

Standard Driving Controls

You can play through most of *Kinect Joy Ride* with these standard driving controls, but be sure to read the other activity instructions because some can change and the differences may surprise you!

>Steer

Turn the “wheel” to steer. Don’t worry about accelerating or braking—the game will handle those for you.



>Drift

Lean into your turns to drift.



>Boost

Pull both arms back to charge your boost, then push them forward to activate it. The more you charge, the longer your boost.



XBOX 360®

KINECT™



X16-99035-01

BIGPARK

Microsoft
game studios

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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second set of icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and peginonline.eu

Introduction to Kinect

Kinect Guide Gesture

To activate the Kinect™ Guide, hold your left hand out to your lower left. If you are in the middle of playing the game, select Kinect Guide on the Pause menu.



Setting Up Your Play Space

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

- Put the Xbox 360 Kinect™ Sensor in a place where it can see you clearly.
- Don't stand too close to the sensor or too far away.
- Get stuff out of your way. Don't stand on furniture or bend backward over your couch to play!

To play with one player at a time, start out standing at least 7 feet from the sensor. The best distance for one or two players is 9 feet.

Kinect Tuner

If you think the Kinect Sensor is having trouble seeing you, activate the Kinect Guide and select Kinect Tuner. The tuner will walk you through some tests to make sure the sensor can see you.

Alternatively, press the **Xbox® Guide** button on your Xbox 360® Controller, select **Settings** (right tab), and then select **Kinect Tuner**. For more help, go to <http://www.xbox.com/support>.



Tips for Playing Kinect

- Face the sensor.
- Try to wear clothes that fit the shape of your body. Skirts or floppy sleeves may cause Kinect to misread your movements.
- Direct sunlight might interfere with the sensor.

Kinect Joy Ride is Kinect exclusive and cannot be played with the Xbox 360 Controller.



Welcome to Kinect Joy Ride

Welcome to the world of *Kinect Joy Ride*, where you ARE the car! Experience a wide variety of fun activities, tracks, and vehicles in a compelling and fresh way. Immerse yourself in a revolutionary new style of driving as your body movements translate into in-game actions!

Navigating Menus

Navigating the menus is easy! Just follow these simple steps.

- Extend your hand toward the screen, and move it around until you see the cursor move.
- To select a button, move the cursor to it, and then hold your hand still, allowing the cursor to hover over the button. When the circle fills, the button is selected.



Getting into the Game

Itching to play? Here's how!

1. Choose to play.

- Hover over the Play button to start playing.



2. Choose which activity to play.

- Hover over a button to select your activity.
- Select **How to Play** if you want to know more about the activities.



3. Choose a track.

- Hover over the **left** or **right** arrow to cycle through all available tracks.
- When you see the track you want, hover over the image to select it.



4. Choose who you want to be.

- If you've played on this console before, Kinect will attempt to recognise you.
- You can play as any signed-in player.
- Or you can choose to play as one of four pre-made avatars.
- If you need a refresher on the controls, select **How to Play**.



5. Raise your arms and grab the steering wheel.

- Get ready to steer!



Activities



Pro Race

Experience the thrill
of pure racing!

Battle Race

Race with weapons!



Xbox LIVE Race

Go online and test
yourself against other
human players!

Smash

Destroy as many items
as possible to score big!



Stunt

Reach ever-more
dizzying heights and
show off your best stunts!

Dash

Put the pedal to the metal
and leave your opponents
in the dust!



Trick

Try to match crazy poses
as you go flying through
the air!

Activities

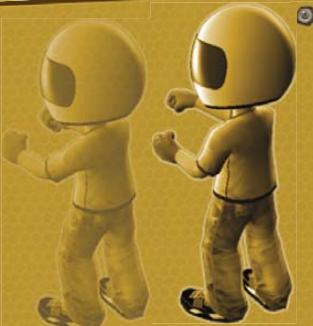
Standard Driving Controls

You can play through most of *Kinect Joy Ride* with these standard driving controls, but be sure to read the other activity instructions because some can change and the differences may surprise you!

You can use standard driving controls in the Pro Race, Battle Race, Xbox LIVE® Race, Stunt, Dash, and Smash activities.

Steer

Turn the “wheel” to steer. Don’t worry about accelerating or braking—the game will handle those for you.



Drift

Lean into your turns to drift.



Boost

Pull both arms back to charge your boost, then push them forward to activate it. The more you charge, the longer your boost.



Pause

Use the **Guide Gesture** (hold your hand out to your lower left) to pause the game. You can access the **Dashboard** by selecting it on the Pause menu.



Helpful Hint

You can view the controls at any time by bringing up the **Pause** menu while playing an activity.

Stunts

Flips

Lean forward or backward while in the air to perform a flip.



Spins

Twist your torso while in the air to spin.



Rolls

Lean to the side while in the air to do a barrel roll.



Ways to Play

All Kinect Joy Ride activities can be played alone or with friends.

Pro Race & Battle Race: Take on seven computer-controlled drivers on your own, or compete against a friend side-by-side.



Xbox LIVE Race: Race against as many as seven other human drivers over Xbox LIVE.



Stunt and Dash: Play alone or compete with a friend side-by-side.



Smash and Trick: Play alone or play cooperatively with a friend side-by-side.



Calibration

During gameplay, if you are not positioned optimally within the play space, the game will help you find the perfect spot.



If the game loses track of you completely, the **Come Back** screen appears and guides you into the play space. All active players must position themselves within the red area for the game to resume.



Pro Race

It's you against seven other racers. Floor it as soon as the race starts and try to beat them to the finish line!

Pro Race HUD



Battle Race

Just focusing on driving isn't going to cut it in the Battle Race activities. You will find item boxes scattered across the track. Smash one to receive a powerful advantage, then use it to blast your way to victory!

Battle Race HUD



Item Indicator



Race Items



Item Box: This is what an item box looks like. Smash it to receive one of the following items.



Hover Mine: Drops behind your car and explodes when hit!



Rockets: Shoots forward and explodes on impact!



Super Speed: Speeds your car up and makes you invincible!



Blast: Shoots a blast of air to push other cars away!



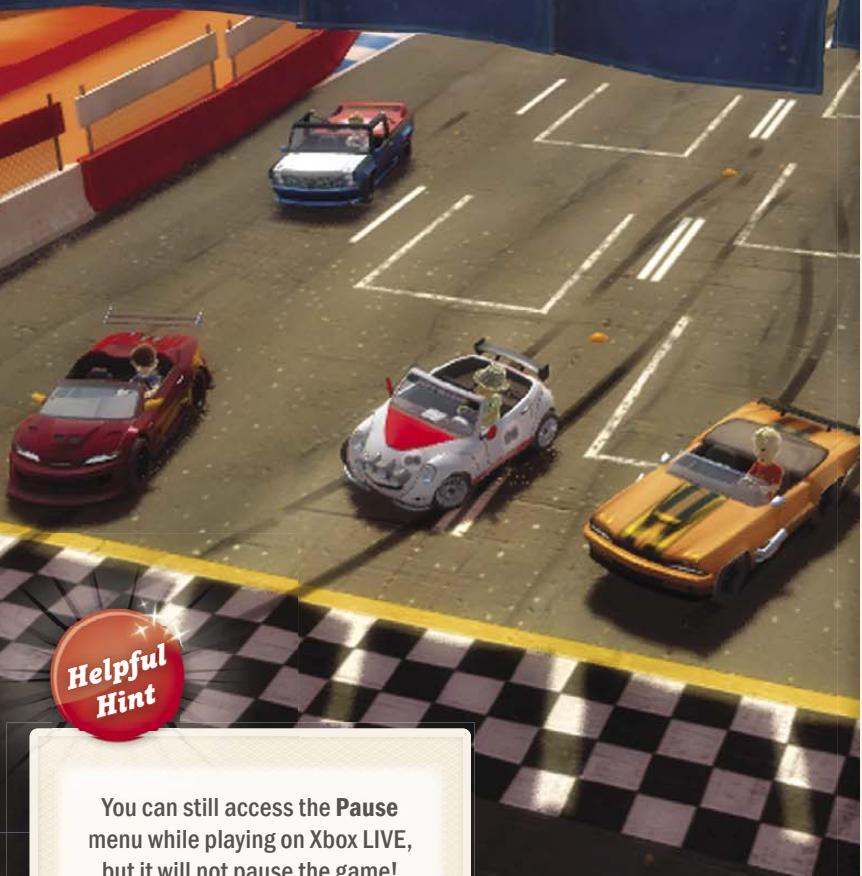
Deep Freeze: Freezes the wheels of all other cars ahead of you.



Teleport: Sends you to a better position in the race!

Xbox LIVE Race

Take the Race activities online, and see how you measure up against as many as seven other human players connected over Xbox LIVE. But remember, it's all in the name of fun and games!



You can still access the Pause menu while playing on Xbox LIVE, but it will not pause the game!

Joining an Xbox LIVE Race

Use the standard driving controls (see page 6) and Battle Race controls (see page 12).

1. Choose your players.

- Pick the player profiles for those who want to play. Up to two players can play online side-by-side. Only players with Xbox LIVE Gold accounts and their guests can play.



2. Choose your game type.

- Decide if you want to play with random players from around the world or Xbox LIVE friends only.



3. Join a lobby.

- Invite your friends.



4. Vote for a track.

- Vote for the track you want to play. Every player gets a vote.



5. Race the winning track.

- Compete on the track that is selected at random from all the tracks that received votes.



Stunt

Drive off the side of the half-pipe, and get some sick air!. Spin, flip, or roll your car to score big as you reach amazing heights. Get a high score and impress all your friends. Boost to jump higher, smash bonus items for points, and crash through panes of glass to increase your multiplier.



Dash

Focus on finishing fast and don't worry about steering—just switch lanes. Be sure to use your boost whenever possible to go faster. But be careful! If you hit an obstacle, it will briefly reduce your speed.



Smash

Let loose your inner wrecking ball! Destroy all the big statues by crashing into them, then smash the boss statue to finish the round.

Smash HUD

Fan Counter

Race Time & Point Total

Boost Bar

Vehicle Tricks

Smashable Items

To increase your score, try smashing as many objects as possible while drifting before the timer runs out.

Mini-statues Statues Boss statues

Trick

Take to the skies and try to match as many crazy poses as you can before the timer runs out. If you miss too many, your car will have to make an early emergency landing!

Poses

Mimic the silhouette to match the pose.



Trick HUD

Pose to Match

Strikes

Time Left

Total Points

Rewards



Fans

After each activity you will earn fans for:

- Scoring big (or finishing fast, depending on the activity).
- Collecting fan tokens.
- Completing challenges.
- Performing car stunts.



This is what a fan token looks like.



Medals

You can earn a medal on each track depending on how well you do. How many Golds can you get?

Saving Your Progress

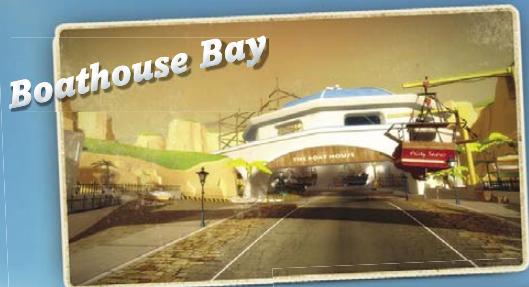
If you and your friends are playing locally on your Xbox 360, then everyone's results contribute to the same saved game and will be saved to your console.

- This game saves automatically. Do not turn the power off or reset your console while saving.
- Individual players can still earn achievements.
- For information on how to delete saved data from your Xbox, see www.xbox.com/support.



Unlocks

Unlock a wide variety of tracks by earning fans!



Helpful Hint

Earning fans also unlocks vehicles—choose the one that best fits your style!



What's Your Style?

Pick your favourite model, style, and colour by selecting **Cars** on the Main Menu.

Taking Photos

As you play, Kinect will capture your best moments as photos. Just like after a roller coaster ride, your photos are waiting for you at the end of an activity.

- *Kinect Joy Ride* will automatically save your most recent photos. If you have too many, the oldest ones will be deleted to make room for new photos.
- You can mark 100 photos you want to keep as favorites, and *Kinect Joy Ride* will never delete these automatically.

Say Cheese!

Watch for this icon to know when the game is about to take a photo.



KinectShare

By selecting **Send Photo**, you can upload your best moments to the Kinect Share community site.

Visit www.Kinectshare.com to check out your photos on the net, and send them to your friends on Facebook and Twitter!



Leaderboards

Want to know how you compare to your friends and the rest of the world?

At the end of an activity, if you are connected to Xbox LIVE, your score is added automatically to the Xbox LIVE leaderboards.

You can check your standing by accessing the leaderboards at the end of an activity or on the **Extras** menu.



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.

Customer Service Numbers

	PSS*	TTY**
Australia	1 800 555 741	1 800 555 743
Österreich	0800 281 360	0800 281 361
Belgiique/België/Belgien	0800 7 9790	0800 7 9791
Ceská Republika	800 142365	
Danmark	80 88 40 97	80 88 40 98
Suomi/Finland	0800 1 19424	0800 1 19425
France	0800 91 52 74	0800 91 54 10
Deutschland	0800 181 2968	0800 181 2975
Ελλάσα	00800 44 12 8732	00800 44 12 8733
Magyarország	06 80 018590	
Ireland	1 800 509 186	1 800 509 187
Italia	800 787614	800 787615
Nederland	0800 023 3894	0800 023 3895
New Zealand	0508 555 592	0508 555 594
Norge	800 14174	800 14175
Polska	00 800 4411796	
Portugal	800 844 059	800 844 060
Россия	8 (800) 200-8001	900 94 8953
España	900 94 8952	
Saudi	800 8443 784	
Slovensko	0800 004 557	
Sverige	020 79 1133	020 79 1134
Schweiz/Suisse/Svizzera	0800 83 6667	0800 83 6668
South Africa	0800 991550	
UAE	800 0 441 1942	
UK	0800 587 1102	0800 587 1103

*PSS – Product Support Services; Produkt-Supportservices; Services de Support Technique; Produktsupporttjenester; Tuotetuki; Produktsupport; Υπηρεία υποστήριξης πλεκτών; Supporto tecnico; Serviço de Apoio a Clientes; Servicio de soporte técnico; Serviços de Suporte ao Produto; Služby podpory produktov; Dział wsparcia technicznego produktu; Műszaki terméktámogatás; Služby produktovej podpory; Службы поддержки продуктов.

**TTY – Text Telephone; Texttelefon; Service de télécommunications pour les malentendants; Teksttelefoon; Teksttelefon; Teksttipuhelin; Τηλέφωνο κειμένου; Texttelefon; Trasmissione telefonica di testo; Linha especial para dispositivos TTD (telecomunicações para deficientes auditivos); Teléfono de texto.

For more information, visit us on the Web at www.xbox.com.

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VFX powered by Fork Particle.

Dolby and the double-D symbol are trademarks of Dolby Laboratories.

www.xbox.com/KinectJoyRide

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")

Warranty.

Microsoft Corporation ("Microsoft") warrants that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. This limited warranty is void if any difficulties with the Game are related to accident, abuse, virus or misapplication. Microsoft does not make any other warranty or promise about the Game.

Your remedies.

If you discover a problem with the Game covered by this warranty within the 90 day period, return it to your retailer along with a copy of the original sales receipt. Your retailer will, at its option, (a) repair or replace the Game, free of charge, or (b) return the price paid. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. To the extent that you could have avoided damages by taking reasonable care, Microsoft will not be liable for such damages.

Statutory rights.

You may have statutory rights against your retailer which are not affected by Microsoft's limited warranty.

IF YOU DID NOT PURCHASE THE GAME FOR YOUR PERSONAL USE (THAT IS, IF YOU ARE NOT DEALING AS A CONSUMER)

The following terms apply to the maximum extent permitted by applicable law.

No other warranties.

Microsoft and its suppliers disclaim all other warranties and conditions, either express or implied, with respect to the Game and the accompanying manual.

Limitation of liability.

Neither Microsoft nor its suppliers shall be liable for any damages howsoever caused arising out of or in any way related to the use of or inability to use the Game, even if Microsoft or any supplier has been advised of the possibility of such damages. In any case, Microsoft's and its suppliers' entire liability is limited to the amount actually paid by you for the Game.

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

Microsoft Ireland Operations Limited
Sandyford Industrial Estate
Blackthorn Road
Dublin 18
Ireland

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.