UBISOFT

iNiS

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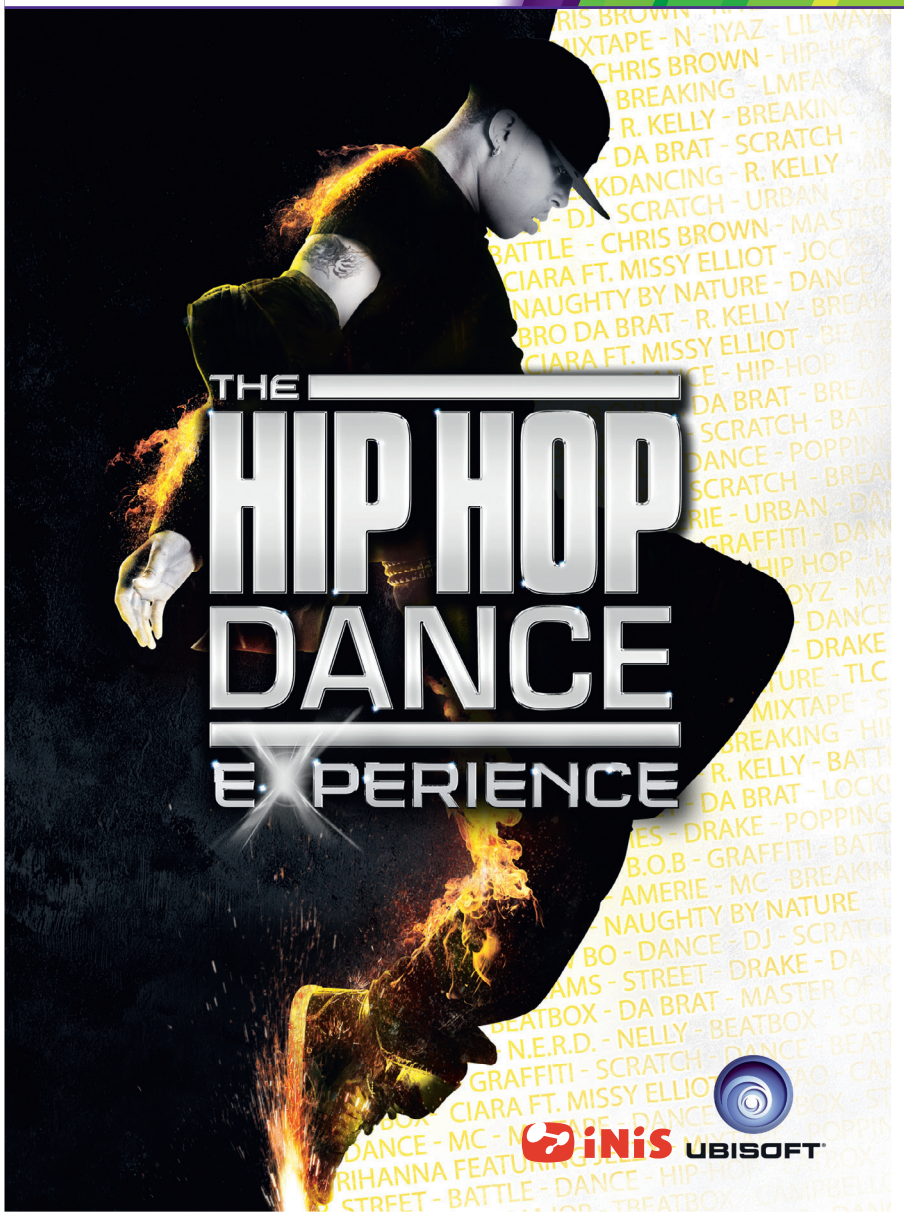
XBOX 360

KINECT™



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.

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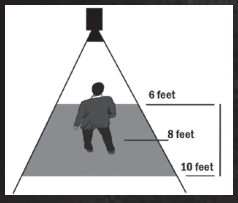
GETTING STARTED

Master over 700 iconic Hip Hop dance moves from 40 chart-topping Hip Hop songs, in 6 exciting venues. Grab a friend and challenge each other to a Dance Battle or play cooperatively in 4 different game modes. Finally, a dance game dedicated just to Hip Hop!

The Basics

- Place the Xbox 360 Kinect Sensor in front of the area you want to play in. It's optimal to place the Kinect Sensor just below your TV screen.
- Use the Kinect Mirror window in the top corner of your TV screen to make sure you are neither too close nor too far from the Kinect Sensor.
- Clear the space of all furniture and obstacles.
- Lighting will assist the sensor in tracking you.
- When possible, avoid loose clothing for better body tracking.

Play Space



To play The Hip Hop Dance Experience, you will need to be inside the gray play space.
Stay inside the play space for the best body tracking and feedback.
Need help? If you think the Kinect Sensor is having trouble tracking you, activate the Kinect Guide (by holding out your left hand toward your lower left), select the Kinect Tuner, and follow the instructions.

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Kinect Microphone

You can use the microphone in Kinect to select tracks from the Song Selection Menu by saying "Select" followed by the song title. The voice recognition function is only supported in English.

Menus

With the help of the Kinect Sensor, you can navigate all the menus of The Hip Hop Dance Experience without using the Xbox 360 Controller.

Pausing a Game

Need a break? You can pause the game at any time by:

- Activating the Kinect Guide
- Stepping out of the play space

THE GAME

Your challenge is to dance to the beat, and to mirror the movements of the dancer facing you on-screen as closely as possible.
While dancing, the Kinect Sensor tracks your movements and then compares them with the reference dancer's moves to evaluate your performance.
Your feedback will appear under your dancer in real-time.

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Next Dance Card

Dance Cards will appear next to each dancer to inform the player what the next dance is, as well as a countdown to the next dance. Following these dance cards will also help you to learn and memorise the dance routine for each song.

Your Score

Each player will have an individual score that tracks their overall points gained while performing.

In addition to their individual score, each player will also receive immediate feedback on each move performed. This feedback can be found under the dancer:

- HYPE!! Means the player is on fire and received the highest score for that move.
- COOL! Means the player is performing the move and has almost mastered it.
- NICE! Means the player is close to getting the move right.
- YUP Means the player is trying and starting to get the move.
- BUSTED Means the player did not succeed at performing the move and must try harder.

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Star Meter

The Star Meter fills up depending on how well you dance. The higher the dance rating you receive on the dances, the more the Star Meter fills up. Fill up the Star Meter to activate Star Drive and get bonus points for every dance you perform successfully.

The 411 on Results

Points: How many points you scored for a song based on how well you performed the dance routine.

Leaderboard: Compare your score locally, if playing offline, or globally, to the rest of the world!

Best/Worst Dance: See which dance you performed best and which dance you need to work on.

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Song Recommendations

Upon completing any song in Dance Party, select from amongst the 3 recommendations based on the song just played to quickly try out other songs.

Turn it Up!: A randomly selected song from the next, higher difficulty level than the song just completed. The more Flames, the higher the difficulty level.

Keep the Groove: Song randomly selected for you from songs of a similar tempo (+/- 10 BPMs).

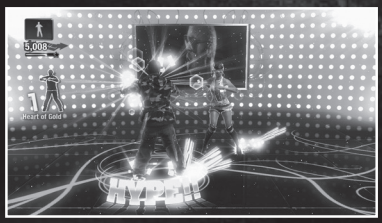
Random Hits: Song randomly selected from all of the available songs that you might also like.

Dance Shortcut: Need some pointers to help master your dance skills? You can jump straight to Power Skooling and get to work on your dance routine directly with this shortcut.

Power Skooling Shortcut

NOW DANCE!

Ready to dance? Just mirror the dance moves you see the dancer opposite you performing.



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Join a Game Anytime

Other players can join in at any time during menus or gameplay simply by entering the Kinect play space and raising their right hand above their head for a few seconds.

GAME MODES

Dance Party

Play on your own or with a friend. Select any of the 40 songs from the Song Select Menu, choose your dance routine difficulty – each player can choose their own level to best meet their skills – and jump into the game. Upon completing a song in this mode, your score will be calculated, and your best and worst moves will be identified. A shortcut to the Power Skooling mode for move practice will be available on the Try These Songs screen as well.

Dance Battle

In this multiplayer only mode, two players battle to see who is best by performing dance moves correctly to boost their Battle Meter. The player with the longest meter at the end of the battle wins!

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Dance Marathon

Dance till you drop in this mode and feel the endless party in this Hip Hop marathon! Using all the songs and all the dance moves, play song after song, racking up points and increasing your overall score until you just can't dance any longer…

Power Skooling

Get yourself skooled in the dance moves you most want to practise and master. Identify the moves, slow them down to break them down, and learn them step by step until you have them mastered and perfected. If the dance is too fast for you, just raise your right hand to slow the tempo down.

Wardrobe

Show your style and customise your avatar's features or fashion with authentic Hip Hop gear. Everything from the hat on your head to the shoes on your feet can be swapped out and changed.

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OPTIONS

Voice Recognition
Toggle the Kinect voice recognition function on or off for selecting songs with your voice.

Latency Setting
Adjust the timing difference between the audio or visual timing and gameplay. An Xbox 360 Controller is required to make adjustments.

Change Storage Device
Change the storage device for the auto-saved local data or your profile data here. You can also select another storage device to save or load your save data.

Credits
See a list of all the people who hustled to bring you this dope game experience! And a big “thanks” to you from iNiS and the team at Ubisoft.

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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.

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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:
Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

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NOTES

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