

XBOX 360

KINECT™



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**⚠ 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](http://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.

### ⚠ 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](http://www.xbox.com) for more information.

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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](http://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](http://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](http://www.xbox.com/familysettings).

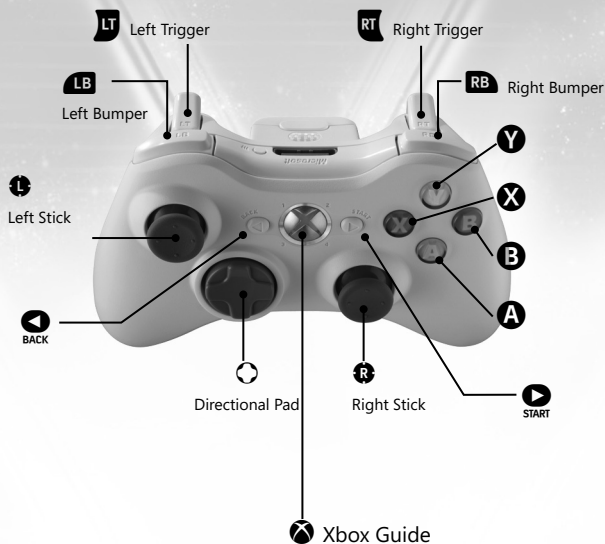
## **How to Get Help with KINECT**

### **Learn More on Xbox.com**

To find more information about KINECT, including tutorials, go to [www.xbox.com/support](http://www.xbox.com/support).

# GAME CONTROLS

## Xbox 360 Controller



## INTRODUCTION

Hello! Welcome to The Black Eyed Peas® Experience! The Black Eyed Peas® Experience is a music-based performance game where you dance and sing along to all of the Black Eyed Peas' greatest hit songs. So get ready to show your moves and have a great time!

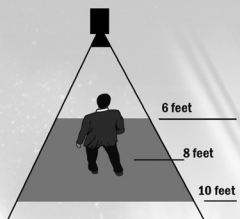
## GETTING STARTED

### Setting Up Your Kinect Play Space

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

- Place your Xbox 360 Kinect Sensor in front of you and under your TV (that is usually the best spot.)
- Don't stand too close to the sensor, or too far away.
- Clear the play space of all furniture or other obstacles.
- Good lighting helps the sensor to recognise you.
- Avoid wearing loose clothing for better body tracking.

# PLAY SPACE



To play The Black Eyed Peas® Experience, you must be inside the grey play space. As long as you remain in the play space, the game will track your body and provide feedback.

## NEED HELP?

If you think the Xbox 360 Kinect Sensor is experiencing trouble tracking you, activate the Kinect Guide (hold your left hand out to your lower left), select the Kinect Tuner, and follow the instructions. You may also press the X button while in the Main Menu of the game.

## MICROPHONES

You can use the Xbox 360 Wireless Microphone or an Xbox 360-compatible microphone to track your singing performance and get scored. In order to get a better experience, remember to do the audio latency calibration test. You can also use any Xbox 360-compatible microphone in order to hear your voice played back through your sound system. (Wired and wireless microphones are sold separately.) As an added bonus, using the Xbox 360 Wireless Microphone will give you flashing lights synchronised with the music for that extra ambience!

# MENUS

Here are some basic rules to help you interact with the menus.

## CURSOR SELECTION

Each menu in The Black Eyed Peas® Experience is controlled in the same way the Xbox Dashboard is controlled. Simply hover over items you wish to select and following the timer, your selection will engage.



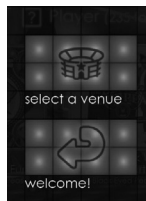
## SCROLL

By moving your cursor to the edges of the screen, items will scroll. The closer the cursor is to the edge, the faster items will scroll.



## BACKDOOR

The Backdoor will allow you to backtrack to any previous menu. Simply raise either hand so that the cursor moves above the screen and the Backdoor will appear with a list of traversed menus.



## SWITCHING TO THE XBOX 360 CONTROLLER

Pressing the Y button switches control between Kinect and the Xbox 360 Controller.

## LET'S GET IT STARTED!



To get started with The Black Eyed Peas® Experience, simply stand in front of your Xbox 360 Kinect sensor and mirror the Black Eyed Peas members by stepping left and right using the same timing they do. The meter at the bottom should expand and start the game.

**Remember:** mirror the moves you see throughout the game (when their left hand is raised, raise your right hand.)

# AUTOSAVE



In order for The Black Eyed Peas® Experience to save your game and award achievements to your profile, you must be signed in. The game saves automatically at certain points. Do not turn the power off or reset your console while the autosave icon is on screen.

# WELCOME!

Choose the mode you wish to play in.



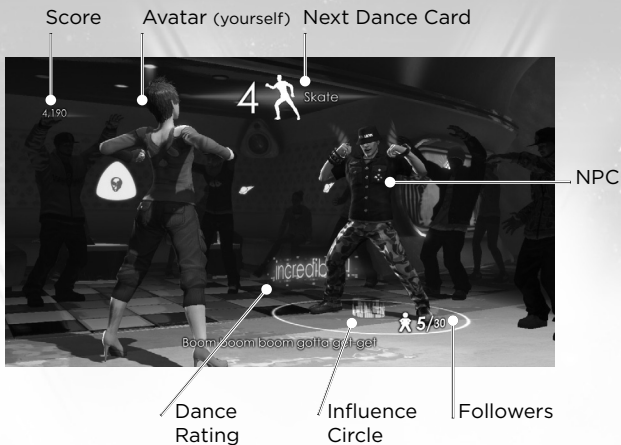
**DANCE PARTY:** a quick-play mode allowing players to dance full routines with the Black Eyed Peas.

**DELUXE EXPERIENCE:** a campaign mode that fully explores the world of the Black Eyed Peas. Learn and polish dance moves, unlock new fashion accessories and expand dance venues.

**OPTIONS:** configure audio/video latency and various system settings.



# DANCE!



To dance, simply mirror the dance moves you see the dancer opposite you performing. If their left hand is raised, raise your right hand, etc.

## DANCE RATING



Player dances will be constantly rated at 1 of 4 levels.

**Almost** - your moves need a little more work, keep trying!

**Good** - you've got the basic movement, now let's spice it up!

**Great!** - you're looking great, now perfect it!

**Incredible!!** - perfection!

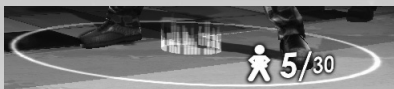
## FOLLOWERS



A set number of Followers are required to clear each stage, which is indicated by the number on the right hand side. The number on the left hand side is the current Follower count. Once cleared, players will only see the current count.

**Remember:** the better you dance, the more Followers you'll gain.

## INFLUENCE CIRCLE



The circle below the dancers indicates how close players are to clearing the required number of Followers. As the number of Followers increases, the circle will get filled until the number of required Followers is reached.

## NEXT DANCE CARD



Informs players what the next dance is and also gives them a countdown to the next dance coming up.

## SMOOTH TRANSITION



When a transition is successfully made from one dance to another, players will receive a Smooth Transition bonus.

# RESULT

**result**  
player01 (48 followers)

6 2 6 3 7 1 29

dance 1	dance 2	dance 3	dance 4	dance 5	dance 6	short routine
6	2	6	3	7	1	29

dancer

score	54,140
incredible!!	x 54
great!	x 1
good	x 3
ok	x 11
smooth transition	x 7
Total followers	54

song: **THE BLACK EYED PEAS** - Boom Boom Club (feat. Busta Rhymes) [Cleared]

Goal: sludded ball tee 200 followers to unlock

Rating: 54,140

Rank: B

next, retry

# PAUSE

The game can be paused at any time by lowering your left hand and extending it diagonally for a few seconds.



# CO-OP PLAY

Cooperative dancing opens up a world of new possibilities by making Follower collection and clearing stages easier.



Second players can join at any time during menus or gameplay by entering the Kinect play area and raising their right hand above their heads for a few seconds.



# SYNC BONUS

When two players are dancing in-sync they will receive a Sync Bonus.



# SING!

When an Xbox 360 Wireless Microphone or an Xbox 360-compatible microphone is connected, up to 2 players can sing along with the dancers. By singing, vocalists will help the dancers gain more Followers so that they can quickly unlock various accessories and other goodies!



## DANCE PARTY MODE

The DANCE PARTY mode is the easiest way to dive right into the dance moves of the Black Eyed Peas.

### SELECTING A SONG

Songs are listed in alphabetical order. Each song has 1 of 4 difficulty levels associated with it.

CASUAL



SKILLED



PROFESSIONAL



LEGENDARY



**Remember:** the higher the difficulty level, the more Followers you will gain.



Song

Rating

# DELUXE EXPERIENCE MODE

The DELUXE EXPERIENCE mode is the best way to learn the moves within a routine and build up player dancing skills.

## THE PRIMARY PROFILE

The progression information will be saved only to the primary profile which can be confirmed at the top left corner of each menu.

player01 (48 followers)

## SELECT A FLYER

There are 2 different Flyer types:

**Step Lessons:** routines are divided into 3 lessons each with 3 different dance moves. Individual dance moves will be looped to allow players to slowly let dances sink in. All 3 lessons need to be cleared in order to unlock the Routine.

**Routine:** all 9 dances learned in the Step Lessons will be combined in a coherent dance routine. This is where players will have the chance to dance with the Black Eyed Peas themselves!

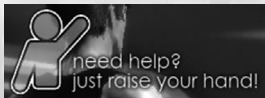
## DANCE COACH



The Dance Coach is the ultimate way to break down moves and dance them at a slower pace. The Dance Coach will give you advice on how to approach each dance move and will even throw in a few pointers on how players can improve themselves. The Dance Coach can be activated at any time during looped sections in the Step Lessons.

### To activate the Dance Coach

Raise your right hand above your head and keep it steady as the icon fills up.



### To return to the game

Returning to the game is done in same way as activation. Raise your right hand above your head and keep it steady as the icon fills up.

# GOALS



Goal

Required Followers

Players will be constantly collecting Followers while dancing. Followers are the key to unlocking new dance moves, new venues and new difficulty levels. The total number of Followers will always be displayed next to your Profile name during the DELUXE EXPERIENCE mode.

player01 (48 followers)

# DANCE CHALLENGES

Occasionally, randomised challenges will present themselves to give players an opportunity to gain special accessories only available by successfully overcoming them.



# CHOREO-MAKER

The CHOREO-MAKER allows players access to the plethora of dance moves available in the game to create original dance choreographies. Created choreographies can be shared with friends via Xbox LIVE.



New Routine: Create a new routine.

Load Routine: Receive a routine from a friend.



**Song List:** search for the dance move by song.

**Dance Matrix:** select a dance move to insert into the Routine List.

**Routine List:** scroll up and down to select the insertion point for dance moves.

## FIND BY DANCING

Players can optionally enter dance moves by simply dancing them to find the dance move in question.

**Remember:** you will need to dance moves accurately for the search to be successful.

## PREVIEW ROUTINE

Select to see a preview of the created routine.

# MY DANCER

MY DANCER is the area where players can customise Avatars, check Achievements, view Dance Challenges and configure players.

## WARDROBE



Customise avatars and their fashions. Save favourite sets for easy recall.

## CHALLENGE LIST

Check viewed Dance Challenges.

## ACHIEVEMENTS

View Achievements.

## CHANGE PLAYER

Switch the Profile to load/save progression information.

# OPTIONS

## AUDIO LATENCY

Adjusts the timing difference between audio and gameplay.

**Note:** an Xbox 360 Controller is required to make adjustments.

## VISUAL LATENCY

Adjusts the timing difference between visuals and gameplay.

**Note:** an Xbox 360 Controller is required to make adjustments.

## MIC VOLUME

Adjusts the microphone volume.

## CREDITS

See all of the people that worked hard to bring you this amazing experience!

Thanks, from the iNiS and Ubisoft teams!

## Scaleform®

The Black Eyed Peas® Experience

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Motion Recognition and Tracking Powered by AiLive™ LiveMove Pro™.

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# 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:**

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