




XBOX 360

KINECT™

nickelodeon
dance



 **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.

Get ready for controller-free moving and grooving as you dance along with **Dora, Diego, The Backyardigans** and **The Fresh Beat Band** in Nickelodeon Dance. Stay active as you twist, tap, shimmy and shake to 30 popular favorites and Nickelodeon hits like **Dancing in the Street, We Did It!, Rhythm is Gonna Get You, Al Rescate, We Got the Beat** and **Here We Go!**

TABLE OF CONTENTS

Getting Started	2	Dance Move Ratings	11
Set Up the Kinect™		Star Meters	11
Play Space	2	Player Window	12
Check Your Distance	2	Camera	12
Get Help With Kinect	3	Hot Streaks	12
Connect to Xbox LIVE	4	Final Score	12
Let's Dance!	5	Workout	13
Menu Navigation	5	QuickPlay	13
Main Menu	6	Achievements	13
Dance	7	Options	14
Song Selection	7	Pause	14
Song List	8	Unlockable Songs	15
Stars	9	About Moderate-to-Vigorous Physical Activity (MVPA)	15
Moderate-to-Vigorous Physical Activity (MVPA)	9	Credits	17
Sign-in Screen	9	Warranty/Support	22
Two Player	10	Playing Kinect Safely	25
How to Play	10		
Dance Move Icons	11		

GETTING STARTED

SET UP THE KINECT PLAY SPACE

You may 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 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 sensor.

If the Kinect sensor cannot detect you properly, your image in the 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.

GET HELP WITH KINECT

For help, activate the Kinect Guide by holding your left hand out to your lower left. If you think Kinect is having trouble seeing or hearing you, activate the Kinect Guide and select Kinect Tuner. The tuner will walk you through some tests to make sure Kinect 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.

FOLLOW THESE TIPS

Lighting

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

Player Stance

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

Sensor Position

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

Clothing

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



CONNECT TO 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.



LET'S DANCE!

MENU NAVIGATION

To navigate through the on-screen menus, simply extend your right arm straight out to the side, and then raise it 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!



MAIN MENU

DANCE

Choose your difficulty and song, and start dancing.

WORKOUT

Each of these songs will give you a unique workout.

QUICK PLAY

This lets you play a randomly selected song.

ACHIEVEMENTS

Lets 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.



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!



SONG LIST

SONG TITLE	DIFFICULTY LEVEL
A Friend Like You	Starting Steps
Al Rescate	Starting Steps
The Backyardigans Theme Song	Starting Steps
The Fresh Beat Band Theme Song	Starting Steps
Get On Your Feet	Starting Steps
Dora Theme Song	Starting Steps
Oye Como Va*	Starting Steps
Santa Claus Is Coming AQUI*	Starting Steps
Alouette	Smooth Moves
Go, Diego, Go! Theme Song	Smooth Moves
Joy to the World	Smooth Moves
Locomotion	Smooth Moves
We Got the Beat	Smooth Moves
Yeti Stomp!	Smooth Moves
Iko Iko*	Smooth Moves
P.U. (Stinky Swamp Song)*	Smooth Moves
Dancing In the Street	Fancy Footwork
Music (Keeps Me Movin')	Fancy Footwork
Here We Go	Fancy Footwork
Rockin' Robin	Fancy Footwork
Tuba Polka	Fancy Footwork
We're Unstoppable	Fancy Footwork
Animal Jam*	Fancy Footwork
Sleigh Ride*	Fancy Footwork
Down by the Bay	Workout
Great Day	Workout
Limbo Rock	Workout
Rythym Is Gonna Get You	Workout
The Lion Sleeps Tonight	Workout
We Did It!	Workout

* Denotes Unlockable Songs





STARS

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

MODERATE-TO-VIGOROUS PHYSICAL ACTIVITY (MPVA)

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

See the MPVA 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**. Stand in front of the Kinect 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 Star Meter of the matching color.

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** 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 Meter

Dance Move Ratings

Hot Streak

Purple Player Star Meter



Player Window

Song Lyrics

Dance Move Icons

Camera Icon

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 the 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.



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






STAR METERS

There are three Star Meter ratings that you can earn:

 Good job.


 Almost perfect



 Perfect! Great job!

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 their 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 will take between six and eight pictures at key moments during the 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 more 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 you will see your final score, and earn Stars based on how much your Score Meter was filled up!



Workout



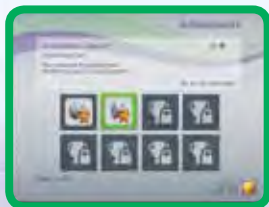
The moves for these songs were designed to provide a 'get-fit' option for players. There are six different songs to choose from, each with 4 to 6 unique exercise-oriented moves, including lunges and jumping jacks, not found in the Dance mode songs.

QuickPlay

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



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 dialogue 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 Xbox Kinect pause 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:

Oye Como Va: Earn 6 Stars in Starting Steps.

Santa Claus is Coming Aquí!: Earn 12 Stars in Starting Steps.

Iko Iko: Earn 12 Stars in Smooth Moves.

P.U.! (Stinky Swamp Song): Earn 18 Stars in Smooth Moves.

Animal Jam: Earn 18 Stars in Fancy Footwork.

Sleigh Ride: Earn 24 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 to register your game with us! Benefits include exclusive info on our latest games, tips, hints and more!

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"Great Day"

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"Here We Go"

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"Music Keeps Me Movin'"

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"Oye Como Va"

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"P.U. (Stinky Swamp Song)"

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"Rhythm is Gonna Get You"

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"Rockin' Robin"

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"Santa Clause is Coming Aquí"

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"Sleigh Ride"

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"The Backyardigans Theme Song"

Performed by Tom Sharkey, Sean Curley, Jamie Nash, Corwin Tuggles, Kristin Klabunde, Jonah Bobo, Zach Tyler Eisen, Noelle Rae McCann, Reginald Davis & Lashawn Tynes. Written by Evan Lurie & McPaul Smith. Published by Tunes by Nickelodeon Inc. (ASCAP) & Music by Nickelodeon Inc. (BMI) / admin by Sony ATV. Courtesy of Viacom International Inc. & Sony Music Entertainment. By arrangement with Sony Music Licensing. All Rights Reserved. Used by Permission.

"The Fresh Beat Band Theme Song"

Performed by Thomas Hobson, Yvette Gonzales-Nacer, Tara Perry, & Jon Beavers. Written by Dan Pinnello, Ric Markmann, Chris Wagner, Scott Kraft, & Nadine van der Velde. Published by Tunes by Nickelodeon Inc. (ASCAP) & Music by Nickelodeon Inc. (BMI) / admin by Sony ATV. Courtesy of Viacom International Inc. & Sony Music Entertainment. By arrangement with Sony Music Licensing. All Rights Reserved. Used by Permission.

"The Lion Sleeps Tonight"

Performed by Kathleen Herles and Sasha Toro. Written by Luigi Creatore, Hugo Peretti, George David Weiss, Henry G. Salvador, & Albert Stanton. Published by Music Sales Corp. (ASCAP), Abilene Music (ASCAP), Marigo Brothers Music (ASCAP), & Memory Lane Music (BMI). Courtesy of Viacom International Inc. & Sony Music Entertainment. By arrangement with Sony Music Licensing. All Rights Reserved. Used by Permission.

"The Locomotion"

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"Tuba Polka (a/k/a Little Wormy)"

Performed by Tom Sharkey, Sean Curley, Jamie Nash and Corwin Tuggles. Written by Evan Lurie & McPaul Smith. Published by Tunes by Nickelodeon Inc. (ASCAP) & Music by Nickelodeon Inc. (BMI) / admin by Sony ATV. Courtesy of Viacom International Inc. & Sony Music Entertainment. By arrangement with Sony Music Licensing. All Rights Reserved. Used by Permission.

"We Did It!"

Performed by Fatima Placek, Regan Mizrahi, Alexandria Suarez and Marc Weiner. Written by Billy Strous (from ep # 611). Published by Tunes by Nickelodeon (ASCAP). Courtesy of Viacom International Inc. & Sony Music Entertainment. By arrangement with Sony Music Licensing. All Rights Reserved. Used by Permission.

"We Got the Beat"

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"We're Unstoppable!"

Performed by Thomas Hobson, Yvette Gonzales-Nacer, Tara Perry, & Jon Beavers. Written by Matthew Gerrard and Elizabeth Ashley Saung. Published by Nickelodeon. Courtesy of Viacom International Inc. & Sony Music Entertainment. By arrangement with Sony Music Licensing. All Rights Reserved. Used by Permission.

"Yeti Stamp!"

Performed by Sean Curley. Written by Evan Lurie, Doug Wieselmann & McPaul Smith. Published by Tunes by Nickelodeon Inc. (ASCAP) & Music by Nickelodeon Inc. (BMI) / admin by Sony ATV. Courtesy of Viacom International Inc. & Sony Music Entertainment. By arrangement with Sony Music Licensing. All Rights Reserved. Used by Permission.

For additional information on credits please visit www.2kgames.com/2kplay.

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.