XBOX 360

KINECT™

KINECTIMALS™

EVERYONE

E

CONTENT RATED BY ESRB

WARNING Before playing this game, read the Xbox 360® console instructions, Xbox 360 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; and 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.

ON FRONT

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For more information, visit **www.ESRB.org**.

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Getting Started

Setting Up Your Kinect Play Space

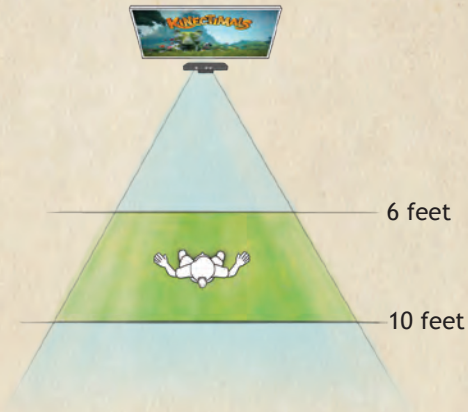
The most important things to remember when you set up your play space are:

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

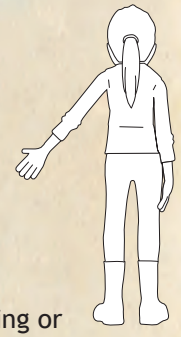
You can put your Kinect Sensor below or just above your television or near the edge of the table or stand. If you put it on top of your television, be sure to secure it with a clip. Remember, these games involve a lot of movement. You want your sensor to be stable.

Checking Your Distance

To have the best play experience, you must stand at least 6 feet from the sensor.



Getting Help with Kinect



For help, activate the Kinect Guide by holding your left hand out to your lower left. (If you are in the middle of playing the game, you must select Kinect Guide on the Main menu.)

The Kinect Tuner

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. (Alternatively, you can 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**.

Tips for Playing with Kinect

Lighting: You can play in dim lighting or bright lighting, but remember:

- Direct sunlight may interfere with the sensor.
- Good lighting helps the sensor recognize you.

Face the sensor: The sensor wants to see and hear you. It's tracking your body, so it's best if it can see the whole front of you.

Position the sensor well: Remember, the sensor needs to see you clearly. If you happen to bump the sensor, no worries! Just put it back where you want it and it recalibrates.

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

Speak clearly*: Speak loudly and clearly when talking to your cub. Be sure to follow Bumble's instructions. Wait for him to finish speaking before you start talking. If you need help, go to the Kinect Guide and select Audio.

Saving Games

In order for *Kinectimals*™ to save your game and award achievements to you, you must be signed into a profile. (For information on creating a profile, see **www.xbox.com/support**.)

- Please note that the game saves automatically. Do not turn the power off or reset your console while saving.

*Not all countries have full voice support. See **www.xbox.com/kinectimals** for a list of supported countries.

- For information about how to delete saved data from your Xbox, see **www.xbox.com/support**.

Playing Together (Enrollment)

Playing with friends and family is more fun, and you can invite others to share your *Kinectimals* adventure! Your friends can help you explore the island and compete in contests.

Profiles and achievements: There are three ways to play with friends. Jump out of the game and:

1. Ask a friend to jump in and continue playing **for you**. You can share your cub and toys, and all achievements are saved to your profile.
2. Invite a friend to **join the game** and play along with you. If your friend creates his or her own profile, then he or she can select the Enrollment button (upper-right corner of the screen) and jump into the game. Your friend will share in the achievements, and you can switch and jump back into the game by selecting the Enrollment button again.
3. Invite a friend to join the game **using his or her own cub**! If your friend has played *Kinectimals* and has a saved game on a storage device then, as you take turns by selecting the Enrollment button, each of you sees your own cub when you play. Your friend also receives achievements and some rewards for their saved game, while you still get the same achievements, toys, and rewards you'd get if your friend wasn't helping you.

Welcome to Lemuria

Hello! My name is Bumble, and I'm so pleased to meet you. I'm your guide for this wonderous island of Lemuria, and I'll teach you all the things you need to know to have fun here!

I came to the island with Captain Able Blackwood, the greatest and kindest pirate who ever lived. He arrived here more than two hundred years ago looking for a fabulous treasure, but he only had a fragment of an old treasure map. The cubs that live on Lemuria loved the Captain and they helped him search, but he never found the treasure. When he left, he asked me to watch over the cubs, and I've done just that.

Now that you're here, the cubs have a new friend to play with, and I finally have someone I can talk to! I can't wait to explore the island with you. There are so many fun things to see and do. We might even go looking for that fabulous treasure ourselves. So, what are we waiting for? Let's go!

Starting Your Adventure

Before we start, you need to learn two moves (or *gestures*). With these gestures you can do almost anything on the island.

Hover

To start the game, hold your hand out so that it floats, or *hovers*, over the Start button on the screen. When the white circle on the button fills all the way around, you're on your way to adventure!

The Hover gesture also lets you select other items on the screen.

Swipe

Swiping lets you scroll through items—like looking through the different cubs you can bond with.

Fur Town

Fur Town is the grassy area around your house where the cubs like to hang out. See those huts? Captain Blackwood built a hut for each cub because he wanted to be close to them. But when the Captain left on his last journey, the cubs missed him and, one by one, they moved back into the wild.

Choosing a Friend

Now that you've arrived, there are five cubs eager to meet you in the Bonding Circle. Decide which one you want to start our adventure with.

To choose your cub, swipe left and right through the choices. Then hover over the Select button below the cub that you want until the white circle on the button fills all the way around. Don't worry about the cubs you don't select. You'll see them again as we explore the island.

The legendary Scan Stone is also nearby. To learn more about it, go to page 22.

Petting

As you can imagine, cubs love to be petted. Just reach out and run your hands over their warm soft coats. Can you hear them purring? Nice kitties.

Naming Your Cub*

After you select the cub you'd like to bond with, give it a name! Just say a name you like. You may have to repeat it a few times, and it helps if there isn't too much other noise in the room. When the cub learns its name, it will smile and nod its head. Once you name your friend, it knows and responds to your voice.

If you like, after you've given your cub a name, you can write it on a piece of paper. Or even draw a picture. Hold the paper up to the Kinect Sensor and the cub's name or the picture will appear on a sign outside its hut.

*Not all countries have full voice support. See **www.xbox.com/kinectimals** for a list of supported countries.

Your House

Take a look around Captain Blackwood's old house. He lived here for many years, and very happily, too.

That's his portrait on the wall, and over there is the map that first brought him to the island. Now that you're here, this is your house! You can keep and display the treasures and medals that you and your cub bring back from your explorations. But this house is not just a place to display your accomplishments. It's also a home that you can decorate to fit your personality! Your house should be as special as you are. (See "Decorating Your House" on page 25.)

The Pirate Map

The Captain told stories of many strange things: ancient ruins in the jungle, a sunken pirate ship, and a city frozen in ice. Wildest of all was the tale of Felis Aurum, a giant cat made of solid gold. I know it sounds pretty crazy, but the Captain didn't make things up. Maybe by using the Captain's map we'll discover the truth.

You can go to anyplace marked on the scrap of map you have. Right now, it just shows a little bit of Lemuria, but there's a lot more to be found. The Captain sailed around the whole island, but the interior remains a mystery. Not for long though! I can't wait to start exploring.

Woodland Glade

We can explore the different environments on the island and discover all the secrets they contain. Woodland Glade is the only environment shown on the fragment of the map that we have now, so it's the first place we'll visit. I really like the Glade. It's one of my favorite spots on the island.

As you do tricks and play games with your cub, we'll find new things on the island and earn discovery points. When we get enough points, we'll unlock one of the hidden areas of the Glade. Inside this hidden area, you and your cub can play contests, which earn you even more points. As we progress, we'll unlock more environments, each one having its own hidden areas, so we'll have more places to explore and more friends to meet! When we collect all the pieces of the map, we can travel back and forth to anyplace we want for more fun.

Tricks

Playing with your cub is not only fun, but it's also a good way for you to get to know each other better.

Try doing these tricks and see if your cub imitates you. I hope the cats follow your poses better than they do mine. They don't pay attention to me at all!

Sit
Squat and touch your knees with both hands.

Jump
Jump, a little or a lot.

Stand
Hold your arms out in a "T" position.

Roll Over
Hold one hand in front of you and move it in small circles.

Lie Down
Kneel and touch the floor for a moment with both hands.

Play Dead
Lie down on the floor with your feet forward.

Talking to Your Cub*

Once you've named your cub, you can actually talk to it while the two of you do tricks! You can still do tricks with your cub using poses, but you can also use voice commands.

Sit Down: Tell your cub to "sit down" and it will do just that.

Stand Up: If you tell your cub to "stand up," it rises from the sitting or lying position.

Lie Down: You can tell your cub to "lie down," which it will find most relaxing.

Go Play: "Go play" sends your cub off to play by itself.

Come Here: Telling your cub to "come here" brings it right over to you.

Good Boy/Good Girl: Telling your cub "good boy" or "good girl" will make it jump around happily.

Get Your Toy: When you're not sure what toy to play with, tell your cub to "get your toy." It'll come back with a new or different one.

Go to Sleep: Once your cub is lying down, you might say "go to sleep." Everyone appreciates a nice nap.

Roll Over: If you want your cub to roll on the ground, just say "roll over."

*Not all countries have full voice support. See **www.xbox.com/kinectimals** for a list of supported countries.

Your Progress

Want to find out how well you're doing? That's easy! Check out the helpful information on your screen.

Challenges
Shows details whenever you are offered a challenge.

Total Gold Coins
Shows the coins you've earned while playing challenges and contests.

Kinect Guide
Leads to the Main menu for game options, help, and the Kinect Guide.

Discovery Bar
Shows your progress in the game.

- The hidden areas you've unlocked in your current environment.
- +50 The discovery points you've earned.
- 4 The remaining hidden areas you must unlock to move to the next environment.
- The next environment to be unlocked.

Enrollment
Allows another player to jump in.

Bumble
Watch me for important tips and gestures.

Toy Box
Contains the toys, food, and other items you currently have in your Toy Box, as well as your map.

Toy Box Items
Displays the items in your Toy Box (in the currently selected category).

Care and Feeding

Cubs love to roll around in grass and sand, so you'll want to brush their fur to clean them. They always appreciate a cool drink or a tasty treat, too. You can find everything you need in your Toy Box. For example, hover over Food for treats or over Care Items to select a water bowl or brushes.

For even more fun, try hand-feeding your cub! Just hold the food right in front of it.

Challenges

Challenges are games you can play with your cub while you're in places like Woodland Glade. These games appear from time to time and are a way for you to make progress in your exploration by earning discovery points and gold coins. For example, while playing catch with your cub, toadstools may appear out of the ground for you to hit.

Throwing

Many activities on the island involve throwing. Here are a few tips to remember:

- Throwing balls underhand works best.
- Take your time to line up your throws by moving left or right until your target is in the middle of the screen.
- After throwing a Flying Toy, you can guide it slightly while it's in flight by leaning one way or the other, and you can make it drop by ducking!

Exploring Lemuria

Playing and doing tricks with your cub actually help us progress across the island. We can have plenty of fun in the main areas of Lemuria, but the hidden areas are filled with exciting games and adventures. Once we've earned enough discovery points in Woodland Glade, for example, your cub will lead us to hidden areas and we can start exploring those, too.

Contests

As soon as we discover a hidden area, you can play the contests. These are games you play against the clock. They include driving RC cars, throwing at targets, running your cub through agility courses, and more. Completing contests earns us coins, medals, and new toys.

Coins: Let you buy things for your house or cub from the lemurs.

Medals: Come in bronze, silver, or gold.

New toys: Appear in your Toy Box.

Your Toy Box

The Toy Box is one of the most important parts of the game. It holds all your valuables, like toys, food, and care items, and it's always available to you. To open it, just hold your right hand out diagonally to your lower right. (When I show you how to do things, think of me as your image in a mirror.)

Selecting Items

To select an item, first swipe through the categories in the Toy Box until the category you want is at the center. Hover over that category to open it. You can then select the item you want. You can choose from small balls, large balls, flying discs, jump ropes, RC cars, and much more.

Moving Around the Island

You can also use the Toy Box to travel to any part of the island that we've already been to or have a map piece for. Just open the Toy Box, hover over the Map button, and then select an area. We're there immediately!

Meeting New Cubs

While we're exploring the island, we'll meet new cubs. You can bond with these new cubs right away or keep playing with the one you already have, and you can always bond with them later. The cubs you don't choose will return to Fur Town.

The Scan Stone

You make new cub friends by playing the game, but you can also purchase *Kinectimals* plush toys. The plush toys have a special tag that lets you add them to the game! Just go to the Scan Stone in Fur Town. Hold the tag (right side up) about 9 inches (23 cm) away from the Kinect Sensor until you see the new cub on the screen. Make sure your fingers don't block the tag and that the room is not too dark.

Finding Treasure

There are lots of hidden treasures scattered across Lemuria. Once you and your cub find them, they appear in a special treasure cabinet in your house.

The Plunderscope

The Captain lost one of his most prized possessions in Woodland Glade. It's called a Plunderscope, and it helps you find hidden treasures. He spent many years looking for it but never found it. Maybe we'll have better luck! I'm sure it would help us a lot in our explorations.

Shopping

For years, packing crates have been washing up on Fiddler's Beach. And for years, the lemurs have been opening the crates and playing with what's inside. Now they've found a cart and have set up a full-fledged business. The lemur's cart might look small, but it holds everything you could possibly want. And the lemurs offer free delivery. You can buy things like food and toys for your cub, as well as furniture for your house. Lemurs love shiny things, so use the gold coins you earn playing challenges and contests to pay for your purchases.

Buying Things

To buy something, just swipe through the categories of items for sale like balls, collars, chairs, lamps, sofas, and so on. If you select the Collars category, the available collars appear. Hover over the collar you want until it's selected. The new collar is now yours and appears in your Toy Box. And the cubs do love new collars.

Decorating Your House

Your house might have belonged to Captain Blackwood, but it's all yours now, and decorating it is part of the fun.

Buy some new furniture from the lemurs, then go inside your house. Your new furniture is there waiting to be placed. You can change things in your house until it looks just the way you like.

Your explorations have made your house special, too. There's a treasure cabinet lined with all the collectibles you've found, and your butterfly collection is displayed on the wall. You're going to feel so proud when you see all of your medals! You've earned every one of them, too.

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.**

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**.

Xbox Customer Support

Technical support is available seven days a week including holidays.

Visit the Microsoft Kinect support page at **www.xbox.com/support**.

Talk to us on Twitter **@XboxSupport**.

Or:

- In the U.S. or Canada, call 1-800-4MY-XBOX.
  TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
  TTY users: 001-866-251-26-21.
- In Brazil, call 0800 891 9835.
- In Chile, call 1230-020-6001.
- In Colombia, call 01-800-912-1830.

For information about Xbox LIVE, visit the Xbox LIVE page at **www.xbox.com/live**.

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Kinectimals is a video game intended for use with game or toy animals only. Interactions with game animals should not be used with real animals or pets.

www.xbox.com\kinectimals

To see credits for people who worked on this game, go to **www.microsoft.com/games/mgsgamecatalog**.

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

⚠ 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.

Make New Furry Friends

With *Kinectimals* plush toys, you can bring in even more furry friends to play with. Buy a *Kinectimals* plush toy, scan the tag with your Kinect Sensor, then watch the animal come to life on the screen right before your eyes. With your very own plush pal, you can keep your new friend with you even when you're away from your Xbox 360.

Go to the Scan Stone in Fur Town. Hold the tag approximately 9 inches (23 cm) away from the Kinect Sensor.

Hold the tag, as shown below, in front of the Kinect Sensor for 3-5 seconds or until the new cub appears in the game.

Make sure your fingers do not block the tag and the tag is not tilted during the scan. Avoid dark lighting conditions.

Have fun playing with your new cub!

Visit **www.xbox.com\kinectimals** for more information.

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FRONTIER

Microsoft game studios