XBOX 360

KINECT™

JUST DANCE®

Disney Party

UBISOFT

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.**

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.

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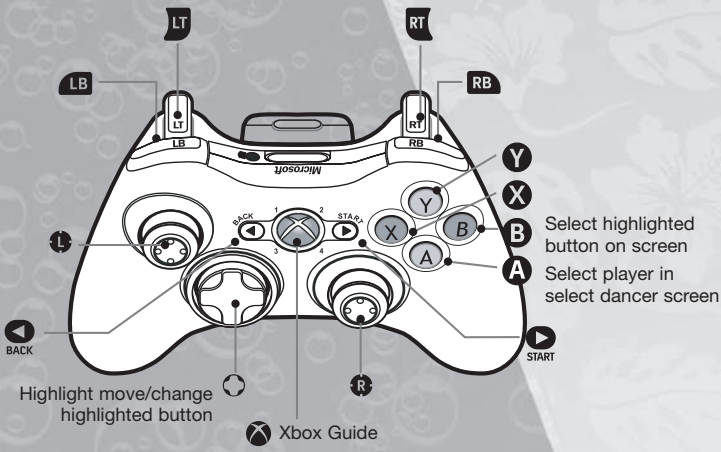
GAME CONTROLS

Xbox 360 Controller



ACCESSING THE IN-GAME MANUAL

The instruction manual for this game is conveniently embedded within the game itself.

To view the in-game manual, from the Main Menu go to Parents and select Instruction Manual. Not only does the in-game manual make it quick and easy to get the answers you need, it will also never get worn, torn or lost. Implementing this feature is just one step Ubisoft has taken to help save the Earth's natural resources.

CONTROLLING JUST DANCE®: DISNEY PARTY

Using the Kinect™ for Xbox 360

Simply stand in front of your Xbox 360 Kinect Sensor for a few seconds to get started with **JUST DANCE®: DISNEY PARTY**.

Navigating the Menu

Stand in front of your TV. Hold your right hand up diagonally, with your palm facing away from your body. You will be recognised by the game and subsequently will be able to guide the navigation cursor.

Cursor Navigation

Guide the cursor onto the button you want to select on the game's various screens. When the cursor is near a selectable button, it will snap onto the button and the gauge will begin to fill up for approximately one second.

Using the Xbox 360 Controller

You can also use the Xbox 360 Controller to navigate through the game's menus. Use the D-pad or the left stick to guide the cursor. Press A to make a selection, and B to go back to the previous screen.

ABOUT KINECT

Kinect Settings

When the Kinect Sensor is having trouble detecting the player, press Y on the Xbox 360 Controller to bring up the Kinect Settings menu.

Guide Gesture

In the menu screens, hold your left arm out and downward at a 45-degree angle to bring up the Kinect Guide. During dance gameplay, the Kinect Guide gesture pauses the game.

PLAYING THE GAME

- In duets, each dancer has different moves. Choose a dancer to follow by standing on the left or right side of the screen.
- The more precise and correct your moves, the higher your score.
- Watch the bottom of the screen for Next Move icons that tell you what to do next. Perfect move combos boost your score. Gold Moves, shown with special Next Move icons, are worth more points when done correctly.
- The Progress Meter lets you know which player is in the lead during multiplayer.

NOTES

TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please contact our 24-hour online solution centre at **http://support.ubi.com** first.

Our Support team can be reached on **0871 664 1000** (national rate) between 11am and 8pm, Monday to Friday (excluding bank holidays).

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer.

Damaged Game:

If your game is damaged at purchase, please return to your retailer with a valid receipt for advice on replacement.

If your receipt has expired and you are within the 90-day warranty period, please contact the Ubisoft support team for verification.

Please note that we do not offer hints & tips at our technical support centre. These can usually be found free of charge on the Internet.

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street,
Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

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