprised of scrolling icons and an OK button. Some menus will also have a Back button. Use hand gestures to scroll the icons left or right.

- To scroll icons to the **left**, hold out your **right** hand in front of you and swipe it from right to left.
- To scroll icons to the **right**, hold out your **left** hand and swipe it from left to right.

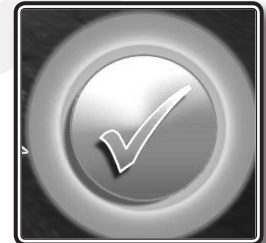
## ACTIVATING THE OK & BACK BUTTONS

To activate the OK button, hold out your right hand and place it about a foot in front of you, at about waist-level.

- As your hand gets closer to this hotspot, you'll notice the ring around the OK button contract to indicate you're getting closer.

Once your hand is in the hotspot, the button will start to fill. Hold your hand in this location until the button completely fills and you hear a "ding." That means the OK button has been activated and you have selected the icon on the screen.

To activate the Back button (if present), hold out your left hand about a foot in front of you, at waist-level. As with the OK button, you need to hold your left hand at the hotspot while the button fills. Once the Back button has been activated, you will be taken back to the previous screen.



# MAIN MENU & OPTIONS



If you are the only player within view of the KINECT sensor, you automatically control the menus. If two or more people are in view, the person standing on the left has control.

From the Main Menu, you can choose between five different options. The first three are the game types available for play: **Action**, **Outdoor** and **Precision**. The last two are for **More Options** and **Tournaments**.

## GAME TYPES

- **Action** By choosing Action, you can then select from **Hoop Shoot**, **Root Beer Tapper**, **Skill Ball**, **Smack-a-Troll**, **Table Hockey**, **Tic Tac Toe Face-Off** and **Double Racquets**.
- **Outdoor** From the Outdoor menu, you can choose from **QB In Motion**, **Horseshoe Hysteria**, **Bocce Ball** and **Bag Toss**.
- **Precision** By choosing Precision, you can choose from **Darts**, **Shoveboard**, **Pool Hall Party**, **Puck Bowling** and **Ping Cup**.

Once you've selected your game, you can choose to play in **Single-Player** or **Two-Player** mode.

You can then choose what type of **Avatar** you want. If one or more Live Profiles have been signed-in and have an Avatar associated with them, you will see the Avatar(s) appear on the Character Select screen.

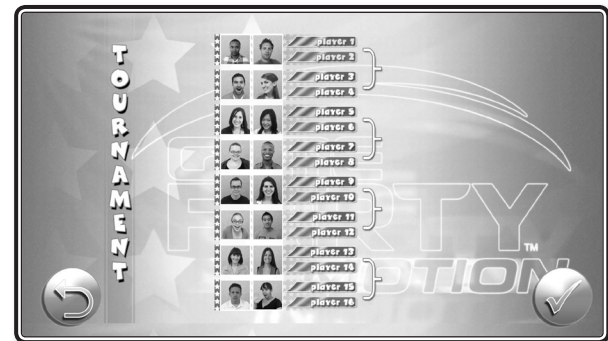
Scroll past the Avatars to see options for a **Random Male Avatar** and **Random Female Avatar**. After selecting your character, you can choose to play **right-** or **left-handed**. After that, the game begins.



## MORE OPTIONS

From the More Options screen, you can choose to see the **High Scores**. You can also adjust your **Default Options**. These include music and sound effects volumes and Ready State default. There is more info on Ready State later on.

## TOURNAMENTS

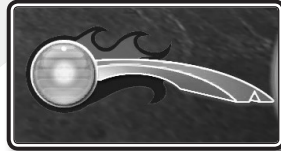


Tournaments allows you to set up a bracketed, playoff-style tournament for up to 16 players. After selecting the number of players, you select the game. Next, all players get their individual pictures taken by the KINECT sensor so they can identify themselves when it's their turn to play. Finally, all players pick their Avatar.

# READY STATE

When playing a game, you will see the Ready State indicator in the lower-right corner of the screen. This indicator lets you know if the game is going to look for a throwing motion. The purpose of Ready State is to ensure that you don't accidentally release the object in your hand if you are just practicing or getting your body into position.

- If the indicator is **red**, the Ready State is **OFF**, meaning any throwing motions you do will be ignored.



- If the indicator is **flashing green**, the Ready State is **ON**, meaning that a throwing motion will release the object from your hand.



Some games allow you to toggle the Ready State back and forth by activating the OK or Back button. Other games will not allow this; in these games, once the Ready State is **ON**, you cannot turn it off for the remainder of the game.



Normally, when you can throw another object, the Ready State will start in the **OFF** position and automatically start counting down to the **ON** position. However, you can set the Ready State to always default to **ON** in the Default Options screen. If this is set, the Ready State will start in the **ON** position without any countdown.

# PAUSING

At any time during gameplay, the game will automatically pause if you walk out of view of the sensor. If you're playing a Two-Player game, the game will pause if the KINECT sensor loses track of either player. Several scenarios can trigger this, including walking too far left or right, walking too far away, or getting too close to the KINECT sensor.

The game will also pause if someone or something comes into view and blocks the sensor from seeing you.

In addition, the game will pause if an active player performs the KINECT Guide Gesture.

## PAUSE MENU

If the Pause Menu was brought up due to a player performing the KINECT Guide Gesture, he or she will maintain control of the Pause Menu for as long as the KINECT sensor is tracking that player.

If the Pause Menu was brought up due to an active player leaving the view of the sensor, the next person the KINECT sensor finds and tracks will then control the Pause Menu.

If the person controlling the Pause Menu leaves the view of the sensor again, the next person the KINECT sensor finds will take over control.

Controlling the Pause Menu is done in the same way as controlling the Main Menu, using swiping motions and holding out your hand to activate the OK button.

# THE GAMES

## HOOP SHOOT



You have 60 seconds to try to score as many points as you can. Move your hand in a natural arcing motion as if throwing a real basketball. If the ball hits the rim or the backboard before going in, you will get 2 points. If the ball only hits the net going in, you will get 3 points.

## ROOT BEER TAPPER



You have 60 seconds to try to serve root beer to as many patrons as possible. There are three long tables that patrons can walk down. Step left and right to switch between tables.

When you want to serve a drink, push your hand straight forward, as if pushing a mug of root beer down the table.

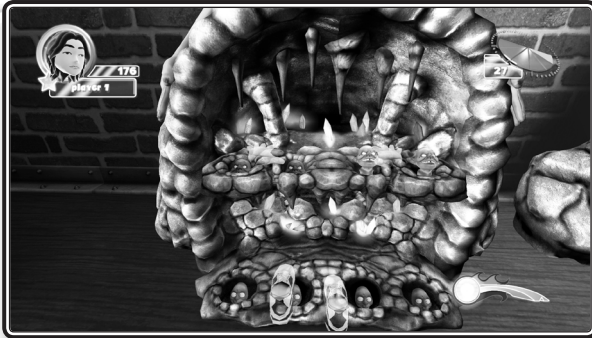
Points are awarded based on how full the mug is when the patron receives it. However, if a mug slides off the end of the table and breaks, points are deducted. Points are also deducted if a patron reaches the end of the table without getting a drink.

## SKILL BALL



You have 60 seconds to try to get as many points as possible. Use your hand to do an underhand tossing motion. This rolls a ball down the alley and up a ramp at the end, where the ball then jumps in the air. Depending on how the ball was thrown, it may go into one of the different scoring rings. If it does, you are awarded the points for that ring. You can continue to throw as many balls as you like while there is still time.

## SMACK-A-TROLL



You have 60 seconds to try to get as many points as possible. There are two rows of trolls in front of you. One row is down low by your feet, the other up higher by your hands.

You will see virtual hands and feet that track the movement of your real hands and feet. Whenever a troll pops up, use your hand or foot to smack down on it. More than one troll may pop up at a time, so for maximum points, use both your hands and both your feet.

Scoring is based on when you hit the troll. If you hit it at the very peak of its rise, you will get the most points. A hit before or after that will yield fewer points. Occasionally, a King Troll will pop up that is worth double points.

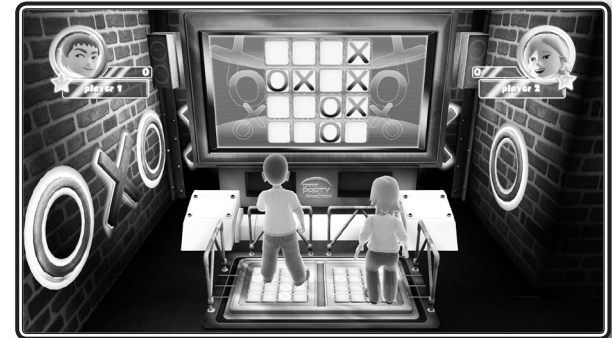
## TABLE HOCKEY



A puck starts out in the middle of the table. Each player is given a mallet to use to strike the puck. Try to hit the puck into your opponent's goal while preventing it from going into your own goal.

One point is awarded to a player when the puck goes into his or her opponent's goal. The first player to reach 7 points wins the game.

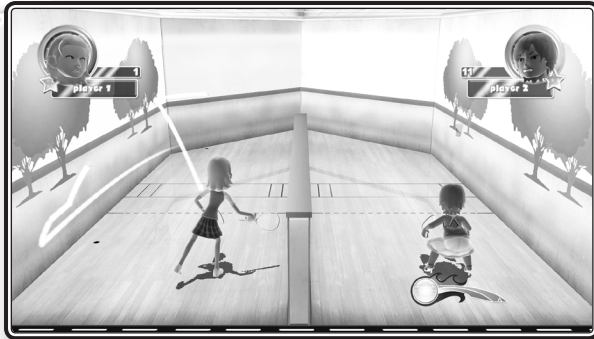
## TIC TAC TOE FACEOFF



Two platforms are set up, one for each player. Each platform has 16 squares arranged in a 4-by-4 grid. A song will start playing and, on certain beats of the song, a square will light up. If you step on that square when it lights up (but not before), you will switch that square to your side. Player 1 is X and player 2 is O. The first player to get four squares in a row, either horizontally, vertically or diagonally, wins the game.

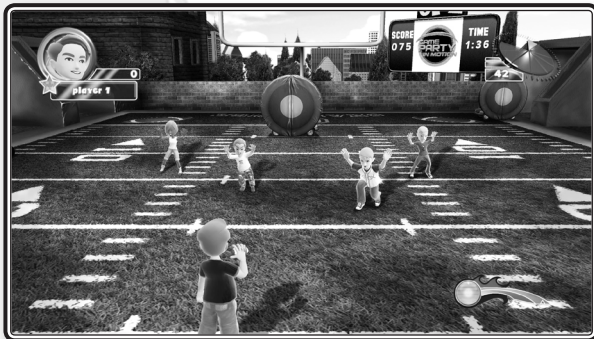
Before the square can be stepped on, it will light up at half-brightness to give you some warning that the square can be changed. Also, a square can be changed to the other side. In other words, if a square is an X, player 2 can change it to an O if it lights up and he or she steps on it sooner than player 1 (and vice-versa).

## DOUBLE RACQUETS



Each player stands facing a V-shaped wall on opposing sides of a divider. You can move left and right within your playing area and you hold a racquet in each hand. Two balls are put in play simultaneously. Because you hold a racquet in each hand, you can use either hand to return volley. You score by getting one of the balls past your opponent. However, if you hit the ball too weakly and it bounces on the floor five times before reaching your opponent, he or she will score a point. The first player to reach 15 points wins.

## QB IN MOTION

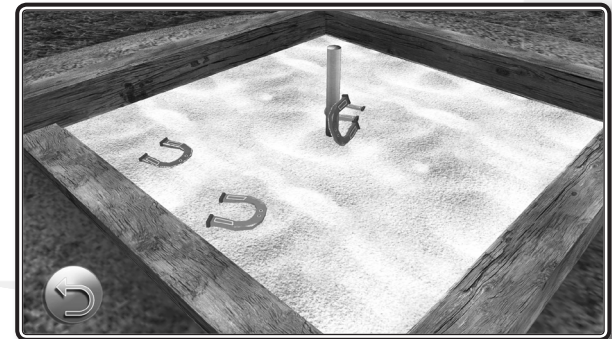


You have two minutes to try to score as many points as possible. To throw the ball, move your arm as if throwing a real football.

Moving across the field at various distances are golf carts with targets mounted on them. Throw the football to hit the targets and get points. Farther targets are worth more points. In addition, hitting a target closer to the bull's-eye yields more points.

Three defenders will try to stop you from getting points. They can block your football. They also periodically charge and try to tackle you. Step left and right to try to find an open throwing lane between the defenders, and to avoid getting sacked.

## HORSESHOES



This game follows most of the rules of the Count All method of scoring horseshoes. You start out trying to throw your two shoes at the opposing sand pit. To throw, do an underhand tossing motion as if throwing a real horseshoe.

Any shoe that comes to rest within one horseshoe-distance of the stake is awarded 1 point. A shoe that ends up leaning against the stake is awarded 2 points. A shoe that completely encircles the stake is awarded 3 points.

Player 1 throws both shoes first, then player 2 throws. Score is counted after all the shoes have been thrown. The first player to reach 15 points wins. However, if the players are tied at 15 or more points after a round, extra rounds are played until one player emerges with a higher score.



## BOCCE BALL



During each round, both players start out with four balls. You start out a round by throwing the Jack onto the court (it must cross the center line). You then throw your first ball. Next, your opponent throws. He or she continues to throw until either a ball gets closer to the Jack than your closest ball, or he or she runs out of balls. You then throw until you get a ball closer than your opponent or you run out of balls. Each player continues to throw like this until all of the balls have been thrown. At that point, score is tallied for the round.

Only one person scores per round. You score a point for each ball that is closer to the Jack than your opponent's closest ball. However, any of your balls that are farther away than your opponent's closest ball do not score any points. The first player to reach 15 points wins the game.

## BAG TOSS



Two platforms are set up, each with a hole in it. Players take turns throwing beanbags at the opposing platform. If your bag lands on the platform, you get 1 point. If your bag goes in the hole, you get 3 points.

Score for the round is not counted until after all the beanbags have been tossed, so some bags may be knocked off the platform, while others may be knocked in the hole. The first player to reach 21 points wins. However, if after a round the players are tied at 21 or more points, extra rounds are played until one player emerges with a higher score.

## DARTS



There are two types of Dart games to choose from, 301 and Darts.

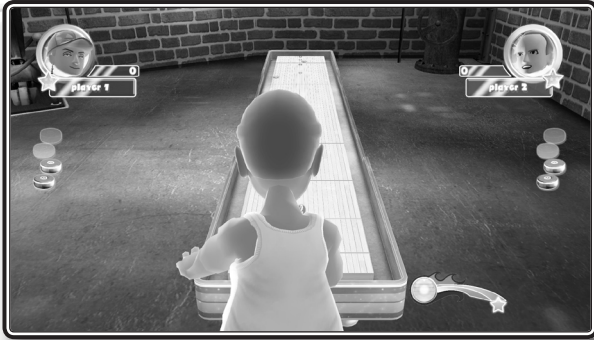
In 301, each player starts out with 301 points, and each throw of the dart subtracts points. The first player to reach exactly zero wins. Since you need to reach exactly zero, any throw that causes a negative score will be ignored.

Darts consists of five rounds. During a round, each player throws three darts. The player with the highest score after the five rounds wins.

For both dart games, you set up your aim point on the board before each shot. Move your body left / right to move the aim point left / right. Move forward / back to move the point up / down. Once you have the aim point positioned, activate the OK button to lock it in.

Once the Ready State is ON, use your hand to do a dart-throwing motion. If you throw too hard, the dart will land above your aim point. If you throw too softly, the dart will land below. Left and right hand motions are also tracked, which can make the dart land to the left or right of the aim point.

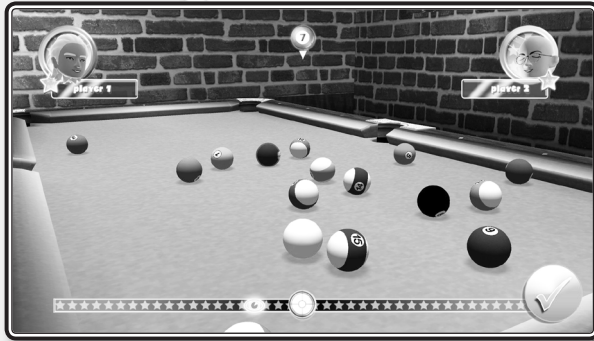
## SHOVEBOARD



This game is played on a table surface. At the end of the table are four scoring zones. Push your puck down the table so that it stops in one of the scoring zones. A puck must be completely in a zone in order to be counted. Any puck left hanging off the very end of the table will get an additional bonus point.

Only one player scores after a round. Any of your pucks that are farther than the farthest of your opponent's pucks will score; any pucks closer than the farthest of your opponent's pucks will not score. Likewise, if your opponent has the farthest puck, he or she will score and you will not.

## POOL HALL PARTY

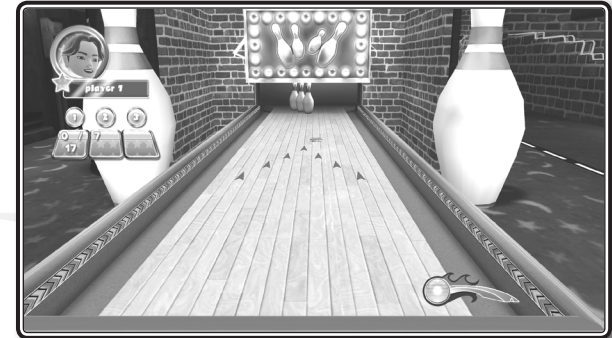


This game follows most of the traditional rules of 8-Ball. Move your body to place the cue ball (either when breaking or because your opponent scratched). Step left or right to move the cue ball left or right. Step forward or back to move the ball toward the far or near end of the table. Activate the OK button to lock-in the cue ball position.

To aim, first select a ball to aim at by swiping left or right. Move your body left and right to fine-tune your aim. Once you're happy with your aim, activate the OK button to lock it in.

To hit the ball, start out with your arm back, as if holding a real pool cue. Then quickly move it forward to hit the cue ball.

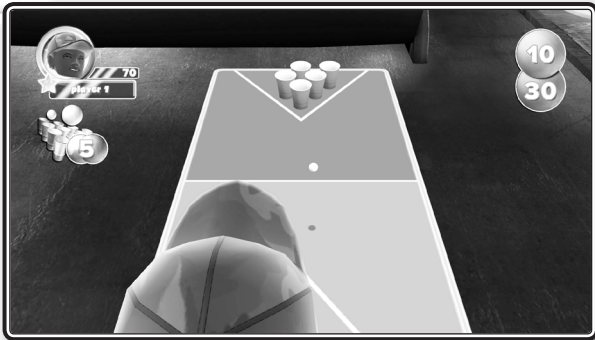
## PUCK BOWLING



This game follows the same scoring rules as regular bowling, where each player gets 10 frames and one or two throws per frame. Line up your shot, then quickly push your hand forward. If the puck hits a pin, that pin flips up. Additional pins may also flip up depending on how that pin was hit.

After each player's frame, a Recap screen shows all 10 frames for all players. The next player up can activate the OK button to move past that screen.

## PING CUP



In this game, you must try to clear 10 cups sitting on the opposite end of a table. To clear a cup, you throw a ping-pong ball. You can either throw it and get it to land in a cup on-the-fly, or you can bounce it on the table first and then have it go in a cup. Getting a ball in on-the-fly clears one cup. Getting a ball in by bouncing clears two cups.

In a Two-Player game, the first player to clear all 10 cups wins. In a Single-Player game, you are awarded points based on how many cups in a row you've cleared and whether you've cleared them on-the-fly or by bouncing the ball.

## CREDITS

To see a list of credits of those who brought you this game, please go to [www.gamepartyinmotion.com](http://www.gamepartyinmotion.com).

## **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.