



! 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.

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.



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.




Playing KINECT Safely

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.



Playing KINECT Safely

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.

NAVIGATING MENUS

Kung-Fu High Impact requires Kinect for Xbox 360.

Hold your right hand to the side. Move it up and down to browse menus. To select the highlighted menu item, swipe your right hand across your body.

To go back or cancel, swipe your left hand.

To pause the game while playing, use the guide gesture or press the START button on a controller.

To navigate menus with a controller, press the START button to toggle controller mode on and off.

MAIN MENU

Start New Story / Continue Story - Play through the story of Kung-Fu High Impact! Enter the game as yourself, fight the forces of darkness and star in your own comic books!

Custom Fight - Create your own fights, play with friends and family, or challenge yourself in survival trials.

How to play - Watch video tutorials for playing the game.

Options - Manage save data and change settings such as difficulty level, sound volume and display safe zone.

My stats - Browse online leaderboards and your personal statistics and achievements.

CUSTOM FIGHT

Mayhem Designer - Mix up your own fight! Choose your enemies and battleground, and adjust options to suit your tastes.

Multiplayer - Up to four players can use controllers to control enemy characters against one player using Kinect.

Survival challenges - Test your skills in endless challenges - how many rounds can you survive?

HOW TO FIGHT



Welcome to Kung-Fu High Impact!

Are you ready to kick some serious ass?

Let's go through a few tricks.

When facing the Kinect sensor, enemies are to your left and right.

Fight in your own style. All moves deal damage, as long as they're fast enough!

DODGING



You can see how far an enemy's attack will reach.

Dodge the yellow warnings.

Dodging gives you bonuses.

BLOCKING



You can also block attacks.

To block high attacks, protect your face with your arm.

To block low attacks, lift your knee up.

Red attacks are so powerful that they can't be blocked.

COMBOS



On the hard difficulty level, your enemies block more often.

Use different attacks to catch your enemy off guard, and attack repeatedly to deal more damage.

POWER PUNCH



Power Punch is great for quickly closing in on a distant enemy - or escaping a tight spot.

Use both hands to punch left or right. Keep your hands apart!

Some enemies are so fast that you can hit them only with a power punch.

SOMERSAULTS



Use somersaults to reach higher platforms or escape danger. You can even surprise your enemies from behind.

All at once - jump, throw your hands up and bend.

MYSTIC STONES



These mystic stones contain health or special powers.

Smash them to get to the goodies inside.

GROUND SHAKER



Ground shaker may not do much damage, but it throws your enemies off. It can also damage particularly sturdy enemies.

Jump up, and slam your hand to the ground as you land.

MAGIC POWERS



Magic powers replenish very slowly.

Hit enemies to replenish them faster.

LIGHTNING



Lightning is great for interrupting enemies and frying them before they even get to you.

Lift one hand up, and point the forward hand towards the enemy. Zap. Keep holding the pose until thoroughly cooked.

TIME STOP



**Battle going too fast?
Slow down time!**

Hold your hands above your head in a V shape. Keep holding until time stop activates.

MAGIC BOW



Use the magic bow to shoot at distant enemies.

To activate the bow, extend your bow hand, then bring your other hand close to it.

Remember: moving both hands together triggers a Power Punch instead.

Start pulling the arrow back. Aim by moving your hands. The arrow launches when you pull back far enough.

You can get rid of the bow by lowering your hands.

FLYING



Spread your arms to fly in updrafts. Tilt your body to fly sideways.

You can even fight in mid-air! Try kicking and power punching.

180 DAY LIMITED WARRANTY

Leader, S.p.a. ("LEADER") warrants to the original purchaser of this LEADER product that the software storage medium in this product shall be free from defects in material and workmanship for a period of 180 days from date of purchase. If a defect covered by this warranty occurs during this 180-day warranty period, LEADER will replace the disc free of charge. To receive this warranty service you may return the product and all accompanying materials to the place you obtained it for a replacement or refund showing your dated proof-of-purchase. This warranty shall not apply if the disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED ONE HUNDRED AND EIGHTY (180) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL LEADER BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

Technical assistance

<http://www.kungfuhighimpact.com/support>

<http://www.blackbeangames.com>