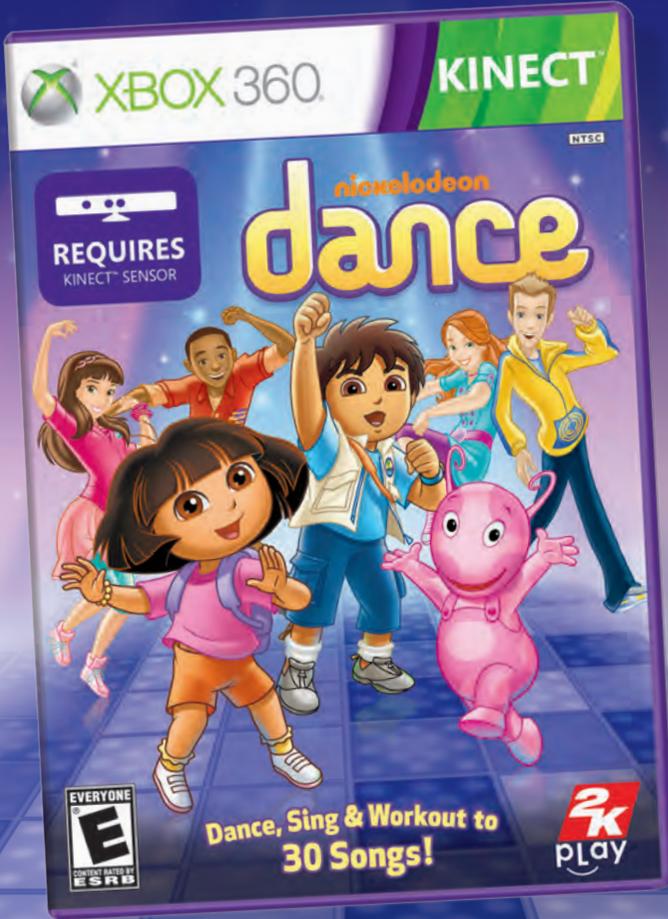


**Move and groove**  
to 30 songs with your Nickelodeon friends!

XBOX 360

KINECT™



<https://store.2k.com>



REQUIRES  
KINECT  
SENSOR

XBOX  
LIVE

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**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](http://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.

# TABLE OF CONTENTS

<b>GETTING STARTED</b> .....	2	<b>Star Meters</b> .....	10
<b>Set Up the Kinect® Play Space</b> .....	2	<b>Player Window</b> .....	11
<b>Check Your Distance</b> .....	2	<b>Camera</b> .....	11
<b>Get Help with Kinect</b> .....	3	<b>Hot Streaks</b> .....	11
<b>Follow These Tips</b> .....	3	<b>Final Score</b> .....	11
<b>LET’S DANCE!</b> .....	4	<b>Workout</b> .....	12
<b>Tutorials</b> .....	4	<b>Quick Play</b> .....	12
<b>Menu Navigation</b> .....	4	<b>Freeze</b> .....	12
<b>MAIN MENU</b> .....	5	<b>Achievements</b> .....	13
<b>Dance</b> .....	6	<b>Options</b> .....	13
<b>Song Selection</b> .....	6	<b>PAUSE</b> .....	14
<b>Song List</b> .....	7	<b>UNLOCKABLE SONGS</b> .....	14
<b>Stars</b> .....	8	<b>ABOUT MODERATE-TO- VIGOROUS PHYSICAL ACTIVITY (MVPA)</b> .....	15
<b>Moderate-to-Vigorous Physical Activity (MVPA)</b> .....	8	<b>REGISTER WITH US!</b> .....	16
<b>Sign-in Screen</b> .....	8	<b>CREDITS</b> .....	17
<b>Two Player</b> .....	9	<b>WARRANTY / SUPPORT</b> .....	24
<b>How to Play</b> .....	9		
<b>Dance Move Icons</b> .....	10		
<b>Dance Move Ratings</b> .....	10		

The dance party’s bigger than ever in **Nickelodeon Dance 2**. **Join your friends Dora, Diego, The Backyardigans, The Fresh Beat Band, Team Umizoomi, Bubble Guppies and Kai-Lan** as you dance, sing and workout with 30 all-new Nickelodeon songs including **Just Like a Rockstar, Bananas, Hurry Home, La Bamba, Freeze Dance, Shapes All Over The Place, Crocodile Rock, At The Zoo!** and **Tonight is a Holiday!**

# GETTING STARTED

## SET UP THE KINECT® PLAY SPACE

You can put your Kinect® Sensor below or just above your TV or near the edge of the table or stand. If you put it on top of your TV, be sure to secure it with a clip. Remember, these games involve a lot of movement!

### Tips:

- Put the Kinect Sensor in a place where it can see you as you move around to play the games.
- Don't stand too close to the Kinect Sensor or too far away.
- Clear the play space of furniture and other obstacles.

## CHECK YOUR DISTANCE

To have the best gameplay experience, you should stand at least six feet from the Kinect Sensor.

If the Kinect Sensor cannot detect you properly, your image in the Kinect Sensor area will be gray. Follow the arrows, and listen to Dora's voice, to guide you into the correct position. Your image will turn blue or purple when the Kinect Sensor has successfully detected you.

In multiplayer mode, each player's position will be shown in separate windows during play.



2

## GET HELP WITH KINECT

For help, activate the Kinect® Guide by holding your left hand out to your lower left. If you think the Kinect Sensor is having trouble seeing or hearing you, activate the Kinect Guide and select **Kinect® Tuner**. The Kinect Tuner will walk you through some tests to make sure the Kinect Sensor can see and hear you. You can also press  on your Xbox 360® Controller, go to **Settings** (right tab), and then select **Kinect Tuner**. For more help, go to [www.xbox.com/support](http://www.xbox.com/support).

## FOLLOW THESE TIPS

### Lighting

Direct sunlight might interfere with the Kinect Sensor, but good lighting helps the Kinect Sensor recognize you.

### Player Stance

The Kinect Sensor is tracking your whole body, so it's best if you can stand comfortably, facing the Kinect Sensor.

### Kinect Sensor Position

If you bump into the Kinect Sensor, just put it back in its spot, and it will recalibrate.

### Clothing

If you're wearing loose clothing, a skirt, or a dress, Kinect Sensor might not map you clearly. When possible, wear clothing that conforms to the basic shape of your body.



3

# LET'S DANCE!

## TUTORIALS

The first time the game is played on your Xbox 360®, you will see a Tutorial Video that explains how to position the Kinect Sensor and arrange your play space.

- You can skip this video by extending your right arm out to your side, and then bringing it across the front of your body twice.

When a profile is used to play the game for the first time, you will see two interactive Tutorials that explain how to use the Menus, and how the Dance gameplay works!

- You can skip the Menu tutorial by pressing  on a connected Xbox 360 Controller.
- You can skip the Dance tutorial by pausing the game by using  on a connected Xbox 360 Controller or by using the Kinect gesture, and choosing **Quit** from the Pause Menu.

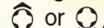
## MENU NAVIGATION

To navigate through the on-screen menus, simply extend your right arm straight out to the side, and then raise or lower it to cycle through entries.

When the entry you want is in the center of the list, extend your right arm straight out to the side, and then bring it across the front of your body to confirm your selection.



Select Start to begin!

Once you have left the Start Screen, you can also use a connected Xbox 360 Controller to navigate the menus. Just press  or , or  or  to move up or down to cycle through the entries, and press  to confirm your selection!

4

# MAIN MENU

## DANCE

Choose your difficulty and song, and start dancing.

## WORKOUT

Each of these songs will give you a unique workout.

## FREEZE

During these songs, sometimes you will need to hold a “freeze” pose to gain points.

## QUICK PLAY

Play a song randomly selected by the game.

## ACHIEVEMENTS

Let you see what Achievements you’ve earned, and how to earn the rest.

## OPTIONS

Adjust the coaching VO, song lyrics, or play the tutorial videos again.



5

# Dance



Choosing **Dance** takes you to a selection screen where you can choose which difficulty level you wish to play.

Each difficulty level has a unique selection of songs, and offers a different overall challenge.

The difficulty levels are:

- **Starting Steps:** These songs have a few simple moves.
- **Smooth Moves:** These songs have more moves that are harder to do.
- **Fancy Footwork:** These songs offer tricky moves, and more of them!

## SONG SELECTION

After you've chosen a difficulty level, it's time to select a song to dance to!

Each difficulty level has an assortment of songs performed by your favorite Nickelodeon characters from the shows listed below:

- **Dora the Explorer**
- **The Fresh Beat Band**
- **The Backyardigans**
- **Go, Diego, Go!**
- **Team Umizoomi**
- **Bubble Guppies**



## SONG LIST

SONG TITLE	DIFFICULTY LEVEL
Butterfly Dance	Starting Steps
Mary Had a Little Lamb	Starting Steps
Shapes All Over The Place	Starting Steps
Team Umizoomi Theme Song	Starting Steps
Tonight is a Holiday!	Starting Steps
Get Up and Go Go	Starting Steps
Bubble Guppies Theme Song	Starting Steps
Travel Song	Starting Steps
Freeze Dance	Smooth Moves
At The Zoo!	Smooth Moves
Crocodile Rock	Smooth Moves
Hurry Home	Smooth Moves
Just Like a Rockstar	Smooth Moves
Once Upon A Time	Smooth Moves
Here Comes Santa Claus	Smooth Moves
We Totally Rock!	Smooth Moves
Stomp the House	Fancy Footwork
Anything to Help My Friends	Fancy Footwork
Tweedily Dee	Fancy Footwork
I Wanna Be A Cowgirl	Fancy Footwork
La Bamba	Fancy Footwork
Questing, Questing	Fancy Footwork
Reach for the Sky	Fancy Footwork
The Piranha Song	Fancy Footwork
Bananas	Workout
Good Times	Workout
The Band Plays On!	Workout
Singalong Party Song	Workout
Twinkle, Twinkle Little Star	Workout
Go, Go, Go	Workout

## ★ STARS

The number of stars next to the song indicates the highest rating that anyone has previously earned for that song. Try to get three stars for all 30 songs!

## MODERATE-TO-VIGOROUS PHYSICAL ACTIVITY (MVPA):

The three icons underneath the song indicate the level of physical activity for that song.

See the MVPA section at the end of this manual for more information.



**Light:** The least strenuous workout.



**Moderate:** An average workout.



**Vigorous:** The most strenuous workout.

**Note:** You can switch from one difficulty to another from within the song list (the other two difficulties and the Workout songs appear as entries in the list).

**Note:** When you complete a song, the game will automatically move to the next song in the Song Select menu.

## SIGN-IN SCREEN



Either one or two players can enjoy **Nickelodeon Dance 2**. Stand in front of the Kinect Sensor and raise your hand if you want to dance!

## TWO PLAYER

All the songs can be played with one or two players. When there are two players, the first player is Blue, and the second is Purple, each with their own matching Star Meter.

If the players switch positions, their score meters will switch at the same time!

## HOW TO PLAY

Now that you've selected a difficulty level and a song to dance to, it's time to play the game! Here are some helpful notes to get you dancing up a storm!

- Make sure you have enough space around you to perform the dance movements.
- The main objective of **Nickelodeon Dance 2** is to try to earn stars by following the actions of the on-screen dancer in the center of the screen as closely as possible.
- Think of the on-screen dancers as your reflection in a mirror and follow their movements as closely as possible. Your movements are compared to those of the on-screen dancers and earn you a rating.

Copy the dance moves of the on-screen characters as closely as possible! You can even sing along with the on-screen lyrics!



Blue Player Star Menu

Purple Player Status



Player Window

Song Lyrics

Dance Move Icons

Player Window

## DANCE MOVE ICONS

Use the Dance Move icons to time your dance move transitions.



The dance move icon shown underneath the middle character on the screen shows the dance move you should currently be performing. The icon that is moving from right to left is your next move.

## DANCE MOVE RATINGS

For each dance move you do, you will earn one, two or three stars based on how closely you match the on-screen dancer. Each player has his or her own color, and the stars for each player are colored to match.

## STAR METERS

There are three Star Meter ratings that you can earn:

★ Good job.

★★ Almost perfect.

★★★ Perfect! Great Job!

10

If you see a transparent star like this: ★, it means the game isn't receiving your dance moves... make sure the Kinect Sensor can see you, and that you're putting enough effort into the moves.

## PLAYER WINDOW

This shows images of the player, or players, as the Kinect Sensor sees them. During a two player game, each player will have his or her own window on the same side of the screen as his/her Star Meter... Try to stay in the center of your window for the best results.

## CAMERA



When you see the camera icon appear, smile!

The Kinect Sensor will take between six and eight pictures at key moments during each song, and display them in sequence when the song is finished. The pictures are not saved, and cannot be uploaded.

## HOT STREAKS



If you start receiving several three star ratings in a row, you are performing a Hot Streak, which is worth extra points! You can tell you are on a Hot Streak when your Dance Move Ratings and Score Meter are surrounded by special effects.

## FINAL SCORE

At the end of a song your final score will be shown. It will be based on how many Stars you earned and on how much your Score Meter was filled up!



11

## Workout



The moves for these songs were designed to provide a “get-fit” option for players. There are six different songs to choose from, each with four to six unique exercise-oriented moves, including arm circles and knee raises, not found in the Dance mode songs.

## Quick Play

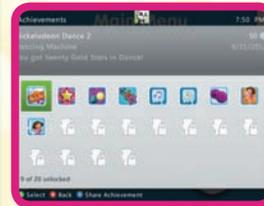
In Quick Play, a song is chosen at random for you to dance to, from both the Dance and Workout song selections.



## Freeze

During Freeze, you can choose any Dance song to play, but at different times during the song, you will be challenged to hold perfectly still when you see the snowflake and when your Nickelodeon friends tell you to “Freeze!” Hold your pose as best as you can – this is the only mode in the game where you can earn points for staying still!

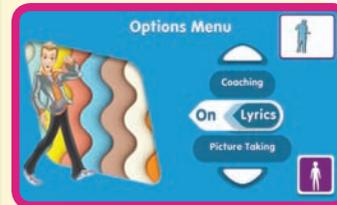
## Achievements



Choosing **Achievements** takes you to the list of in-game awards that you can earn by reaching various goals during the game. These goals include playing for a certain amount of time, or earning a certain amount of Stars.

The Achievement list shows you which ones you have earned, and what you need to do to earn the rest!

## Options



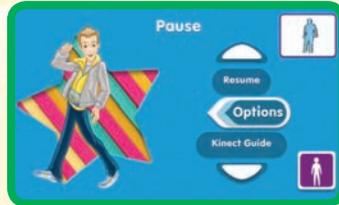
These entries can be found in the Options menu, accessible from the Main Menu or the Pause Menu during gameplay:

- **Coaching On/Off:** Turns the in-game coaching dialog on or off.
- **Lyrics On/Off:** Turns the on-screen lyrics on or off.
- **Take Pictures On/Off:** Allows, or stops, the Kinect from taking pictures during songs.
- **Menu Tutorial:** Replays the Menu Tutorial.
- **Game Tutorial:** Replays the Game Tutorial.
- **Credits:** Plays the game credits.



## PAUSE

To pause the game and bring up the Pause Menu, extend your left arm down and to the left at a 45 degree angle. This will bring up the Kinect Guide icon. When the circle is filled, the game will pause and you will be able to Resume gameplay, Quit, access the Kinect Guide or change various Options.



## UNLOCKABLE SONGS



Certain Achievements will unlock songs that immediately become available in the Dance and Workout sections of the game. The exact achievements and their requirements are:

- **Shapes All Over The Place:** Earn 6 Gold Stars in Starting Steps.
- **Mary Had a Little Lamb:** Earn 12 Gold Stars in Starting Steps.
- **We Totally Rock!:** Earn 12 Gold Stars in Smooth Moves.
- **Crocodile Rock:** Earn 18 Gold Stars in Smooth Moves.
- **Questing, Questing:** Earn 18 Gold Stars in Fancy Footwork.
- **Reach for the Sky:** Earn 24 Gold Stars in Fancy Footwork.

## ABOUT MODERATE-TO-VIGOROUS PHYSICAL ACTIVITY (MVPA)

Nickelodeon Dance uses a metric known as MVPA (Moderate-to-Vigorous Physical Activity). MVPA is a term used by fitness professionals to categorize physical activities that fall into the moderate or vigorous level of intensity. Moderate activity will raise a child's heart rate and breathing rate, but the child can still talk through the activity. Vigorous activity will raise the heart rate and breathing rate to a point where the child will only be able to speak a few words at time. National health goals encourage children to exercise in the moderate to vigorous intensity.



**Light:** The least strenuous workout.



**Moderate:** An average workout.



**Vigorous:** The most strenuous workout.

The intensity level of each dance is based upon the amount of effort and energy a child puts into that dance. The levels that have been assigned in this game are based upon the perceived potential intensity level of exercise each dance can provide.





## REGISTER WITH US!

Have your parents go to [www.2kplayreg.com](http://www.2kplayreg.com) to register your game with us! Benefits include exclusive info on our latest games, tips, hints and more!

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# SONG CREDITS

## "Just Like a Rocket"

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## "Go, Go, Go"

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## "Outside"

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