

XBOX 360

KINECT™

MINUTE TO WIN IT



ZOO
PUBLISHING



Lobby

When a new player is needed for a game mode or when you start the game, players are asked to be identified and enrolled in this menu. If you have a biometric profile, you will be automatically recognized. If you want to sign in and choose a profile, you can select the "Sign In" icon. If you have been identified but you do not want play with the current player, you can select "Not Me" icon. It will proceed again with the identification operation for the current player.



Follow the instructions and when you are ready, click on GO. If it is the first time in your game session that someone is playing with player 1, player 2, player 3 or player 4 without a profile, you will have to select a random avatar before playing.

During the game, when nobody is in the Kinect sensor field of view or when it is the turn of a new player, a popup appears.

Players must stand in the center of the screen and follow the instructions, "Raise your hand", to be detected and to continue to play.

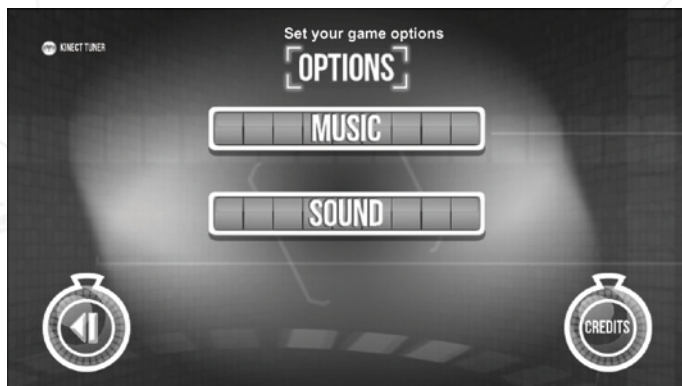


Main Menu

In the Main Menu you can choose between 5 options: Just Me, With Friends, Downloads, High Scores and Options. Those different options will be described in the following pages. Use your right or left hand to select an option with the cursor.

If you select the back icon in the left bottom corner, you will restart the identification of player 1 in the startup lobby.

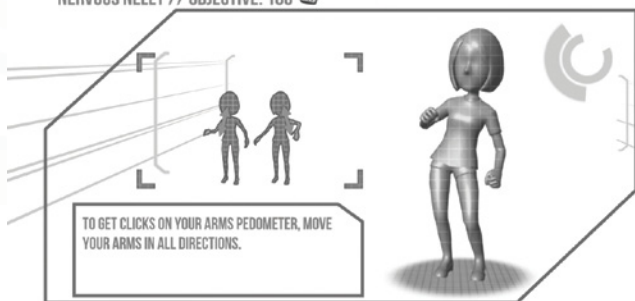
The money displayed under the Minute To Win It logo is the global money earned by the current player 1.



Options

The Options menu will allow you to change sound settings or view the credits.

NERVOUS NELLY // OBJECTIVE: 180



Blueprints

Before every challenge, a tutorial will show you how to play. Watch very carefully and try to repeat the same movement shown on your screen.



Solo

In solo mode, you can choose between Show, Time Trial, Training and Survival.

- "Show" allows you to play as a contestant of a Minute To Win It TV episode.
- "Time Trial" allows you to challenge yourself by trying to beat your best scores.
- "Training" allows you to train yourself playing challenges.
- "Survival" allows you to complete challenges until you lose your only life.

Show



In each difficulty mode (Easy or Hard), you have the choice between 4 different shows. Select the Show you wish to play. First, you will be able to play only the first Show. To unlock the second and third show you must win the first one, to unlock the fourth show you must win the second and third shows.



Your current progression in each show is indicated next its name (for example 0/10 shows that you will start this show from the beginning, because you have succeeded in 0 challenges out of 10 in this show). You continue the selected show exactly where you stopped playing.

When you win \$1,000,000 and you complete a show, a star appears in this menu.



Play as if you were a Minute To Win It contestant. You will play 10 games and succeed at each challenge in less than one minute. The goal is to win 10 games in order to earn one million dollars.

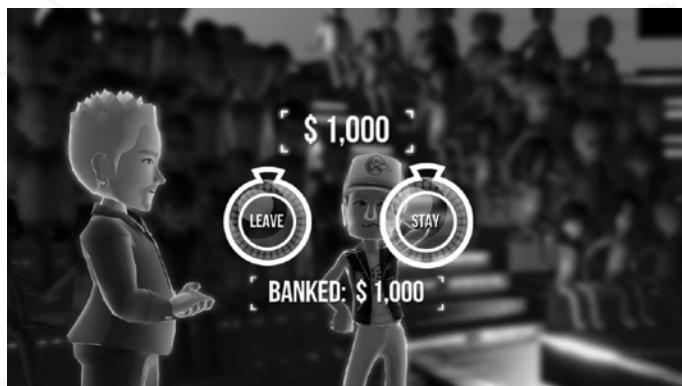


When you do not succeed in a challenge you lose a life. If you have no more lives you fail. You only have 3 lives so be careful!

If you succeed in a challenge, you will earn money and will be able to choose between continuing to the next level or stopping and keeping the money.

If you decide to keep the money, you will be taken back to the main menu and you will be able to start a new Show.

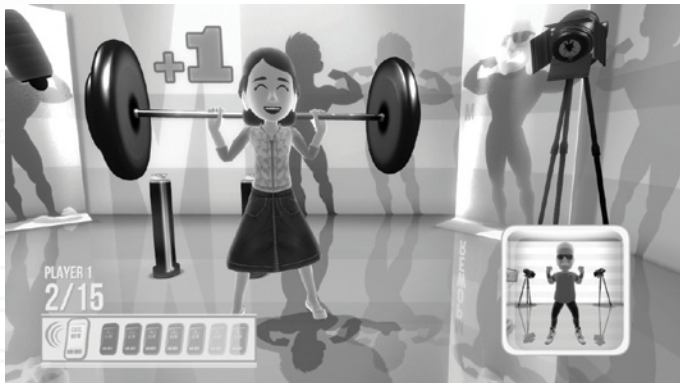
If you decide to continue, you will play the next level and be able to earn more money. But be careful, if you fail, you will lose all the money you have earned during the TV Program unless you have reached some banked stages : \$1,000, \$50,000 or \$250,000. For example, if you fail after having reached the \$50,000 stage you will earn \$50,000.



Commercials

There are 9 different commercials :

1. MPower MPD Dumbbells (MPower)
2. MPower MPL (MPower)
3. Mpower Resistance Bands (MPower)
4. Maximum Velocitizer (Velocity People)
5. iRod (Velocity People)
6. Veloci-rope (Velocity People)
7. Juggling Balls (Focus 3000)
8. Tai Chi Book (Focus 3000)
9. Harmony Bracelet (Focus 3000)



You must make the movements shown by your coach. If you do not make these movements, the viewership gauge drops. If you win the commercial, you earn skill points for the next challenge. You can earn 1, 2 or 3 stars depending on your performance during the gameplay. The more stars you have, the better your skills will be in the next challenge.

Supermarket

The player has to guide his cart through the supermarket and get the missing items for the show. In the store, the course travels throughout 4 sections : Fruit section, Food section, Drink section and Stockroom. The finish is marked by the cash register.

The player will control his cart as follows:

1. To move the cart you have to run in place.
2. To turn right or left you must turn your arms as if you had a steering wheel.
3. To jump on springboards you have to jump to get a speed boost and go faster.

You must retrieve 2 items in each of the 4 categories in the store. Two of the item categories will relate to the next challenge. The remaining two item categories will relate to subsequent challenges.

You must also avoid the following obstacles:

1. Avatars through the middle of alleys. If you do not avoid them, avatars will jump on the cart and will slow it.
2. Stacks of objects that fall when you hit them.



If at the end of the race you cross the finish line before the time ends, you will earn lives, points and/or extra time for the next challenge depending on the number of items you took, your final position and the game mode.

Time Trial

The Time Trial mode allows you to play all the challenges that you are able to play in the Show mode. You can create a playlist of 20 challenges. The purpose is to allow you to perform the best score in each challenge, in Easy or Hard difficulty mode. Depending on your score, you will earn a bronze medal, a silver medal or a gold medal.

Training



The Training mode allows you to train yourself playing the challenge of your choice, in Easy or Hard difficulty mode. You can create a playlist of 20 challenges.

You will be able to extend the time allowed to infinity instead of 60 seconds by selecting the clock on the top right that says "60". Depending on the time of day, the background will be night or day. To go to the next challenge during training mode make the pause gesture and select Skip.

Survival

When you have completed the 4 shows (in Easy or Hard difficulty mode) you will unlock the survival mode. In this mode you have only one life to complete 20 challenges. If you lose a challenge you lose your life, then it is game over. If you succeed in the 20 challenges, you will repeat the same series of challenges again, but the number of goals to achieve per challenge will increase.

Multiplayer



In Multiplayer mode you are able to play against your friends. You can play with 2, 3 or 4 of your friends. You will play by turns or simultaneously (maximum : 2 players at the same time) depending on the chosen game mode.

Head to head

Number of players : 2

You must create a playlist of 3 challenges. Two players compete simultaneously in the same challenges in a best of 3 Battle Royal. At the end of a challenge the player with the highest score wins 1 point. In case of a draw the fastest player will get 1 point.

Cooperative

Number of players : 2

You can create a playlist of 20 challenges. Two players perform simultaneously to achieve the best score in each challenge, in Easy or Hard difficulty mode. The actions of both players will count for the same goal. Depending on the score, they will earn a bronze medal, a silver medal or a gold medal.

Competition

Number of players : 2/3/4

You can create a playlist of 20 challenges. The players compete in the same challenges by turns or simultaneously if there are only 2. The players are competing for the same event, and are ranked by the number of goals they have achieved. For example if there are 4 players : the first winner gets 4 points, the second 3 points, the third 2 points and the last 1 point. The player with the most points at the end of the series of challenges is declared the winner.

Record Breakers

Number of players : 2/3/4

You must create a playlist of 10 challenges. The players compete in the same challenges, by taking turns. Only the player that took the least amount of time to finish the challenge wins 1 point. The player with the most points at the end of the series of challenge is declared the winner.

Team Challenge

Number of players : 4

You must create a playlist of 10 challenges. 4 players are divide into two teams. At the start of every round, a popup "New Turn" appears to ask which player from each team is competing. Then it is a head to head contest between one player from each team. The player who finishes the challenge with the highest score at the end of the time, wins a point for his team. In the case of a tie at the end of a challenge, the player scoring the highest score first wins the point. The team with the most points at the end of 10 games wins.

Last Man Standing

Number of players : 4

You must create a playlist of 3 challenges. 4 players compete in the same challenges, by taking turns. At the end of each round the person who finished last is eliminated, until one surviving player is declared the "Last Man Standing".



Statistics

In this screen, you will see your incredible performances in a table of statistics and in a video replay showing your best actions!

ScoreBoard



In this screen, you will see the current results of your multiplayer session. It will show the current game ranking and the general ranking of all players.

HighScores



High Scores will show you your best results in each challenge, in Easy and Hard difficulty mode :

- Time Trial best medal
- Cooperation best medal
- Best Time in a Solo game mode (except infinite Training and Time Trial)
- Best Score in a Solo game mode (except infinite Training)
- Best result for a particular statistic in a Solo game mode (except infinite Training)

You can consult global statistics too.



Challenges

In Minute To Win It, you will be able to play 20 challenges. Here are the different challenges you can play :

1 – Broomski Ball

Description: Roll tennis balls over taped-down broomstick and catapult them into different buckets.

Controls:

1. First you must stick your arm out to the left or the right to take a ball.
2. Then you must aim, by moving your arm left or right.
3. Then you must perform a bowling-like movement to throw the ball.
4. Scores will disappear on the baskets so you must memorize them.



2 - Bucket Head

Description: Catch balls in a bucket on top of your head.

Controls:

1. First you must stick your arm out to the left or the right to take a ball.
2. Then you must make a throwing motion: starting with your hand placed over his head, then moving downward.
3. Then you will have to lean and strafe to one side or the other to catch the ball. The tilt of your upper body determines whether or not you catch the ball.
4. You can also jump to catch a ball.

3 - Card Ninja

Description: Throw playing cards so they stick into watermelons. Each watermelon gives a different number of points if a card is stuck in it.

Controls:

1. First you must stick your arm out to the left or the right to take a card.
2. Then you must make an overhand throwing motion to throw the card.

4 - Egg Roll

Description: Move eggs across the floor and into the target area by fanning the eggs with an empty pizza box.

Controls:

1. Run in place to move your avatar.
2. Once you are near the egg, the camera gets closer.
3. You have to slow down when approaching the egg or you will break it.
4. To move the egg, you must make a flapping motion with both hands to move it forward.

5 – Extreme Hanky Panky

Description: Remove all tissues from 2 tissue boxes using your hands.

Controls:

1. A green arrows appears on the screen to indicate which arm or leg you have to move.
2. If you move an arm or leg that is not allowed, a red arrow will appear and you lose a point.
3. To remove a tissue off your face, you must make a movement with you hand in front of your face.

6 – Go The Distance

Description: Transport ping-pong balls across an extended tape measure so they land in shot glasses.

Controls:

1. To guide the ball you must turn your hands as if you were turning a steering wheel.

7 - High Strung

Description: Use a string tied into a loop to pick up and transfer eggs from the top of one large soda bottle to the top of another bottle.

Controls:

1. You must lead the arms of the avatar to the egg.
2. Then you must run while trying to keep your arms still to make your avatar move.
3. You must compensate the movement of the egg by tilting right or left while running.
4. To put the egg on the bottle, you must move the egg in the middle of the elastic, then bring your hands closer together.



8 - How's it Hangin'

Description: Using a banana hanging on a string from your waist, you must guide some oranges into a hula hoop.

Controls:

1. Run in place to move your avatar.
2. Once your avatar reaches the orange you must perform a movement from front to rear with your pelvis to tap the orange with the banana and move it into the hoop.

9 - Ka-Broom

Description: Drop a broom onto a plate in order to catapult a marshmallow into the air and then catch it in a cup.

Controls:

1. First you must stick your arm out to the left or the right to take the broom. You will automatically take a mug in your other hand.
2. Then you must make a forward movement with one hand to push the broom.
3. Then you must catch the flying marshmallow using your other hand.

10 - Loner

Description: Crouch and roll 1 marble at a time to knock over standing pencils.

Controls:

1. First you must stick your arm out to the left or the right to take a marble.
2. Then you must perform a movement similar to that of bowling to throw the marble.
3. A yellow pencil randomly appears. If the player knocks it down he earns bonus points.

11 - Nervous Nelly

Description: Score a set amount of clicks using 4 pedometers attached to your arms and legs.

Controls:

1. Green arrows appear on the screen to indicate which arm or leg you have to move.
2. If you move an arm or a leg that is not allowed, a red arrow will appear and you lose a point.

12 - Ping Tac Toe

Description: Bounce ping-pong balls into a grid of glasses to get a 3 in a row. You must alternate color of the ping-pong ball.

Controls:

1. First you must stick your arm out to the left or the right to take a ping-pong ball.
2. You can strafe left or right and move your arm to adjust your throw.
3. Then make a throwing motion to throw the ball.

13 – Punch Your Lights out

Description: Throw beanbags underhanded one at a time to hit battery-operated push-lights hanging on a wall.

Controls:

1. First you must stick your arm out to the left or the right to take a beanbag.
2. Move your arm left or right to aim, then throw the beanbag.
3. Once a pattern is completed, points are validated.

14 – Rapid Fire

Description: Shoot rubber bands to knock a triangle stack of cans completely off a platform. If the black can falls off the table, you lose one point.

Controls:

1. First you must stick your arm out to the left or the right to take a rubber band.
2. Then aim at the pyramid using your hand.
3. Once you are aimed at a can, your targeting reticle changes color. The rubber band will automatically be thrown within a couple seconds if you don't move.

15 – Shoe Fly Shoe

Description: Use your foot to successfully kick and land shoes on several tables.

Controls:

1. First you must stick your foot out to the left or the right to take a shoe.
2. An arrow indicates on which table you have to kick the shoe. You will have to select this table by aiming your leg right or left.
3. Then make a kicking motion with your leg.
4. If you aim at the correct table the shoe stacks on the table. If you aim at the wrong table it will make the current shoe stack fall (losing points for every shoe unstacked).

16 - Sticky Balls

Description: Roll marbles and stick them to a piece of double-sided tape laid across the end of the table. The tape is divided into 3 parts, each worth points (1 point, 3 points and 1 point). Score the required number of points before time runs out.

Controls:

1. First you must stick your arm out to the left or the right to take a marble.
2. Then aim by moving your arm left or right.
3. When you are ready you will have to perform a movement between bowling and pool.
4. In easy mode: Marbles will appear randomly on the table during a game, among these marbles, some will remove points if they are stuck on the tape (removing point corresponding to the area where they stuck). The other marbles will add points.
5. In hard mode: Obstacles will be on the table before you launch your marble. These obstacles are of different lengths and shapes, and their location will be random. You can modify your trajectory to avoid the obstacles, or throw the marble strong enough to send the obstacle off the table.

17 - Supercoin

Description: Bounce coins off of a table and into the opening of a 5-gallon water jug 15' away.

Controls:

1. First you must stick your arm out to the left or the right to take a coin.
2. Then you must make a throwing motion to throw the coin.
3. If you hit the top of the water-jug the coin will go up in the air, then you will have to jump and lean right or left to move the water jug right or left to catch the coin.



18 – This Blows

Description: Blow up a balloon and expel the air from it to knock cups off of a table.

Controls:

1. To inflate the balloon, you must make a pumping motion with both arms.
2. Then you aim at the cups with your hand to blow them off the table.

19 – Wet Ball

Description: Propel a balloon through hoops and then into a garbage using only a spray bottle.

Controls:

1. First you must stick your arm out to the left or the right to take a balloon.
2. If your spray does not work, you must shake it up and down.
3. You must place your hand on the side you want to guide the balloon towards with the spray.

20 – What A Racket

Description: Using a tennis racket placed between your legs, you must maneuver a gum ball across the racket and make it come to a stop in a single designated end zone on the racket strings.

Controls:

1. To guide the gumball you must lean left, right, forward or backward.
2. Sometimes the ball gets stuck on the racket. You must jump to unstick it.

Downloads

In this mode, if you are connected to Xbox Live, you will be able to download future downloadable content.

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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 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.