

XBOX 360

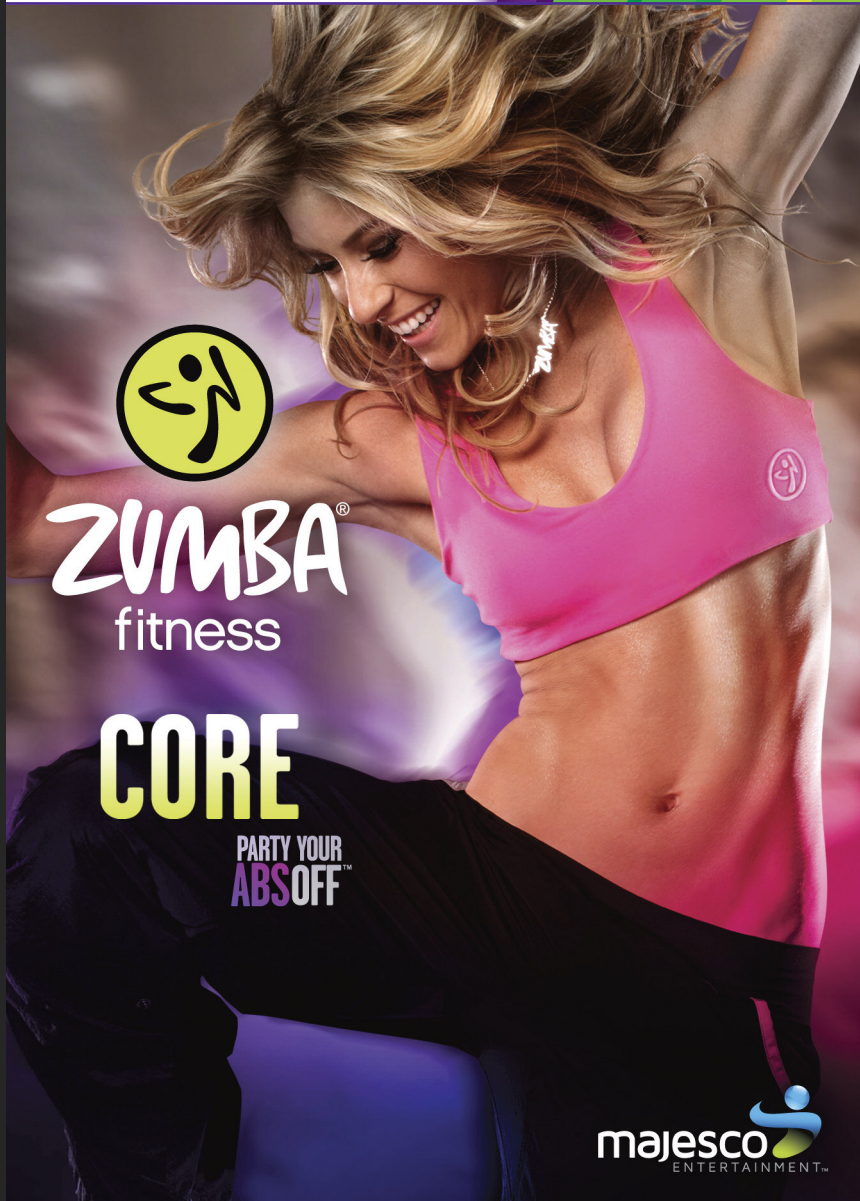
KINECT™



ZUMBA®
fitness

CORE

PARTY YOUR
ABS OFF™



⚠ 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.

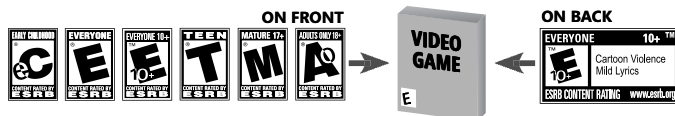
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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.

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NAVIGATING MENUS

Once the KINECT Sensor identifies you, a hand cursor appears 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 light fill the button you are selecting. When the light fills the button completely, the selection activates.



ALTERNATE METHOD FOR MENU NAVIGATION: VOICE CONTROL

Using the Xbox 360® KINECT™ microphone, you can speak commands to navigate through all menus including: the Main Menu screen, Single Song screen (available when 4 songs are displayed on screen), Venue Selection, Class Duration, Class Selection, Learn the Steps, Progress Tracker, Zumba® World and Options screen. As long as you see the microphone icon in the top right hand corner of the screen, KINECT voice control is enabled. For example, at the Main Menu, you can say “Single Song” in a firm and clear voice to select a Single Song to play.

Note: Localized versions of the game only support voice control in English.



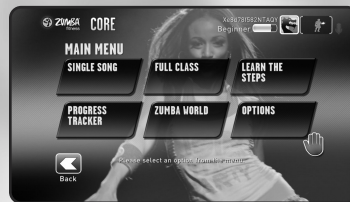
GETTING STARTED

Before accessing the Main Menu, you must first be enrolled using the KINECT Sensor.

1. Stand in front of the KINECT Sensor with your hands down at your sides.
2. Once the KINECT Sensor identifies you, guide the on screen hand using your hand to the “Play” button on the bottom right corner of the screen.
3. The next screen to appear is the “Select Profile” screen. Confirm the currently selected profile or select “Change Profile” to choose a different one.
4. Select your storage device before continuing if present.

MAIN MENU

At the Main Menu, choose from the following:



SINGLE SONG

Choose any of the single routines to play alone or with a friend.

FULL CLASS

Choose from 45 preset classes of varying lengths. Select **Short Class** (20 minutes), **Mid-length Class** (45 minutes) and a **Full-length Class** (1 hour), or create your own favorite Core workout with the **Custom Playlist** feature (see page 6).

LEARN THE STEPS

Learn the basic steps for six core dance styles (Reggaeton, Merengue, Cumbia, Salsa, Bollywood and Samba) from Beto, the creator of the Zumba® Fitness program. If you are not in sync with Beto's moves, those parts of your body that are out of sync will highlight red on Beto's on screen avatar. Use this additional feedback to help refine your technique and build confidence before you jump into a full workout.

PROGRESS TRACKER

The progress tracker displays your performance stats, achievements, goals, leaderboards and extra videos you unlock as you play through the game.

ZUMBA® WORLD

Download new content, read current Zumba® news, or find a live Zumba® class near you.

OPTIONS

Change the **Settings**, view **Credits** and use the **KINECT Guide** to adjust your camera alignment in your play space.



ON-SCREEN DISPLAY



INSTRUCTOR

Mirror the dance movements of your Zumba® Instructor as if you were in a live Zumba® class. When he or she moves to the left of the screen, you should move to the left too. The more in sync you are with the instructor, the more points you earn on your way to Euphoria. See page 8 for more information.

PLAYER INDICATOR & FEEDBACK

The Indicator shows your body form in the window and provides feedback as you play. The more in sync you are, the faster you earn stars. Feedback progresses from "Nice," to "Hot" to "Zumba@!"

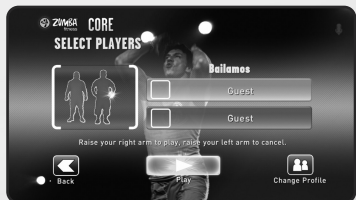
STAR RATING

You earn stars as you dance. The better the rating on the Player Indicator, the quicker you earn stars. Get a higher rating to unlock extra bonus materials and achievements.

VISUAL CUES

The movement cue window appears at each major move set transition so you can anticipate moves that are coming up after the current dance move. If you prefer not to see visual cues, you can turn them off in the Options menu. You can also opt for more frequent cueing by selecting **Enhanced** in the same menu.

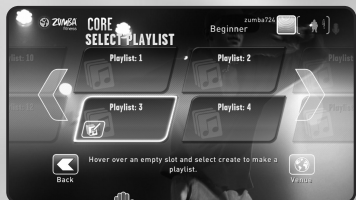
ENROLLING A SECOND PLAYER



Before each routine begins, a second enrollment screen appears in case another player wants to join the party. On this screen, both players must stand next to each other with their hands at their sides. Once the

KINECT Sensor finds you (Player 1 appears orange and Player 2 appears blue), both players should put their right hands up to signal that they're ready to proceed. To cancel the additional player, raise your left hand.

CREATING A CUSTOM PLAYLIST



Create up to 12 custom playlists with music of your choice.

1. Choose a playlist and select **Create** to start creating your playlist.
2. Select a slot in your playlist and choose **Add**.
3. Pick the song you want to add from the song list.
4. Add up to 12 songs to your playlist and select **Save** when you have completed your selections.
5. Name your playlist.

LEARN THE STEPS MODE

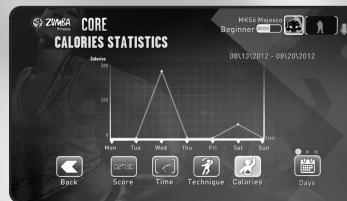
The in-game tutorial breaks down the steps within the six core dance styles so you can learn at your own pace.

1. Choose from six different dance styles: Salsa, Merengue, Cumbia, Reggaeton, Bollywood and Samba.
2. Each dance style has four different basic moves you can learn.
3. Once you select a move, **Beto** shows you how it's done.
4. Put your right hand up to cycle between Slow Speed and Normal Speed, or put your left hand up to return to the Dance Step Selection screen.

PROGRESS TRACKER

The Progress Tracker displays your performance stats, achievements and extra videos you unlock as you play.

STATISTICS



All of your stats are represented in graph form. You can change the view of the graph to indicate Days, Weeks and Months across these specifics statistics: score, time played, technique percentage and calories burned.

ACHIEVEMENTS



While playing the game you can earn achievements for reaching certain milestones. Check here to see the achievements you've unlocked or how to unlock specific ones.

GOALS



Let your ambitions grow as you make fitness goals for yourself and friends or follow along with community goals. You can also create new personal goals and check messages from friends.

Play routines and complete goals to earn Z-Points and level up. Unlock cool fitness and lifestyle tips as you progress.

BONUS CONTENT

View any of the unlocked bonus videos you've earned while playing the game. You can unlock videos by earning a 5 Star rating on certain songs. Select the **Play** icon to play the unlocked video.

LEADERBOARDS

Check the leaderboards of your local Xbox LIVE region and see how you rate against other Zumba® Fitness lovers. Are you a Zumba Legend?

PROGRESS

View your progress history to examine the tips and venues unlocked so far. To unlock the eighth venue (Elephant Palace), earn 3 stars on 5 Core designated routines.

EUPHORIA

Get lost in the music! Successfully earn 8 "Zumba®!" ratings on the Player Indicator without missing a move to enter different levels of background excitement. After achieving the last level of background excitement, you can trigger Euphoria mode that will last for a limited time.

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.

CREDITS

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Associate Producer

Marcus Sheldon

Lead Artist

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Jon Taylor

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Marc Tourle

Paul 'Moog' Gravett

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Paul James Mannering

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Marc Tourle

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Design Director

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Technical Director

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Special Thanks

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Ben Board

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Lee Baskerville

Zumba® Fitness

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Gina Grant

Tanya Beardsley

Kass Martin

Nick Logrea

Loretta Bates

Priscila Sartori

Heidy Torres

Juliana Sartori

Bianca Ayala

Aileen Padilla

Noelle Hollins

Ralitza Georgieva

Wil-son Williams

Peter Wang

Lisa Roth

Erica Pierce

Mocap Dancers

Beto Perez

Gina Grant

Tanya Beardsley

Kass Martin

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Zumba Fitness, Chief Operating Officer

Alberto Aghion

Zumba Fitness, Chief Creative Officer

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Zumba Fitness, Vice President, Consumer Products

Adele Harrington

Zumba Fitness Special Thanks

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Johanna Velez

Jonathan Perlman

Allison Robins

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Morella Nunez

Kyra Ozuna

Reina Lima

Yamile Fernandez

David Topel

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Digital Domain

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Virtual Production Supervisor

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Rich Flier

Head of Finance

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Head of Production

Scott Gemmill

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Senior Technical Director

Damon Shelton

Lab Supervisor

April Warren

Motion Capture Artists

Ryan Beagan

Ronaldo Benaraw

Alia Dong-Stewart

Jeremy Schichtel

Ron Rhee

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Jessica Wu

Matt O'Callaghan

Dave Preciado

Digital Script Supervisor

Louis Silverstien

Systems and IT Manager

Steve Madonna

Transportation

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CTO/Head of Product Development

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Lisa Roth

Producer

Russ Mock

Associate Producer

Andrea Rodriguez

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QA Project Lead

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Joe Ronquillo

Marc Dunyak

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Sean Watts

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Beth Hochstein

Annie Gurrula

Diana Walton

Opening Cinematic

Quest Pictures/Pacifica Cinema

Produced, Directed, Edited by

Katie Boyum

Jeff Murphy

Director of Photography

Scott Peck

Producer

David Murphy

Camera Operator

Katie Boyum

1st Assistant Camera

Tony Gutierrez

Alan Newcomb

PA

Jason Harmon

Bonus Videos

Quest Pictures/Pacifica Cinema

Produced, Edited by

Katie Boyum

Brian Suscavage

Directed by

Katie Boyum

Camera Operators

Katie Boyum

Mike Ferris

Hank Baumert

Music Credits

"Ain't Nothing Wrong With That"

Performed by Robert Randolph and the Family Band.

Written by Robert J. Randolph, Maxwell A. Ramsey, Shannon Sanders. Courtesy of Warner Bros. Records.

By arrangement with Warner Music Group Video Game Licensing.

"Bailamos"

Performed by Enrique Iglesias. Written by Paul Barry, Mark Taylor. Courtesy of Interscope Records.

Under license from Universal Music Enterprises.

"Balans"

Performed by K-liber/Life. Written by K-liber.

Courtesy of Ukido Music, Ltd.

"Boogie Shoes"

Performed by Jupter. Written by Harry Casey, Rick Finch. Courtesy of One Media Publishing Group.

"Brokenhearted"

Performed by Karmin. Written by Amy Renee Heideman, John Graham Hill, Claude Kelly, Nicholas Louis Noonan, Richard Head, Henry Walter, Emily. Courtesy of Sony Music Entertainment. By arrangement with Sony Music.

"Dance Of The Sugar Plum Fairy (from The Nutcracker)"

Performed by Ryan Franks. Written by Peter I. Tchaikovsky. Courtesy of Crucial Music Corp.

"Dancing With Myself"

Performed by The Donnas.

Written by: Billy Idol and Anthony James. Courtesy of Purple Feather Records.

"Drop It Low"

Performed by Kat DeLuna. Written by Sebastian LaMar Jones, Dallas Diamond. Courtesy of Epic Records, a unit of Sony BMG Music Entertainment. By arrangement with Sony Music Licensing.

"Gati Bongo"

Performed by Orchestre Baka de Gbnie. Written by Pelembir Deudonne, Mbeh Prosper, Aoula Basil, Martin Cradick. Courtesy of March Hare Music.

"Ho Jayegi Balle Balle"

Performed by Daler Mehndi. Written by Daler Mehndi. Courtesy of Magnasound. By arrangement with the Royalty Network.

"Jamming"

Performed by Bob Marley & The Wailers. Written by Robert Nesta Marley. Courtesy of The Island Def Jam Music Group. Under license from Universal Music Enterprises.

"Jhoon"

Performed by Shankar Mahadevan. Written by Shankar Mahadevan, Ehsaan Noorani, Loy Mohnsra. Courtesy of 155 Raj Music, Pty. By arrangement with The Royalty Network.

"Jump Live and Wait"

Performed by the Charlotte Swing Band. Written by Louis Prima. Courtesy of Prime Entertainment Group.

"Lift Ya Leg Up"

Performed by Spice and Company. Written by B. Henry, Alan Sheppard, Dean Straker. Courtesy of CRS Music and Media Pty.

"Magalenha"

Performed by Carlinhos Brown. Written by Carlinhos Brown. Courtesy of Canyall Music.

"Mirage"

Performed by Naked Rhythm. Written by Ari Silis, Alex Sparkel. Courtesy of Naked Rhythm Entertainment. By arrangement with BOK Music and the Royalty Network.

"Nyana"

Performed by Tiesto. Written by Tjps Verwest. Courtesy of Black Hole Recordings by arrangement with The Network Music Group.

"Paris (Ooh La La)"

Performed by Grace Potter and The Nocturnals. Written by Grace Potter. Courtesy of Hollywood Records.

"Roll Wi Di Don"

Performed by Sean Paul. Written by Sean Paul, Henriques, Nigel Andrew Staff

ROCK YOUR VIRTUAL STYLE
WITH THE HOT NEW
ZUMBA® WEAR
AVATAR COLLECTION



ZUMBA®
fitness

AVAILABLE NOW ON
XBOX LIVE®
MARKETPLACE



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.