XBOX 360

KINECT™

NTSC

REQUIRES
KINECT™ SENSOR

winter stars

EVERYONE
E
CONTENT RATED BY
ESRB

49GAMES

DEEP SILVER

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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**.

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.

INTRODUCTION

In **Winter Stars** you play the “Flames”, a team of newcomers rising to the top in an extensive career mode offering 16 cups, more than 40 challenges and a comprehensive level and upgrade system, which allows you to manage all the skills and fortunes of your athletes. Build a team to compete in eleven disciplines including Snowboard Cross, Freeride Skiing, Downhill Skiing, Ski Flying, Short track, Biathlon, Bobsled, Figure Skating, Snowmobile, Curling and Paraskiing and stand up to your biggest rivals, the reckless “Black Knights”, to dominate the ice surfaces and ski slopes of the world.

MENU NAVIGATION

Raise a hand and point at a menu item to highlight it. “Wipe” in the direction indicated and move the pointer to the edge of the item to select it. You can deselect an item by “wiping” in the opposite direction until the item is no longer highlighted. If the menu items appear in two columns, items on the right are activated by wiping right, whereas items on the left are selected by wiping left. Videos such as intros and cut-scenes can be skipped by raising a hand.

HELP FOR KINECT

In the main menu, you can access the Kinect Guide at any time by moving your left arm straight out at a 45 degree angle from your body (hand pointing down). While playing a discipline, you can use the same gesture to bring up the pause menu, where you can access the Kinect Guide, the Kinect Tuner and various other options. If the game is unable to track you properly, it will offer a button prompt enabling you to access the Kinect Tuner by pressing the A button on an Xbox 360 Controller connected to your console.

If you need more help, you can find further information on **www.xbox.com/support**.

FAMILY MODE

The first time you start the game, you will be asked if you want to activate the Family Mode. This mode is intended for players with absolutely no experience. The controls are mostly automated and greatly simplified, which enables everyone to enjoy the game. For example, steering is automated in racing disciplines, but if you feel confident enough you can take over control at any time. Stop steering and the game will once again take over . The game will also prompt you to perform certain actions from time to time, introducing gameplay elements in a simple manner. The Family Mode can be activated and deactivated in single player mode at any time in the **Options** menu under the item **Game**, or be set individually for each player in Multiplayer via the item **Player settings** (see section Multiplayer).

MAIN MENU – The Sports Lounge

From the Sports Lounge you can access all areas of the game.

CAREER

Select **Career** to bring up the event selection screen. Only the Snowflake Cup is available after the story introduction, but winning cups and challenges will unlock directly adjoining events. Selecting an event displays information on the type of event and the reward you gain for completing it. Usually, you are rewarded with a certain amount of experience points that you can invest in upgrades for your team, but some events will also unlock new venues or more effective equipment for your athletes.

Fairplay Stripes and Adrenaline

Good or bad? You must decide! The actions of your team members have consequences: if you play unfair and jostle your opponent, you might win the race, but one Fairplay Stripe will be deducted from your total. The fewer Fairplay Stripes you have, the slower your adrenaline recharges. If you jostle an opponent more than three times within one event, you are penalized by decelerating for a short period, thereby losing valuable time. If, on the other hand, you play fair and do not jostle your opponent, you get additional Fairplay Stripes and your adrenaline recharges faster during the next race. Adrenaline can be a decisive factor in the competition as it can be used to get an extra speed boost. It recharges in almost all disciplines through slipstream riding, tricks and sliding on rails.

TEAM

Selecting **Team** from the Main Menu opens the Team Manager, letting you interact with every member of your team. Choose an athlete to bring up several options for the respective discipline. You can watch the **Leaderboards**, purchase and manage **Upgrades**, consult an extensive **Tutorial** for the discipline or start a **Training** session.

Upgrades

Here you can invest the experience points you have earned in upgrades. The **Talent** of an athlete can be increased, resulting in general improvements for a discipline, e. g. a higher top speed. A **Wildcard** can be used to restart one event in a running cup, giving you the chance to undo a mistake in an unlucky run. The final three entries in the upgrades section contain equipment for your athletes, increasing their performance significantly. However, for each discipline one item (marked by a lock) must first be unlocked in a challenge before you can buy it. The challenge to be won is displayed when you select the relevant object along with information on function and price of the upgrade.

Tutorial

The menu item **Tutorial** offers comprehensive instructions on how to play a specific discipline. You can start the **Interactive Tutorial**, in which you learn all the controls by trying them out step-by-step, or select **Controls** to read the instructions.

TRAINING

If you want to practice individual disciplines, select an athlete and choose **Training**. You can adapt the game to your preferences in the next screen. Before starting the event via **Start**, you can select a **Venue**. Under the item **Gametype** you can select whether you want to play in a **Competition** against three computer opponents, or in **Time Trial** against the clock and your best time, (represented as a ghost after playing the Time Trial once). Use **Difficulty** to match the power of the computer opponents in a competition to your own skills at four different levels.

MULTIPLAYER

Offline Multiplayer (Splitscreen)

Select the item **Offline Multiplayer** from the Multiplayer menu to play against a **friend** in a Splitscreen Cup. Under Gametype a selection can be made from five game modes (see the section on Multiplayer game modes); **Cup** allows you to choose from seven predefined cups, but also to create your own **Custom Cup**. The cup that you create may not have more than 12 disciplines, whereby any discipline can be selected more than once. Select a discipline and a venue of your choice for every line via the **Add** item, and confirm when you are done. Before starting a cup, you can get an overview of the current cup via the item **Info**. Customize **Player settings** for each player by selecting a team, entering a name or activating Family Mode.

Online Multiplayer (Xbox LIVE)

Under the menu item **Online Multiplayer** you can play exciting competitions with up to three players from across the world. You can decide to play in **Fairplay** mode, where all players have teams of the same strength (adjustable at four levels), or choose **Tough** mode, where players can use their career team with all its unlocked upgrades and talent levels. You can also specify a cup, the **Game type** (see Multiplayer game modes) and the **AI power** of computer opponents replacing any missing human players in a competition.

In the lobby, you will see icons next to players telling you who created the game (and who joined it), if a player has an Xbox 360 Headset connected, the status of a player's Fairplay Stripes, the type of controls and the talent degree of a player's team. You can get an overview for the current cup via the item **Info** and select a team via **Player settings**.

Multiplayer game modes

Competition
In a standard competition four athletes play against each other and only the position at the finish line or the points at the end of the run determine the winner. All disciplines are available in the competition.

Capture the Flag

This mode is only available for Freeride Skiing, Snowboard Cross, Snowmobile and Biathlon. In each section of the track a flag is placed shortly behind a checkpoint. The objective is to collect a flag and to retain it for as long as possible to gain a point at the next checkpoint and at the finish line. Finishing the race in first place while in possession of a flag will give you a bonus point. The flag can be captured from other players at any time during the run through successful jostling. If a player in possession of the flag falls down, he loses the flag, which can then be collected by other players. If all players pass a flag that is lying on the track, it is removed from the game.

Coin Tornado

This mode can only be played in Freeride Skiing, Snowboard Cross, Snowmobile and Biathlon. Collect as many coins on the track as possible to win at the finish line with the highest number of points. When a player falls, he loses coins, which can then be collected again by other players. Players can also steal coins from other players by successfully jostling an opponent. Additionally, skulls scattered along the track need to be avoided as touching them will make players fall, and gusts of wind make it hard to keep your athlete on the track. Turbo strips on the track can be used to get an enormous short-time speed boost. Memorize the positions of the turbo strips to leave your opponents behind.

Fun Race

This mode is only available for Short track, Freeride Skiing, Snowboard Cross, Snowmobile and Biathlon. Collect items hidden in boxes scattered along the track and use them to your advantage to achieve the best rank. There are five different items: the icicle will make the leading athlete fall, the snowball can be dropped behind to make following players crash, the flame will completely charge your adrenaline, the campfire will automatically activate an adrenaline

boost for a certain time and cannot be interrupted by the player, and the clown will inverse the controls for all opponents. Raise a hand and perform a throwing motion towards the screen to activate an item.

Rocket Race

This mode can only be played in Freeride Skiing, Snowboard Cross and Snowmobile. Rockets supply you with a finite amount of boost, which you can use instead of adrenaline. Use up the boost and the rockets explode, making you crash. Use your boost wisely to achieve the best rank.

OPTIONS

GAME

Tutorial help:

This is where you select whether instructions will be displayed automatically before the start of a discipline.

OnTheFly help:

Select whether tips for controls should be displayed during a discipline.

Ceremonies:

You can select here whether you want to see the award ceremony after a competition.

Family Mode

If you would like to play the game with mostly automated and greatly simplified controls, you can activate the mode for completely inexperienced players here. In Multiplayer, the mode can be set individually for each player via the Player settings.

AUDIO

This is where you can select the volume of the commentators, sound effects and music during the game.

CREDITS

Shows a list of the persons who participated in creating this game.

THE DISCIPLINES AND THEIR CONTROLS

BOBSLED

A quick start is of utmost importance in this winter-sports discipline. After the start it is important to steer the bobsled through the curves along the racing line as best you can, and to have as little contact with the bands as possible.

Controls

Pushing: Run on the spot as fast as you can. Alternatively, you can accumulate power by alternately swinging your hands up and down. When you have accumulated enough momentum, bend your knees four times at the right moment to get your four bobsled riders to jump in one after the other.

Steering: Bend your upper body to the left or right to steer the bobsled through the track and try to avoid contact with the bands. Each point of contact will cost you valuable time. A mark on the track indicates the ideal racing line, and keeping the bobsled on the line charges your adrenaline. You can use your accumulated adrenaline to achieve additional short-term acceleration by stretching both arms forward in a straight line for as long as you wish to accelerate or until the adrenaline is used up. If you should collide with the bands, you can quickly straighten the bobsled by extending your left or right arm sideways.

SNOWBOARD CROSS

This relatively young Olympic winter-sports discipline takes place on tracks filled with challenges like ramps, rails and banked turns. This requires a high level of riding skill and motocross-type protective clothing is not uncommon.

Controls

Basic stance: Stand sideways and turn your upper body towards the screen.

Start: Stretch both arms forward and simultaneously pull them back at the right time, exactly when the countdown says "Go". If you move either too early or too late, your start will be less powerful.

Run: Bend your upper body to the left or right to steer. You can use your accumulated adrenaline to achieve additional short-term acceleration by stretching both arms forward in a straight line for as long as you wish to accelerate or until the adrenaline is used up. Swing your left arm to the left or your right arm to the right to jostle an opponent on the respective side. If you should fall, run on the spot or alternately shake your hands up and down to get back onto the track again.

Jumping/Tricks: You will automatically jump when leaving a ramp. You can perform simple tricks in the air by raising your hands and holding them like a roof above your head. For more difficult tricks, raise a leg while performing the motion for simple tricks. If you want to save time by not performing a trick or a jump, bend your knees while you are on the ramp to suppress the jump.

Behind a number of ramps there are rails on which you can slide if you land on them. In order to maintain your speed, keep your balance by tilting your upper body left or right. While sliding, you can also perform board grabs by bending forward and holding a hand between your legs.

SHORT TRACK

In Short track the players skate over the ice on a 111.12 m long oval track at speeds well in excess of 50 km/h - this discipline demands the highest level of technique and athleticism from the player.

Controls

Inrun: Run on the spot as fast as you can. Alternatively, you can accumulate power by alternately swinging your hands up and down to fill the power indicator. Start moving exactly when the countdown says “Go”. If you start moving too early, you will get a penalty which will slow you down for a short time.

Run: Alternately swing your bent arms back and forth in front of your body (as if running) to accelerate, stop moving them to brake. Bend your upper body to the left or right to steer. You can use your accumulated adrenaline to achieve additional short-term acceleration by stretching both arms forward in a straight line for as long as you wish to accelerate or until the adrenaline is used up. Swing your left arm to the left or your right arm to the right to jostle an opponent on the respective side. If you should fall, run on the spot or alternately shake your hands up and down to get back onto the track again.

BIATHLON

Biathlon is a combination sport, consisting of cross-country skiing and shooting. Two rounds must be completed. During the first round you shoot in a lying position. During the second round you shoot in a standing position.

Controls

Start: Bend both arms and swing them down at the right moment, exactly when the countdown says "Go". If you move either too early or too late, your start will be less powerful.

Run: Bend your upper body to the left or right to steer. Stand with both feet next to each other to accelerate. Stand with your legs apart to brake. You can use your accumulated adrenaline to achieve additional short-term acceleration by stretching both arms forward in a straight line for as long as you wish to accelerate or until the adrenaline is used up. Swing your left arm to the left or your right arm to the right to jostle an opponent on the respective side. Bend your knees to crouch on downhill slopes and to gain adrenaline.

Shooting: On the shooting range you automatically switch to aiming mode. Extend one arm pointing forward, aiming with your hand. Bend your knees to hold your breath and aim more steadily. Raise your other arm, holding up your hand and swing it down to shoot. After firing a shot, raise your shooting hand again to reload.

FREERIDE SKIING

Freeride Skiing (similar to Boardercross) is a very demanding downhill skiing discipline. The ride is on extensive tracks with many obstacles and numerous branch-offs.

Controls

Start: down both hands as many times as possible for a powerful start.

Run: Bend your upper body to the left or right to steer. You can use your accumulated adrenaline to achieve additional short-term acceleration by stretching both arms forward in a straight line for as long as you wish to accelerate or until the adrenaline is used up. Swing your left arm to the left or your right arm to the right to jostle an opponent on the respective side. If you should fall, run on the spot or alternately shake your hands up and down to get back onto the track again.

Jumping/Tricks: You will automatically jump when leaving a ramp. You can perform simple tricks in the air by raising your hands and holding them like a roof above your head. For more difficult tricks, raise a leg while performing the motion for simple tricks. If you want to save time by not performing a trick or a jump, bend your knees while you are on the ramp to suppress the jump.

Behind a number of ramps there are rails on which you can slide if you land on them. To maintain your speed, keep your balance by tilting your upper body left or right. While sliding, you can also perform grabs by bending forward and holding a hand between your legs.

DOWNHILL SKIING

The "supreme discipline" of alpine ski sport types is regarded as one of the most risky alpine disciplines due to its extremely high top speeds, and is only performed by athletes with the highest degree of strength, endurance and technique.

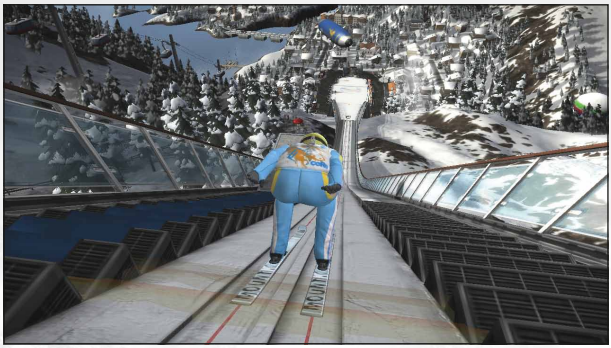
Steering

Start: down both hands as many times as possible for a powerful start.

Run: Bend your upper body to the left or right to steer. If you want to save time, bend your knees to suppress jumps. Pass gates very closely on the inside of the flag to charge your adrenaline and activate it by stretching both arms forward in a straight line for as long as you wish to accelerate or until the adrenaline is used up. If you pass a flag on the outside, there will be a time penalty. If you should fall, run on the spot or alternately shake your hands up and down to get back onto the track again.

SKI FLYING

For Ski Flying you start on a large ramp and must try to jump as cleanly and as far as possible.



Controls

Start/Inrun: A semi-circle and a windsock with blue stripes are displayed in the center of the screen. It indicates the current wind direction. If the wind sock is in the center of the semi-circle, the wind is favorable for a start. Lift both hands above your head and swing them down at the right moment to start.

Run: After the start phase it is important to keep the athlete straight on the track. You can rectify the inrun by bending your upper body to the left or right. As soon as you reach the end of the ramp, you will see a yellow marking. Now quickly jump up at the right time to perform an optimal jump. To achieve a good jump length, you must jump off as late as possible, but try not to miss the end of the ramp table.

Flight: During the flight phase you must try to keep the athlete upright in the air. Bend your upper body forward, backward, left or right to correct the position of the athlete. The steadier your flight, the more points will you earn.

Landing: When you approach the end of the flight, a marking will appear on the ground. Quickly jump up at the right moment to land. In order to win more points, the athlete's landing should be as steady and straight as possible.

Judgment: The length of the jump and the five style scores of the jump judges are displayed after landing. The overall score of the jump is calculated from these scores. This is the sum of the jump length score and the style score. The jump length score is calculated from the length of the jump and an individual factor, which depends on the K-point of the ramp.

The style score is the sum of the three assessed scores of the jump judges (the highest and the lowest score are not taken into consideration for judgment). Two jumps are always performed and the overall result is calculated from these at the end of the round.

FIGURE SKATING

Figure Skating requires complete body control to perform the step sequence, pirouettes and jumps, which are sometimes performed with four-fold turns as artistically as possible.

Controls

Program: Symbols appear on the ice in time with the music. Your character has a circle below her on the ice. When the athlete is exactly above the symbol, you must quickly perform the indicated figure. There a five different figures:

Figure 1: Standing on both legs, extend your right arm to the right and your left arm to the left

Figure 2: Standing on both legs, lift your hands to form a roof above your head

Figure 3: Bend your knees

Figure 4: Stand on your right leg while extending your left leg to the left and your right arm to the right

Figure 5: Stand on your left leg while extending your right leg to the right and your left arm to the left

If a symbol is at the start of a line, you must hold the specified pose as long as the athlete moves along the line. Only accurate timing will result in a high number of points. Inaccurate timing and missed figures can lead to the ice skater falling.

Double mode: After every ten correct inputs you have the option of activating Double mode by stretching both arms forward in a straight line. It doubles the number of points for every current input for a short period of time. But be careful: Every wrong or missed entry will cause drastic point reductions which can lead to a significantly poorer judgment of the program. You should therefore only use Double mode in programs which you have already mastered.

SNOWMOBILE

Snowmobile races are carried out on tracks similar to motocross and require a high degree of driving skill and physical strength to control the chain-driven machines while they maneuver through the snow.

Controls

Start: up both hands at the right time, exactly when the countdown says “Go”. If you move either too early or too late, your start will be less powerful.

Run: Put your hands on an imaginary handle bar in front of you and steer. You can use your accumulated adrenaline to achieve additional short-term acceleration by stretching both arms forward in a straight line for as long as you wish to accelerate or until the adrenaline is used up. Swing your left arm to the left or your right arm to the right to jostle an opponent on the respective side. If you should fall, run on the spot or alternately shake your hands up and down to get back onto the track again.

Jumping/Tricks: You will automatically jump when leaving a ramp. You can perform simple tricks in the air by raising your hands and holding them like a roof above your head. For more difficult tricks, raise a leg while performing the motion for simple tricks. If you want to save time by not performing a trick or a jump, bend your knees while you are on the ramp to suppress the jump.

CURLING

Curling deserves its nickname of "Chess On Ice" as it requires a lot of skill and strategy to place the stones closer to the center (the button) of the target area (the house) than your opponent. In Winter Stars, two rounds (ends) are played with four throws each. You get a point for each stone resting closer to the button at the conclusion of each end.

Controls

Aiming: Extend an arm pointing forward, aiming with your hand. Raise a hand to confirm the direction.

Throwing power: Move an arm backward, then swing it forward and hold it there to charge throwing power. Move your arm back again to re-adjust the power. Raise a hand to continue.

Spin: Tilt your upper body left or right to add spin. Raise a hand to throw.

Sweeping: Bend your knees and perform a scrubbing motion with your arms to sweep the ice in front of the stone, which accelerates the stone on its way and also reducing its curl.

When you (or the opposing team) release a stone, you can fast-forward by extending your right arm to the right.

PARASKIING

Paraskiing is a winter sport that impressively combines the sports paragliding and skiing. When the track ends in a chasm for skiers, the athlete can simply lift off, perform tricks in the air, glide down the steep wall and continue skiing on a new course. Originating from rescue missions in the alpine regions, today it is a widely accepted winter sport.

Controls

Start: Run on the spot as fast as you can. Alternatively, you can accumulate power by alternately swinging your hands up and down.

Steering in the air: Lower both hands to below your shoulders to ascend, raise your hands above your head to descend. Hold your bent arms forward and lower your left or right arm to steer in the respective direction. Fly through the gusts of wind to gain a speed boost in the air.

Steering on ground: Hold your bent arms forward and lower your left or right arm to steer in the respective direction. On the ground only, you can use your accumulated adrenaline to achieve additional short-term acceleration by stretching both arms forward in a straight line for as long as you wish to accelerate or until the adrenaline is used up. Tricks are performed automatically when ascending after jumping off of a ramp.

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