

XBOX 360

KINECT™



UBISOFT™

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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 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 for more information.

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GAME CONTROLS

XBOX 360® CONTROLLER

WHILE IN KINECT MODE

- **X** – Launch the Kinect Tuner
- **Y** – Launch Ubisoft's Uplay menu
- **ANY Button** – Activate Controller Mode



WHILE IN CONTROLLER MODE

- **A** – Confirm Selection
- **B** – Back to Previous menu/Cancel
- **X** – Launch the Kinect Tuner
- **Y** – Launch Ubisoft's Uplay menu
- **BACK button** – Enable Kinect mode



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.

GETTING STARTED

Welcome to Just Dance®3 on Kinect! Invite your friends, have fun and dance to the coach's choreography, or record your own and play them back with your friends! There are 49 songs for you to choose from and new modes for lively games!

THE GAME

The goal of the game is to dance in rhythm, as closely as possible with the coach(es) on screen. The flow of your body movements will be captured by the Kinect Sensor and compared with those of the on-screen dancers in order to precisely evaluate your performance. The amount of energy you put in is also detected and impacts your score, so give it your all!

Exclusive to Kinect, Just Create allows you to record your own choreography, play it back with your friends and share it online!

BASICS

- Make sure that you have enough space to dance.
- Always be aware of your play surroundings to avoid accidentally hitting objects.
- Follow the on-screen coach as if he/she were your reflection in a mirror.



- Copy the coach's movements as closely as possible.
- Follow the coach, follow the rhythm and dance up a storm!
- Once you've learned the choreography, the pictograms will help you prepare for upcoming dance moves.

MENU NAVIGATION

First, face the Kinect Sensor. The Player closest to the Kinect Sensor will control the menu. To take control of the menu, extend your arm to the side of your body. You are controlling the menu when an item is highlighted. To stop controlling the menu, simply drop your arm to your side.

RIGHT HAND



Your right hand will control any menu that is on the right side of the screen.

LEFT HAND



Your left hand will control the back slider that is on the left side of the screen.

CONFIRM SELECTION



To confirm a selection, gently move your hand from your side towards the front of your body. You'll see the slider move on screen as your hand moves. The movement should feel natural. We call this a "Swipe"!

SCORE SYSTEM

DANCE MOVES

For every movement, the system evaluates your performance based on rhythm and quality of execution. The Score Ball indicates how accurate you are.



You'll need to do better than that!



Not there yet, but it's a good start!



Nice move! Now, try to match the coach's just a bit better!



Awesome! Keep up the good work!

Note: If you're not sure which Score Ball is yours, check the colour of your silhouette in the Kinect Vignette in the corner of the screen. It's the same colour as your Score Ball.



DIFFICULTY MODES

In Just Dance®3, you can choose between two difficulty settings.

NORMAL



Your arms, chest and legs are tracked by the Kinect Sensor. If the coach spins, you spin! If the coach jumps, you jump!

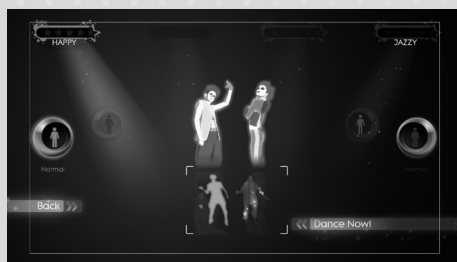
EASY



Only your arms and chest are tracked by the Kinect Sensor. If the coach jumps or spins, you don't have to do so.

Changing Difficulty Setting

To change the difficulty setting, just raise your arm while in the pre-game Lobby. Remember that each player can set their own difficulty level.



ON FIRE



If you obtain several “Good” or “Perfect” moves in a row, you’re On Fire. While you’re On Fire, every move you make earns you bonus points! You can see the On Fire effects on your Score Ball.

GOLD MOVES



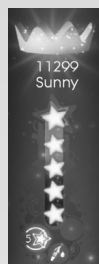
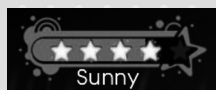
Some moves are more than just moves – they are Gold Moves. You will recognise them by the golden pictogram and the special effects around the coach. Performing a Gold Move correctly gets you a lot of points.



STARS

Stars indicate your overall performance during the course of a song. While you are playing, the gauge above your name will show you how many stars you have earned.

The endgame screen displays the number of stars earned over several games, so you can track which player has the highest score.



STYLE

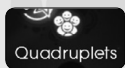
The Style attribute in the score recap gives you detailed feedback on your performance:



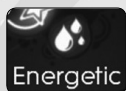
Two players danced in sync.



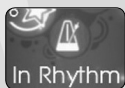
Three players danced in sync.



Four players danced in sync.



You put the most energy in your moves!



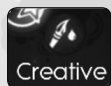
You had the best sense of rhythm!



You were the least energetic! Try a little harder.



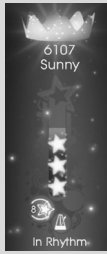
You danced well but didn't give it your best.



You have your own style!



You moved around the most!



MOJO BAR



This is your experience bar: the more stars you earn, the more it will fill. When it's full, you've reached the next level! Each level rewards you with a special choreography or game mode. The number of players and the quantity of stars gained directly affect the Mojo Bar: the more there are of either, the more Mojo you earn. That's a good reason to invite all your friends to dance!

SHOUT OUT



When you see the Shout Out icon beside the lyrics, Sing **LOUDLY!** You'll earn a Mojo bonus if you hit a Shout Out in a song!

ACHIEVEMENTS

When you fulfil specific conditions, you'll be awarded with an Achievement Try to unlock them all!

SONG SELECTION

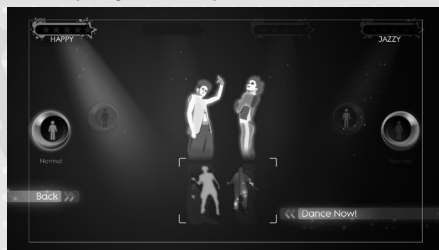
In Just Dance®3, you have access to numerous game modes, playlists and choreography types. All of these can be accessed through the Song Selection screen. The content is organised in three menus situated in the tab in the upper left corner of the screen: Songs, Playlists and Specials.

SONGS MENU

You'll find all your songs in the Songs Tab.

DUETS

In Duet mode, players can perform complementary dances at the same time. You can choose which coach you want to follow by placing yourself in front of the appropriate coach when you are in the pre-game Lobby.



DANCE CREW

In Dance Crew mode, you can play with up to four dancers, each following their own individual coach. As in Duet mode, each player can pick which coach they want to follow in the pre-game Lobby.



FULL AND SHORT VERSIONS

In the Extras menu, you can choose to play the full song (default) or a short version. The short versions are one-and-a-half minutes long, on average.

SPECIALS MENU

As you play, you can unlock Specials such as new choreographies and new game modes! The more you play, the more Mojo you collect, and the more Specials you'll earn!

SIMON SAYS

While dancing, perform the actions that appear on your Score Ball.



Don't move, or you will lose points.



Spin around once while opening your arms. Do it right, and you will earn bonus points.



Jump repeatedly to earn bonus points each time!



Dance frantically to win bonus points!

Note: Songs are chosen randomly!

DANCE MASH-UPS

Coaches from all the songs team up to create a new choreography mash-up! Pay attention: you might just notice special appearances by certain coaches from previous Just Dance® games!

MEDLEYS

Dance to a selection of the best extracts of various songs.

PLAYLISTS MENU

Playlists allow you to queue and then play several songs without any interruption. Just select the playlist you like and you are ready to party!

If you want to skip the current song, open the Pause menu and select 'Play Next Song'

NON-STOP SHUFFLE

If you select Non-Stop Shuffle on the Song Selection screen, all songs will be played without any interruption.

SPEED SHUFFLE

This option works in the same way as Non-Stop Shuffle, but with the short versions of each song.

JUST SWEAT

If you're looking for a dance workout, you're in the right place!

FREE SESSION

Up to 4 players! Invite your friends and choose a song or a playlist to Sweat together!

SWEAT POINTS

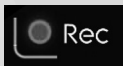
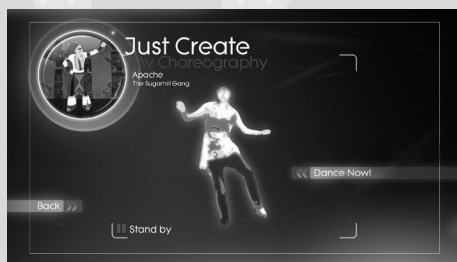


While your Sweat Session is active, your real-time Sweat Points will appear next to your name. Once the song has finished, the Sweat Points earned for that song will be displayed, as well as a cumulative total for all the songs you and your friends have played while the Free Session was active!

Careful though! Your points won't be saved when you leave the session!

JUST CREATE

You can create and record your own choreography on any song from the Freestyle and Coach Me lists, then play them with your friends like a normal Just Dance song. You can even share them online and enter contests!



COACH ME

Dance with the coach on screen with you! You can dance with your own style, or try to match the coach. The choice is yours! Use your coach for inspiration and have fun!

DANCE OFF

Follow! Create! And Play! All in the same song! In Dance Off, you first follow the coach. At some stage, you and your friends get the chance to be creative and record your own freestyle moves. Later in the song, you'll see a playback of those moves, and will be scored while dancing to them!

FREESTYLE

Create your own choreography from scratch! No help from the coaches, let your creativity run wild!

CREATE SHORT OR FULL VERSIONS

In the Extras Menu, you can choose to create your choreography in a short version (default) or full song just like in Just Dance mode.

PREVIEW YOUR CREATION

When you're done creating your own choreography in Coach Me or Freestyle, preview your creation and see how much fun it is to play!

SAVE YOUR CREATION

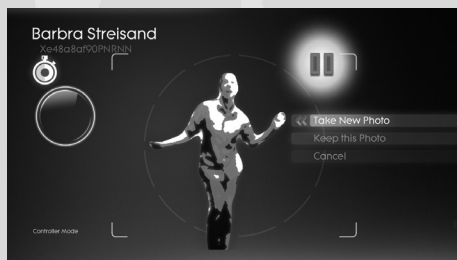
If you like your choreography, you can save it and play it whenever you want. All your saved choreographies will appear in the Gallery menu.

EDIT TITLE

When saving your choreographies, you'll be given the opportunity to name them. Make sure you select a name you like, because once saved, you can no longer change it!

COVER PICTURE

At the start of the song, the game will take a picture of you for the cover of your choreography. You can retake the picture as many times as you want, but once it's saved, you can no longer change it.



GALLERY MENU

All of your choreographies are saved in the Gallery menu. This is where you go to manage the choreographies you've created or to download new ones. Choose a choreography and dance to it, as in Just Dance mode!

SHARE

If you are connected to the Internet, you can share your choreography with the Just Dance®3 community and enter contests! Simply select one of your own choreographies, then select the Share option.

Note: You'll need a Uplay account to share your creations.

DELETE

To delete a choreography, simply select the song you wish to delete and select the Delete option.

ONLINE

Just Dance®3 is connected! Get online and be part of the community!

SHOP

Use the in-game shop to download new songs. Access the Just Dance®3 Shop from the Main Menu, or from the song menu.

FRIEND SCORE CHALLENGES

Think you can out-dance your friends? Call them out with the Friend Score Challenge, an automated way of competing with your Xbox LIVE friends. When selecting a song, the Friend Score Challenge will tell you which friend has outscored you. Simply select and play the song to accept the challenge.

NEWS

Get news about what's going on with your Friend Score Challenges, where Virtual Flashmobs are happening, what's new in the Shop, and more!

VIRTUAL FLASHMOBS

Ever wonder how many people have been doing the same thing as you? Well, Just Dance®3 now lets you know how many people have been playing the same song! The Flashmob score displays the number of times a song has been danced on any given day. Participate! Move the world!

WEBSITE

Keep in touch with all the latest Just Dance® news and events! Remember to bookmark www.facebook.com/justdancegame to your Favourites!

UPLAY

Sign-up with Uplay to get exclusive Ubisoft content and rewards! It's free and only takes a minute to set up. With Just Dance®, your Uplay account will let you upload your choreographies, unlock extra content and more!

Now that you have all the information you need, get ready to groove, sweat and shake it! Just dance!

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:

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.

