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XBOX 360

KINECT™

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.

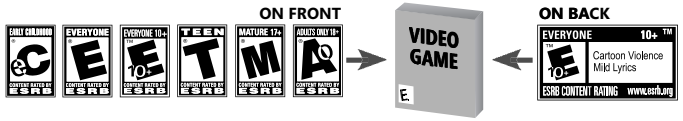
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit **www.ESRB.org**.

TABLE OF CONTENTS

Health Disclaimer 1

Getting Started 2

How To Play 2

Equipment 2

On Screen Display 3

Main Menu 4

Xbox LIVE 7

Connecting 7

How to Get Help with KINECT 7

Credits 8

Playing KINECT Safely 13

HEALTH AND SAFETY WARNINGS AND DISCLAIMER: Before You Begin

The information in this product is provided for informational purposes only, and is not meant to substitute for the advice provided by your doctor or other health care professional; nor is it intended to diagnose, treat, cure, or prevent any disease. Please consult your physician prior to undertaking any fitness or nutritional program. There are inherent risks in any physical activity. Majesco Entertainment, NBA, or any other parties associated with the product are not responsible for any harm or injury caused by those inherent risks or any inappropriate or negligent use of **NBA Baller Beats**.

Please exercise caution when playing this game indoors. Please remove breakable or fragile objects that are near the area of play and might be affected by contact with the ball. Parental supervision is recommended for children when playing this game.

GETTING STARTED

The game works with most basketballs and on most surfaces. Note, the Kinect sensor will have difficulty tracking a black basketball. For more information on this, please visit **www.NBABallerBeats.com/ball**.

Before accessing the Main Menu, you must first be enrolled using the KINECT Sensor. You may use an existing Xbox Gamertag, or you may sign in as a Guest User. Guest Users cannot save their progress or unlock Achievements.

Next, if this is your first time playing, you'll be asked to pick your team.

Navigating Menus

Once enrolled, a hand cursor will appear on-screen. Move your hand around to move the cursor and position the cursor over a selection to choose it.

Note: *You will see a circle around the hand cursor when it's over a valid selection. When the light makes its way completely around the circle, the selection activates.*

Using Voice Control

Using the Kinect microphone, you can start a quick game by speaking commands at the Kinect. On the Main Menu, say "Voice" to activate the Voice Command Menu. The main keywords on this screen are: **Mode**, **Song**, **Difficulty** and **Venue**. Choose each by saying the keywords followed by the option you want to select. Finally, say "Play" to start. A full song list can be found at the end of the manual.

Note: *Make sure there is limited background noise so the Kinect microphone can hear you.*

HOW TO PLAY

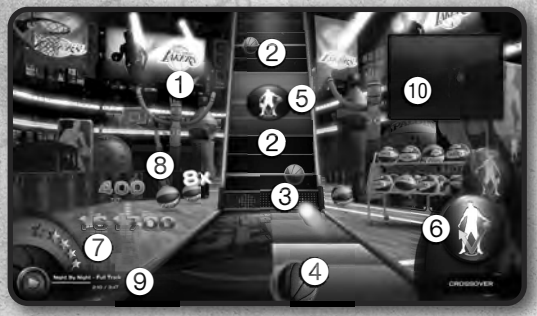
NBA Baller Beats is an interactive basketball experience that combines dribbling and skill moves with the beats of the song being played. A basketball is required for gameplay and you can play the game with the official Spalding® NBA game ball replica provided with your purchase or most other balls of similar size. It is recommended to NOT use a black ball.

Your core gameplay experience will take place on the **RUNWAY**. Points and other features are also displayed on screen. Earn points to unlock songs, posters, and more (see page 5).

EQUIPMENT

NBA Baller Beats works with most basketballs and on most surfaces. Note that black basketballs will not be recognized by the Kinect sensor and therefore will not work properly while playing **NBA Baller Beats**. The basketball used should also be between 27.5 (junior) and 29.5 (pro) inches in diameter. For more information on basketballs and surfaces for optimal gameplay experience, please visit **www.NBABallerBeats.com/ball**.

ON SCREEN DISPLAY



❶ **Team Logo:** The logo of the team you've chosen.

❷ **Runway:** This is where most of the gameplay takes place. Always keep your eye on the runway for upcoming dribble tokens and skill moves.

❸ **Dribbling:** Each time a dribble token reaches the hit zone on the beat, it releases a dribble shot. The goal is to time your dribble as the token enters the hit zone. The points you earn depend on how closely you timed your dribble to the beat.

❹ **Ball Position:** The basketball icon indicates which side of the runway your ball is currently on, and thus which hand you should be dribbling the ball with. When you bounce your ball, a dribble shot is fired from the bottom of the runway.

❺ **Skill Move:** The Skill Move shown on the runway coincides with the current Skill Move shown on the cue-card Carousel. Perform the move within the skill window to score points.

❻ **Carousel:** Upcoming Skill Moves are shown here to help you prepare.

❼ **Score and Star Rating:** Your score and star rating increase as you successfully perform dribbles and string together Skill Move combos.

❽ **Multiplier:** You increase your Multiplier by successfully performing consecutive Skill Moves. Each successful Skill Move increases the multiplier, up to a maximum of 8X. If you fail to hit a Skill Move, your multiplier will decrease.

❾ **Song Name and Duration**: Name of your current song and how long it is.

❿ **Player Tracking Window:** Kinect sensor expertly tracks your body and the ball's movement.

MAIN MENU

At the Main Menu, choose from the following:

Play Now

Venue

Select one of four different venues you want to play in that includes **NBA Court**, **Theme Park**, **Beach** and **Rooftop,** or select **Random** for the game to pick a venue for you.

Difficulty

Select one of three different difficulty settings: **Rookie**, **Pro** or **Baller**.

Song

Select one of 30 different songs.

Note: *The game starts with shorter versions of each song. The full songs can be accessed by earning stars to unlock them in the NBA Store. Also, as your gameplay progresses, you will unlock the full song list.*

Online Leaderboards

In the Song Select menu, you can select the gray icon on the bottom right-hand side to see the Online Leaderboards for each song.

How to Play

Choose from the following helpful choices:

Interactive Tutorial

Learn how to play **NBA Baller Beats** and understand how scoring and other aspects of the game work.

Move School

Practice moves at your chosen tempo.

Hints and Tips

View the helpful hints and tips that also appear during loading screens.

Locker Room

Choose from the following:

Snapshots

Capture and view your moves with the Kinect sensor.

NBA Store

Use stars earned in-game to unlock virtual items in the NBA Store including the following:

Ball
Select a custom branded team ball to be used in-game.

Player Poster
Posters featuring NBA stars that will appear in the NBA Court.

Runway
Select a team-themed runway to play on.

Tracks
Select the "Long Play" versions of the **NBA Baller Beats** soundtrack to play full length versions of each song.

Wavy Davey
Select "Wavy Davey" inflatables that appear in your game environment.

Giant Wavy
Select a giant version of "Wavy Davey" to place in the Rooftop environment.

Cards
Select NBA player cards from the Panini HOOPS trading card line (Official Trading Card of the NBA).

Unlock Code
Enter a code for extra stars (one time only).

Versus

Challenge friends and go head-to-head. Select number of players (up to 8), environment, difficulty, and song. Play a part of the song then have your friend play the same section to see who scores the highest over 3 rounds.

Options

Music and SFX Volume

Calibration: If it seems like the sound and visuals do not quite match up when you play, use this screen to adjust the two until they feel in sync.

Settings

- Auto Discard Photos: **On/Off**
- Show Runway: **On/Off**
- Show Song Time: **On/Off**
- Show Score: **On/Off**
- Show Move Carousel: **On/Off**
- Change the Play Space Window Size: **Small**, **Medium**, **Large**, or **Off**
- Change Team

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 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 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**.

CREDITS

NBA Baller Beats Soundtrack

"Access Hollywood"
Performed by Consequence
Written by Dexter Mills
Courtesy of Band Camp Music

"Amazing"
Performed by Kanye West
Written by Kanye West, Malik Jones, Dexter Mills, Jeff Bhasker, Jay Jenkins
Courtesy of Roc-A-Fella Def Jam Records under license from Universal Music Enterprises

"Another One Bites the Dust"
Performed by Queen
Courtesy Hollywood Records
Written by John Deacon
Published by Beechwood Music Corp. (BMI)
All Rights Reserved. Used by Permission
Courtesy of Queen Productions Ltd. under exclusive license to Universal International Music BV under license from Universal Music Enterprises

"Autobiotics"
Performed by Calling All Cars
Written by A. Montgomery/H. Ing/J. Ing/T. Larkin
Native Tongue Music Publishing
Shock Entertainment
By arrangement with Sugaroo!

"Bangarang" (Ft. Sirah)
Performed by Skrillex
Written by Sonny Moore and Sarah Mitchell
Published by Copaface
Admin. by Kobalt Music Pub. America, Inc.
Courtesy of Atlantic Recording Corp.
By arrangement with Warner Music Group Video Game Licensing
℗ 2012 Atlantic Recording Corp.

"Blue Sky"
Performed by Common
Written by Ernest Dion Wilson, Lonnie Rashid Lynn and Jeffrey Lynne
© Chrysalis Music (ASCAP) Courtesy of Think Common Music, Inc., by arrangement with Warner Music Group Video Game Licensing

"Bust A Move"
Performed by Young MC
Written by Marvin Young, Matt Dike, Luther Rabb and Jim Walters
Published by Varry White Music, Inc. adm. by Spirit Two Music, Inc.
Micro Music Corp.
© Bughouse (ASCAP)
Courtesy of Delicious Vinyl

"Canon"
Performed by Justice
(Augé/De Rosnay)
Published by Headbangers Publishing / Because Editions
℗ & © 2011 Ed Banger Records under exclusive license to Because Music

"Championship Fever"
Performed by Najee
Written by Najee Horne, Brent Nichols, Kelley Logsdon
Najee Life Music, Maestrobyte Publishing (ASCAP)
Courtesy of Hit Me Music/ Rhino Independent
By arrangement with Warner Music Group Video Game Licensing
℗ 2011 Hit Me Music

"Chillin'"
Performed by Wale feat. Lady Gaga
Written by Olubowale Akintimehin, Gary De Carlo, Dale Frashuer, Stefani Germanotta, Roy C Hammond, Paul Leka, Andre Christopher Lyon, Mekeba Riddick, Kirk Robinson, Marcello Antonio Valenzano
© BMG Gold Songs (ASCAP)/ BMG Platinum Songs (BMI)
Courtesy of Allido Records under license from Universal Music Enterprises

"C'Mon (Catch 'Em By Surprise)"
Performed by Tiësto vs Diplo feat. Busta Rhymes
Written by Tijs Michiel Verwest, Stefan Engblom, Olle Corréer, Thomas Pentz, Derek Allen, Paul Devro, Trevor Smith
Published by Musical Freedom/Kobalt, Spread The Sound/Kobalt, Copyright © 2010 I Like Turtles (ASCAP) and Downtown DLJ Songs (ASCAP) o/b/o Mad Decent Protocol and T'Zlah's Music (BMI) admin by Kobalt
Published by After Midnight Productions Ltd and Starbus, LLC Admin. by Kobalt Music Publishing America, Inc
Licensed Courtesy of Musical Freedom Label Ltd./Fontana North & 2011 Wall Of Sound.

"Don't Sweat The Technique"
Performed by Eric B. & Rakim
Written by Eric Barrier and William Griffin
Published by EMI BLACKWOOD MUSIC INC. (BMI)
All Rights Reserved. Used by Permission.
Courtesy of Geffen Records under license from Universal Music Enterprises

"Disparate Youth"
Performed by Santigold
Written by Ricardo Johnson, Santi White, Nicholas Joseph
Downtown Music Publishing on behalf of Ricky Blaze Music and Downtown DLJ Music (ASCAP)
Courtesy of Atlantic Records by arrangement with Warner Music Group Video Game Licensing

"Get Ur Freak On"
Performed by Missy Elliott
Written by Melissa Elliott, Tim Mosley
Courtesy of Goldmind, Elektra Records by arrangement with Warner Music Group Video Game Licensing

"It's Ok"
Performed by Cee Lo Green
Written by Cee Lo Green, Noel Fisher, Kim Ofstad, Hitesh Ceon
Courtesy of Elektra Entertainment by arrangement with Warner Music Group Video Game Licensing

"It's Tricky"
Performed by Run DMC
Written by Darryl Matthews McDaniels; Jason William Mizell; Rick Rubin; Joseph Ward Simmons
Published by Universal Music Corp. on behalf of Protoons, Inc.
Courtesy of RCA Records, a unit of Sony Music Entertainment
By arrangement with Sony Music Licensing

"Let It (Edit Remix)"
Performed by Machinedrum feat. Melo-X
Written by Ed Ma (Editbeats Music BMI) / Sean Rhoden (Meloxtra Publishing BMI) / Travis Stewart (Pebble Toss ASCAP)
Produced by Machinedrum, Remixed by Edit
© 2010 Innovative Leisure

"Music Makes Me Feel So Good"
Performed by Static Revenger
D. White (BMI)
Frequent Music (BMI)
White House Music

"New Fang"
Performed by Them Crooked Vultures
Written by Josh Homme, John Paul Jones, Dave Grohl
Courtesy of DGC Records under license from Universal Music Enterprises

"Night By Night"
Performed by Chromeo
Written by David Macklovitch and Patrick Gemayel
Published by Artwerk Music Administered by Nettwerk One Music (Canada)
Courtesy of Atlantic Recording Corp
By arrangement with Warner Music Group Video Game Licensing
℗ 2010 Atlantic Recording Corp

"Obstacle 1"
Performed by Interpol
Written by David Kessler, Samuel Fogarino, Paul Banks and Carlos Dengler
Pub. by Friend Or Faux Music, Idle Worship Music, Carlos Dengler Music, and Iron Men Wooden Ships Music.
Admin. by Kobalt Music Publishing America, Inc.
℗ 2004 Matador Records
Available on the album Turn On The Bright Lights
Licensed courtesy of Matador Records
www.matadorrecords.com

"O.N.E."
Performed by Yeasayer
Written by Ira Wolf Tuton, Christopher E. Keating, and Anand Mathew Wilder.
Published by Goldovsky Publishing, Diamond Eagle, and Wada Pav. Admin. by Kobalt Music Publishing America, Inc.
Courtesy of Secretly Canadian
By Arrangement with Bank Robber Music

"Party Rock Anthem"
Performed by LMFAO Featuring Lauren Bennett and GoonRock
Written by Stefan Gordy, Skyler Gordy, David Listenbee, and Peter Schroeder.
Published by NU 80's Music LLC
Administered by Kobalt Music Publishing America, Inc.
Courtesy of Interscope Records under license from Universal Music Enterprises

"Roll Up"
Performed by Wiz Khalifa
Written by Cameron Thomaz, Mikkel S. Eriksen, Tor Erik Hermansen
All Rights On Behalf Of Itself And PGH Sound Administered By WB Music Corp., EMI April Music, Inc. (ASCAP)
Courtesy of Rostrum Atlantic Records by arrangement with Warner Music Group Video Game Licensing

"Satellite"
Performed by Rise Against
Written by Tim McIlrath
Courtesy of DGC Records under license from Universal Music Enterprises

"Slam"
Performed by Onyx
Written by Chylow Parker, Freddie Scruggs, Kirk Jones, Tyrone Taylor and Jason Mizell
Published by Universal Music – Z Tunes LLC. On behalf of itself and 111 Posse Music, Inc. / Universal Music – Z Songs on behalf of itself and Ill Hill Billy'z Musik, Inc. / EMI APRIL MUSIC INC. (ASCAP)
All Rights Reserved. Used by Permission.
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"So Good"
Performed by B.o.B.
Written by Ryan Tedder, Noel Zancanella, Brent Kutzle
Published by Friends Or Fax Music, Idle Worship Music, Carlos Dengler Music, and Iron Men Wooden Ships Music
Administered by Kobalt Music Publishing America, Inc.
Courtesy of Atlantic Records by arrangement with Warner Music Group Video Game Licensing

"Stylo" (Album Version) [Ft. Mos Def And Bobby Womack]
Performed by Gorillaz
Written by Damon Albarn, Jamie Hewlett and Dante Smith
Published by EMI BLACKWOOD MUSIC INC. (BMI)
Downtown DMP Songs (BMI)
All Rights Reserved. Used by Permission.
Courtesy of EMI Records Ltd under license from EMI Film & Television Music

"Surf Hell"
Performed by Little Barrie
Written by Barry Cadogan, Lewis Wharton & Virgil Howe
Touch Tones Music Ltd
Tummy Touch Records LLC 2012

"Tightrope"
Performed by Janelle Monáe
Written by Antwan Patton, Nathaniel Irwin, Janelle Monae Robinson and Charles L. Joseph
Tang Nivri Publishing (ASCAP)/Ink Is An Instrument Publishing (ASCAP)/Jane Lle Publishing (ASCAP)/© Chrysalis Songs (BMI)
Courtesy of Atlantic Recording Corp.
By arrangement with Warner Music Group Video Game Licensing
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NOTES

⚠ 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.