



Xbox 360™ HANDBOOK

The Official User's Guide

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At Home

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At Prima

Jason Wigle, Amanda Peckham, and Jill Ellis, what an awesome team. Jason, any time you need a travel buddy, look no further. Amanda and Jill, you two need to come to Vegas soon.

At Microsoft

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TABLE OF CONTENTS

00: Foreword	i
01: Coming Full Circle—The Xbox 360™	1
Full Circle	2
More Than a Game Machine	6
02: Get Started	15
Gaming Outside the Box	16
03: Four Blades, Infinite Possibilities	31
It's Not a Dashboard, It's a Destination	32
04: Identify Yourself!	51
Establish Your Online Presence	52
05: Making Your Mark	63
Overachieving	64
06: This Little Gamer Went to Market	69
The Xbox Live® Marketplace	70
The Departments	71
07: Arcade Action, Zero Quarters	87
Plug Into Xbox Live® Arcade	88
08: One Website, Everything You Need	99
Enhancing Your Xbox 360™ Experience With Xbox.com	100
09: Lean, Mean, Multimedia Machine	133
Expanding Your Playground	134
10: Your System, Your Style	139
Personalized Gaming	140
11: Welcome to XNA™	155
Do-It-Yourself Gaming!	156
XNA Requirements	156
Connecting to Your Xbox 360™ with XNA Game Studio Express	158
Your First Game: Microsoft® XNA Game Studio Express in 2-D	161
Going Beyond—3-D Models	169
Going Beyond—Making Your Model Move Using Input	176
Going Beyond—Audio	183
12: What Is Old Is New Again	195
Looking Back While Moving Forward	196
Glossary	204
Xbox.com's Glossary of Xbox Live® Terms	207
Take Control	215

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FOREWORD

Most of us in the game industry have been playing video games for most of our lives. We have spent countless hours trying to finish one more level, complete another row, save the princess, rebuild a city block, capture a flag, and explore a new universe. We have grown up with this new form of entertainment, and we have experienced its evolution every step of the way. Not only were we improving our hand-eye coordination, but we were solving difficult problems, participating in fantastic storytelling, manipulating complex systems, and working together as teams.

Little did we know that we would be ushering in the new generation of home entertainment consoles using the same skills that we developed playing them. We couldn't have done it without solving some amazingly difficult problems, telling some fantastic stories, building complex systems, and working together as one team spanning hundreds of people across the world. We spent countless hours trying to finish one more design document, complete another line of code, file another patent, rebuild another prototype, capture someone's imagination, and allow them to explore new universes.

Creating Xbox 360™ and Xbox Live® was more difficult and more fun than we could have imagined, and we couldn't be more proud of what we were able to unleash upon the world on November 22, 2005.

Welcome to Xbox 360. Jump in.

Paolo Malabuyo (a.k.a. Wildchicken)
User Experience Lead, Xbox 360

01: Coming Full Circle— The Xbox 360™



FULL CIRCLE

Ever wonder why the Xbox 360 is called “360”? Why not Xbox 2 or Xbox Next? Believe it or not, it’s a name that evolved just as the system evolved. The creation of the Xbox 360 name, sphere logo, Ring of Light, and even packaging is an interesting story about the organic evolution of your Xbox 360.

Problem Solved

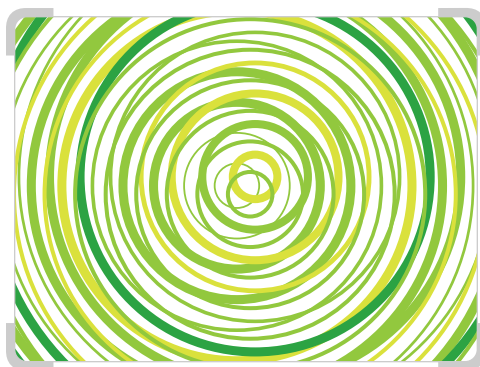
Early in development, the Xbox 360 team knew that it would have to be wireless ready, from wireless Internet connectivity to the very controllers that you have come, or will come, to love. Faced with the problem of making a wireless controller functional while aesthetically pleasing, the team found that attaching a “wireless dongle” simply wouldn’t do.

However, by making the wireless functionality an internal process, they then faced the problem of visually identifying the controller in port one, port two, etc.

Basically, they were left wondering, “How can I tell which

is first player, second player, or third?” Before, you would know, either by a small number on the wireless dongle that corresponded to one on your controller, or simply by a row of small lights that were coded to your controller.

The Xbox 360 had neither. And so the Ring of Light was born. A small ring was placed around the power button and separated into four quadrants. Each quadrant would represent a controller. The top right quadrant was player one; top left was player two...you get the idea. Because the circle is only complete once all four controllers are being used, players are encouraged to “complete their circle.”



The Xbox® Evolved



One of the things that the original Xbox® had done best was to bring people together on Xbox Live®. The Xbox Live user’s experience was no longer shared with a limited circle of friends in the neighborhood, but became a large global sphere. It had created a real community. And we haven’t even touched on Xbox.com yet.

While the original Xbox helped create the community, Xbox 360’s logo would represent it. Its sphere logo represents the global community while the green “X” atop the logo represents more than just the Xbox moniker. It represents power. The

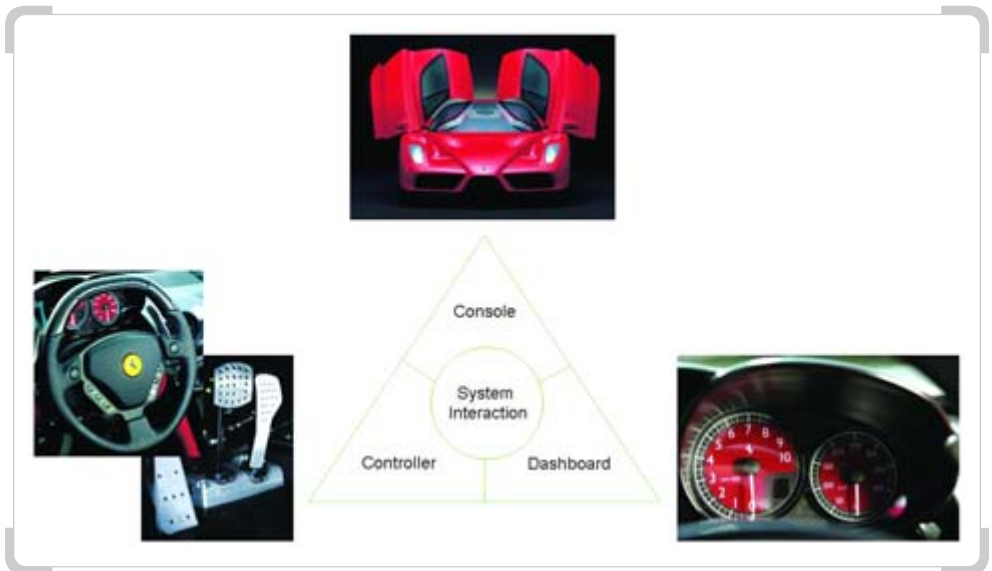
same raw power that once burst out of the original Xbox is now *harnessed* inside the Xbox 360.

“Powered by Human Energy”

Keep in mind, though, that you are at the core of your own community. You’re at the heart of your little sphere—you’re at the heart of the Xbox 360 sphere. That makes you the power. A common theme used around the Microsoft offices is that the Xbox 360 is “powered by human energy.”

The Xbox 360 would be nothing without its user. That is why the user is simultaneously the center of the sphere and the power harnessed within. Pretty cool, no? In a rather fitting fashion, the Xbox 360 name has come to embody all of these things: the sphere, the community, the evolution, the very way that the Xbox 360 harkens back on the original Xbox’s qualities. The Xbox 360, in one fell swoop, has come full circle while at the same time pushes the circle to expand.

A Unified Experience



While the Xbox 360 logo and name are a result of the original Xbox’s evolution, they are also the result of something the Xbox 360 team calls a “unified experience.” Designing the Xbox 360 takes a lot more than just making something that brings gamers together. It creates a unified experience both for a gaming community, but in experiencing the Xbox 360 itself. Sound confusing? It’s not, really.

Everything from powering on the Xbox 360 to picking up a controller is part of one unified experience. Think about it like driving a car—a very powerful and sleek sports car. The console itself is the car. The car’s steering wheel and pedals are the controller. And the car’s dashboard is...well, the Xbox Dashboard. When driving a car, drivers don’t think, *I’m going to push the pedal and steer to the store*. It’s just “driving.” That’s the same unified experience an Xbox 360 user feels. From joining an online game to sending a buddy a chat invitation, it’s all one experience.

Out of Box Experience

The experience doesn't begin with the power button. Nope. It begins the moment you pick up an Xbox 360 box. The very weight of the Xbox 360's tiny packaging makes the power contained within a tangible experience. You can *feel* the power inside, even though it's a small, sleek package.

Once it's open, the immediate impact is felt. Large as life, there it is. The Xbox 360 is the first thing you see. That's not

an accident. It being the very first thing after opening the box keeps the experience from drowning in an anti-climactic sea of cardboard and bubble wrap. Who wants to dig through endless forms and packaging to get their brand new system out of a box? It's just not fun.

And the bags...yes, even the bags are a part of the unified experience. Twelve different languages describe what's inside every bag. Why so many languages? Because if it's written only in English, it is lost on multi-lingual people. The unified experience dissolves into solely an English-speaking one. Even the color of the packaging bags is coded to tell you something about what is inside.

Transcending even language, the colors of the bags represent the purpose of its contents. If it is green, it's a necessary piece of hardware. If it's orange, it's necessary for Xbox Live use.



Power Restrained



Perhaps the most commonly asked question is, *Why does the Xbox 360 look like it's bent?* That is called an "inhale" design. Take a deep breath and hold it as long as you can. Go ahead. Try. Chances are, within seconds your mouth will burst open in a gasp for air. Powerful, isn't it? That is the same idea behind the Xbox 360's unique design. Whereas the original Xbox's design was an overt expression of hulking power [its case seemed to be ready to burst as the X on top looked like it had just ripped open] the Xbox 360's design is concave, like a deep breath just before the power inside is released.

The curvature of the system implies a power, under control, ready to be harnessed. You'd have to carve into it to really see the difference. Just look at the power button where the system's faceplate is carved out. The difference between the rest of the faceplate, white, clean and matte, is very different from the glossy shine and brilliance of the carved-out button.

The controller design is an even better example of the harnessed power inside. Take a look at the bottom of any official Microsoft® Xbox 360 Wireless Controller and you will see a small lining—it's not an accident. Just as the console is carved inward, so is the bottom of the controller, revealing a hint of the power inside. And because that power is now in *your*



control, you become the center of power. If it feels like it is a bit much to take in, that's OK. Just know that the Xbox 360, from the moment it was thought up to the moment you turn the power on, was designed for you, the gamer.

Did You Know?



Even the green rings that are scattered across the outside of the Xbox 360 packaging have a meaning. They are part of the ideology behind the Ring of Light. The green rings seem to create a subtle, ripple effect of power. Imagine this emanating away from the center of the Ring of Light and you're close to getting it.

The idea behind them is that the player is at the center of those rings. The player is at the center of power. They, in effect, bring the Ring of Light and the idea of "powered by human energy" into a "unified experience."

MORE THAN A GAME MACHINE

Congratulations! If you're reading this book, you've obviously purchased or are considering purchasing an Xbox 360. It's a fantastic console capable of delivering superior visual and aural experiences as well as superior gameplay. Trust us, whether you're into racing, first-person shooters, role-playing games, arcade titles, or anything in between, you'll be a happy camper.

But did you know that the Xbox 360 is much more than just a gaming rig? Gaming alone is enough for many, but you owe it to yourself to learn everything the system can do. That's where this book comes in.

In addition to learning the ins and outs of the console and some of its software, this book dishes out the 411 on the Xbox 360's extensive capabilities. From its vast digital-media handling and incredible customization features to its service as a virtual shopping mall and more, the Xbox 360 is a console like no other. Drum roll, please!

Xbox Live® Evolved



Microsoft did some truly groundbreaking things with its Xbox Live service for the original Xbox, so you'll be happy to see how the service has evolved on the Xbox 360. Yes, it still excels at activities like online multiplayer gaming and online chat (text, voice, and now video), but now there's plenty more to do with Xbox Live.

Your Online Avatar



Superheroes aren't the only ones with secret identities. Now you can create a unique online identity that tracks all your gaming activities—online and offline—for everyone to see. Your gamer card and profile become you online. They keep track of your gaming preferences and accomplishments, so no matter what you do or where you are, everyone can see what you're capable of.

Sift through cards and profiles of millions of players to find fellow gamers who match your personal tastes and meet your skill level. Enhance your online experience by rating players positively if they play fair and dinging them if they don't.

Your Online Retailer

Why do we call it "Xbox Live Evolved"? Because what Xbox Live once was, and still is, on the original Xbox has now blossomed into a deep community that goes far beyond the confines of your living room. The Xbox Live Marketplace allows you to enrich your gaming experience beyond what comes packed into the game case.

Sure, the box with that brand-new game gives you an instructional manual, a few tips, and, if you're lucky, a card with details of upcoming games, but in the Xbox Live Marketplace you'll get a ton more.



CONTENTS OF NEWLY PURCHASED GAME VS. XBOX LIVE MARKETPLACE

New Game	Xbox Live Marketplace
Paper flyer on upcoming games from the game's developer	Free playable demos from nearly every game developer
Coupons	Free arcade games (during limited-time promotions)
Instructional manual	Downloadable strategy, tips, and tricks videos
Game disc with limited space	New maps, weapons, levels, missions, skins, expanded content, etc. (dependent on game)
Links to Web content	Real content and community
Cool cover art	Downloadable themes and gamer pictures

Xbox 360™ Handbook

Download new content to extend the life of your game. Download themes to personalize your Dashboard. You can even download videos and trailers of upcoming games, TV shows, and movies. Here's a short list of all the different types of content you can download:

- > New content (level, weapons, skins, maps, etc.)
- > Dashboard themes
- > Gamer pictures
- > New games (see chapter 7, "Arcade Action, Zero Quarters" for more information on Xbox Live Arcade)
- > Playable game demos
- > Game trailer videos
- > Support for portable music players
- > Movie trailer videos



- > Short films
- > Tips and trick videos
- > TV trailer videos

Your Online Arcade

Old-school gamers, this section is for you. It's happened before: You're ready to do some gaming, and you instinctively fish around your pockets for some change, only to realize that all you need to do is press the Xbox Guide™ button to power up.

Xbox Live Arcade brings all the comfort and ease of arcade-style gameplay to the Xbox 360, minus the tokens. With Xbox Live Arcade you can try out, download, and play old-school classics and new-school sensations.



TIP

The Xbox Live Arcade isn't limited to your Xbox 360, you know. Be sure to frequent Xbox.com and XboxLivePipeline.com to see what's coming up in the marketplace.

Did You Know?

Old school, new school...you school? Why not? Using the Microsoft® XNA Game Studio Express framework, newbie programmers and experienced coders alike will be able to create new games to run on Windows and Xbox 360!

What are *you* going to do with the keys to the car?

Your Online Community

Gaming stopped being a single-player experience a long time ago. Even single-player games now foster huge communities of fans and followers. Gaming has gone global, and the community is growing every day.

Nowhere is it more evident than on Xbox Live and Xbox.com. Play with your buddies on Xbox Live, and connect with like-minded gamers on Xbox.com. As the saying goes, “No gamer is an island unto himself.”

NOTE

Though getting your Xbox 360 online is free, you will need a storage device and a broadband Internet connection to experience the full range of what Xbox Live has to offer.



CAUTION

You don't have to pay for most online multiplayer games, meaning that you get most of the benefits of Xbox Live at no additional cost. But some games, like massively multiplayer online (MMO) games, do charge extra fees. Know what to expect before purchasing a game!

Making It Yours

While creating a distinct online identity is as personal as it gets, the customizability of the Xbox 360 doesn't stop there.

There are lots of things you can do to make the console truly yours. Start with something simple like changing the faceplate of your console to make it reflect your personality. Download a theme for your Xbox Dashboard and let your menus reflect your gaming.

You can alter everything from the physical appearance of your console to how it looks when you're navigating the menus. You can also affect how other players see you online via gamer pictures. There are loads of things you can do to make your Xbox 360 all your own.

New Ways to Play

Beat it? Prove it! One of the newest and most exciting aspects of the Xbox 360 is the achievement system. Every game—whether you've purchased it at a store or downloaded it from Xbox Live Arcade—has an extra set of challenges that are not directly linked to the game's main objective. Challenges range from collecting a certain number of objects in an adventure game to hitting a certain number of three-pointers in a basketball game; achievements add a layer of gaming far beyond the old standard. Now the game's not over until *you're* finished with it.



NOTE

Best of all, achievements stay with you throughout your gaming career. Other players will be able to see your achievements, whether you netted them six months ago or yesterday. This gives your accomplishments permanence. Nobody can take that away.

Building on the Box

Gamers looking to expand their experience beyond the confines of a console have come to the right place. An extension of the Xbox Live experience, Xbox.com is Microsoft's way of bringing gaming to the community, and a community to gaming. Here you can take part in many Xbox Live activities when you're away from your console. Send text messages to friends, scout people you played with the night before, and see which of your friends are playing online. If you're looking to physically expand your gaming, check out Xbox.com's catalog of software and accessories.

Home | 10/20/2006 | United States | International | Search | Forums | Sign Out

XBOX

Games | Hardware | Xbox Live | Support | Community | My Xbox

Featured Games | Upcoming Games | Tips & Tricks | Catalog | Friends of Xbox | Family Central

Everyone's Talking Xbox!
From big official Web sites and television networks to homegrown fan sites and podcasts, you're all part of the Xbox® community. Whether you're talking Xbox 360™, Xbox Live®, or original Xbox, we want to hear from you!

Friends of Xbox

- DXN:** A definitive source for Xbox info, Official Xbox Magazine covers all of the the hottest games, downloads, and accessories.
 - EA and 2K will make sure fall is a treat for NBA and NHL fans.
- GameTrailers.com:** We are the premier online source for video game media, free to download or stream to your computer.
 - EA's *NHL 07* hits the ice with a new intuitive control scheme.
- SWG:** Founder Shawn Drotar brings his years of experience covering sports gaming to give you the inside scoop.
 - Shawn takes a look at the best basketball game—ever.
- TeamXbox:** Exclusive interviews, game previews, unbiased reviews, news, and editorials make this the one-stop Xbox spot.
 - If you haven't played these games yet, you're missin' out.
- GameDAILY:** With news wrap-ups, exclusive editorials, and hands-on previews, we've got the latest Xbox and industry news.
 - The new *Double Agent* gives you another look at our hero.
- Xbox Solution:** From parents to kids, hardcore to casual gamers, Xbox Solution is the hot spot in the Xbox community.
 - Check out some of the newest additions to Xbox Live Arcade.
- Xbox Cheats:** Stuck in a game? Get the upper hand with all the latest cheats, codes, hints, tricks, and tips from Xbox Cheats.
 - Unlock bonus extras in *Kameo: Elements of Power*.
- Prima Guides:** Download free samples or complete guides filled with maps, charts, and strategies to get you through the game.
 - Discover all the secrets of the new *LEGO Star Wars II*.
- Xbox Users Group:** One of the premier community developers, XUG is the best Xbox 360 and Xbox Live add-on you can have!
 - XUG offers all-new features as a Community Developer.
- Xbox Addict:** With an emphasis on community, Xbox Addict is a site built for the love of the game, by gamers, and for gamers.
 - XBA explores the roots of the arcade classic *PAC-MAN*.

Fan Sites

- Xbox Solution:** Cue the mascots, it's back-to-school time with *NCAA Football 07*.
- Xbox Addict:** We check out Eidos' highly anticipated adventure *Just Cause*. [Go!](#)
- Operation Sports:** What does "street date" really mean? It depends on the store.
- MSXbox-World:** We review the zombie horror action in *Dead Rising*.
- Xbox Users Group:** After drooling for months, we finally get our hands on *Gears of War*. [Now!](#)
- Team Xbox:** We dig into the fantasy world of *Enchanted Arms*. Does it pay off?
- Web Quad:** Check out what to expect from the racing simulator *Forza Motorsport 2*.
- Halo.bungie.org:** Find out how you can win one of the prototype Halo faceplates.
- Xbox Mayhem:** We review the newest *Madden*. Does it live up to the hype?

Related Links

- Xbox Community Sites**
- Community Site Guidelines**
- Forums**

Xbox 360™ Handbook

R3D STAR

Reps: Gamerscore: Zone1

3955 Recreation

Games

Hardware

Xbox Live

Support

Community

My Xbox

Xbox Forums

Home | Preferences | My Forums | Private Messages | Search

Active | Unanswered | Not Read | My Forums | Private Messages

FORUMS	LAST POST	THREADS	POSTS
<div>Forum FAQ</div> <div>Forum FAQ</div> <div>Holds the Xbox Forums FAQ, which outlines many commonly asked questions about the Xbox Forums</div>	<div>Xbox Forums FAQ</div> <div>by Ittheon</div> <div>09-27-2006 5:38 AM</div>	2	2
<div>Community</div> <div>Xbox.com, My Xbox and the new forums</div> <div>Tell us what you think about the new Xbox.com, the new forums and the all new 'My Xbox' section</div>	<div>Re: Preview new game s...</div> <div>by Chronister</div> <div>Today, 6:10 AM</div>	837	10,580
<div>The Forum Gazette</div> <div>The latest news about your favorite community, articles about what's happening on these boards, information about xbox.com and xbox in general, interviews and much, much more!</div>	<div>Re: # of 360's in homes</div> <div>by Chronister</div> <div>Today, 5:41 AM</div>	694	9,786
<div>The Xbox Files (read only)</div> <div>A collection of FAQ's, how to's and other information that is valuable for the Xbox gaming community. Note: This is a read only forum. DO NOT POST IN THIS BOARD.</div>	<div>Re: Xbox Live Diamond ...</div> <div>by TripleHBK</div> <div>04-27-2006 2:55 AM</div>	31	32
<div>General Discussion</div> <div>Audio and Video forum (2 Viewing)</div> <div>Xbox home theater enthusiasts: Swap info on HDTV, surround sound, and more.</div>	<div>Re: Post your Xbox/Xbo...</div> <div>by Propyl</div> <div>Today, 6:20 AM</div>	12,845	137,670

Because gaming is now a social affair, and it is, Xbox.com also provides a huge community for gamers. Go there to get your news, go there to vent about a tough game, go there to chat with gamers just like you, or go there to kill a few minutes between gaming sessions.

At the end of the day, if you could browse only one Xbox 360 site, this is the one.

NOTE

Check out chapter 8, "One Website, Everything You Need," for more information on Xbox.com.

XboxPipeline.com is your one-stop shop for everything Xbox Live Arcade. Built on the same principles as the Xbox Live Arcade menus, the site is just as easy to navigate as the arcade itself. Click on a game, learn about its details, and check out screens before you buy.

Once you're convinced, hop on Xbox Live, stroll over to Xbox Live Arcade, and start downloading.

XBOX LIVE PIPELINE

YOUR ONE-STOP GUIDE TO XBOX LIVE MARKETPLACE

Game Downloads

Events and Game Videos

Themes and Gamer Pics

Media and Entertainment

Editor's Choice

We Need Your Help

Pipeline Home » Game Downloads

Xbox Live Arcade

Gamester heaven for fun, low-cost, quick-fix play. Try and buy next-gen indie games and arcade classics.

Game Add-Ons

Choose from dozens of free game demos and trailers.

GAME DOWNLOADS

Check out free and premium add-ons (like new maps, levels, and gear) or download new games from Xbox Live Arcade.

FEATURED DOWNLOADS

Project Gotham Racing 3

Street Fighter IV

Kamen Rider: Dragonick

Lockheed™ Load

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Mass Media Monster

Who says gaming consoles are just for games? Nobody at Microsoft, that's for sure. That's why the Xbox 360 has expansive multimedia capabilities. It can interact with a number of digital devices, from portable music players to digital cameras. You can use your music player to add a custom soundtrack to any game you're playing; you can connect your digital camera to the console to play photo slideshows in your living room.

PC users can get even more when they connect their computers to their Xbox 360. Depending on what operating system you use, the Xbox 360 can stream music and photos from a PC. If you happen to be using Windows Media Center, your Xbox 360 can serve as a multimedia hub. Media Center users will be able to download and watch movies on their 360, as well as use their console as a virtual personal video recorder.



Jukebox 360

Let's be honest, you're not always going to like the music that comes with every game you play. What you *will* like is being able to control the soundtrack to every Xbox 360 title.

Create custom racing soundtracks on your portable music device and plug it into your Xbox 360. Rip CDs directly to your hard drive and listen to them while you frag online. Pop in a CD and listen to it while you play some Xbox Live Arcade games. It's your gaming experience; shouldn't it sound the way you want it to?



NOTE

Start building your jukebox right out of the box. Being able to rip CDs to the hard drive is one of the Xbox 360's standard features!

Of course you don't only listen to tunes when you play. Because the Xbox 360 can also be the hub of your

NOTE

The Xbox 360 supports MP3, WMA, and a range of other popular digital formats.

entertainment center, you can create playlists on your hard drive from stored music. Sort your music by album, artist, playlist, or genre, and tune in and tune out whenever you want.



Xbox 360™ Handbook

Worth a Thousand Words

Put your pictures into action! By taking full advantage of the Xbox 360's streaming media functions, you can also view photos and images on your television. Your PC is a great place to store photos, but then what? They sit there, unappreciated, in defiance of the very reason you took them.

Using Windows XP Connect, you can route the photos and image files to your Xbox 360 and create a dazzling slideshow for all to enjoy. The Xbox 360 can stream images from Windows XP Media Center PC, your digital camera, or even a CD with image files on it. Not bad for "just a game console."



NOTE

Xbox 360 supports JPEG, TIFF, GIF, and BMP formats, so be sure you can see it before you try to stream it.

Channel Surf!

Television was meant to be watched on a comfortable seat, feet kicked up, with a remote in your hand, not on your desk chair in front of your PC monitor.

The Xbox 360 also delivers television shows recorded on your PC to their rightful home, your television. By linking a Windows XP Media Center-based PC to your Xbox 360, you can stream



TIP

Of course, it doesn't have to be a television show for you to watch it. As long as it is a supported video format, you can stream your video content directly to your Xbox 360. Feel free to find embarrassing home videos of your loved ones now.

full video to your television with the ease of a few button presses. What's the benefit to all this? Never miss a show again.

Go Ahead, Unleash Your Xbox 360™

The Xbox 360 is a powerful machine that plays great games, but can also do so much more. Even if you're a veteran owner, keep this book handy. You'll never know when you might need to unleash the power of your Xbox 360.

02: Get Started





GAMING OUTSIDE THE BOX

Now you know what the system is capable of. But do you know how to do it? The following pages will show you, step by step, covering everything from setup to navigating your media using a Windows XP Media Center Edition 2005-based PC. Sounds like a mouthful? Don't worry, it's not as complicated as it sounds.

Xbox 360™ System vs. Xbox 360 Core System

There are two versions of the Xbox 360 system—the Xbox 360 and the Xbox 360 Core. In terms of what the hardware can do when it comes to playing games, there's no difference. So if you were concerned that one package might play games better than the other, get that silly thought out of your head! Both the Xbox 360 and the Xbox 360 Core packs can play every 360 title out there with aplomb.

But there are some important differences between the two. Let's take a peek at what's inside each box and see how the differences impact your Xbox 360 experience.

NOTE

Aside from the differences in box content, the Xbox 360 system and Xbox 360 Core system sport one small physical difference. The Xbox 360 system has premium chrome details on the disk tray. It adds a little touch that says, "Check *me* out!"





Xbox 360 Core

- > Xbox 360 Console
- > Wired Controller
- > Composite AV Cable
- > Power Unit
- > Xbox Live

NOTE

The Xbox Live included with both Xbox 360 packages refers to the Xbox Live Silver and free 30-day trial of Xbox Live Gold.



Xbox 360

- > Xbox 360 Console
- > Wireless Controller
- > Component HD AV Cable
- > Hard Drive
- > Xbox Live Headset
- > Ethernet Cable
- > Power Unit
- > Xbox Live

Did You Know?

If you've purchased an Xbox 360, then you might have noticed that every component is wrapped in green or orange plastic. Cool-looking plastic is always fun, but there's actually an important reason for this. The green bags contain everything you need to get your Xbox 360 up and running, but not to connect it to the Internet. The orange bags contain parts that are essential for Xbox Live.

To Wire or Not to Wire

The most obvious difference is in the packaged controllers. The Xbox 360 Core comes with a wired controller, while the Xbox 360 comes with the wireless controller. The relevance of this depends entirely on your personal preference. The controllers are equally effective when it comes to playing games; the wireless controller offers more freedom at the cost of two AA batteries or a rechargeable battery pack.

If you're fond of old-school conventions and are convinced that wired controllers perform better (even though this is absolutely not true—the wireless controller offers lagless play) or would rather not spend money on batteries, then stick with the wired variety. If you want the convenience of wire-free gaming and don't mind spending a bit more on batteries or a plug & play kit, then set yourself free with the wireless controller.

TIP

Truth is, both controllers have their advantages. The wired controller is also compatible with Windows XP-based PCs and can be used for PC gaming. The wireless controller offers great range and mobility.



Half Empty or Half Full?

The most significant difference is the inclusion (or omission if you're a glass-half-empty kind of person) of the hard drive. If you've purchased an Xbox 360 Core System, you'll need either a hard drive or an Xbox 360 Memory Unit for game saves and to store your gamertag for Xbox Live. If you want to play your old Xbox games—of which more and more are compatible with the Xbox 360 each day—you'll need a hard drive to house software compatibility scripting.

If you plan on doing considerable downloading, invest in the hard drive. It enhances the Xbox 360 experience immensely.



Did You Know?

Attention Xbox gamers! Many of your original Xbox games are compatible with the Xbox 360. You just need to get a software update for the game you want to play. The easiest way to do this is via download from Xbox Live, but you can also burn the file to a CD or DVD or order a disc by mail. The entire list of Xbox games compatible with the Xbox 360 can be found at Xbox.com.

For more information on this feature and a detailed list of compatible games, skip over to chapter 12, "What Is Old Is New Again."

While not essential for enjoying your console, a hard drive will greatly enhance your Xbox 360 experience. Sure, it's convenient for game saves, but being able to experience Xbox Live is an essential part of any Xbox 360 game. Not only does Xbox Live allow you to play against other gamers online, it also offers a wealth of experiences ranging from communicating with other gamers, downloading games, downloading video clips, and much more. Buyers of the Xbox 360 Core needn't worry, though; they can purchase the hard drive as a system accessory.

NOTE

All Xbox 360 games are Xbox Live-enabled. That means that regardless of whether you can play multiplayer online, they automatically feature some online connectivity, even if it's just leaderboard content.

HD vs. Composite

You've also noticed that each package comes with a different type of cord that connects your console to your television. The Xbox 360 Core System features an Xbox 360 Composite AV Cable, which is a serviceable but standard type of connection (red, yellow, and white plugs). Your games will look great, but you won't be able to take advantage of high-definition resolutions.

If your television has component inputs, then you definitely, definitely, definitely want to go with the Xbox 360 Component HD AV Cable (dark red, green, and blue cables split with red, white, and yellow cables). They deliver a high-definition picture so you can see Xbox 360 games the way they were meant to be seen. High-definition graphics allow for significantly more detail and a far better image than standard-definition graphics. Every game for the Xbox 360 is required to be in high definition, so if your television can support these resolutions, the component HD AV cable is worth the cost.

TIP

The component HD AV cable has a little switch at the base of the cable. This switch designates whether your output will be standard def or high def. The factory default is standard, so if you have an HDTV, flip that switch to high def right away.

NOTE

Don't worry if you don't have a television capable of high-definition resolution. The HD AV Cables also double as composite cables. Just flip the switch at the base of the cable to standard and leave the dark red, green, and blue cables unplugged. Besides, if you don't have an HDTV, there's no place to insert the last three plugs, right?



Setting It Up



Connecting your Xbox 360 to your television and getting it ready to go couldn't be easier. For the benefit of those considering buying the system, here is a brief rundown, complete with diagrams.

CAUTION

Before attempting to connect anything to your TV or Xbox 360, be sure everything is turned to the OFF position. Turn off your television, audio receiver, and anything else in your entertainment center.

CAUTION

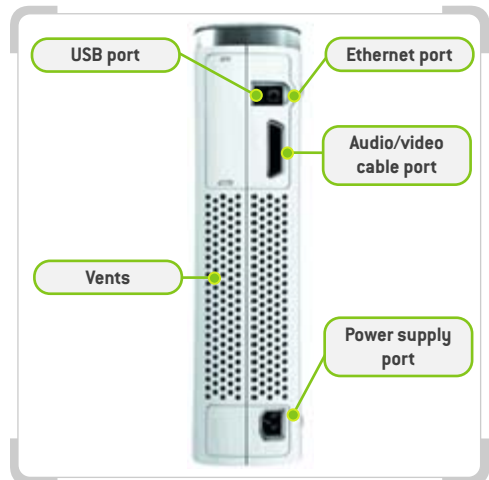
Do not cover the vents on your Xbox 360. It doesn't matter if you cover them with a paper or another heat-producing device. Just don't do it!

While you're at it, don't place the system on the floor either. Small particles of dust, lint, and pet hair can get inside the vents and mess with your system's components.

Hook It Up!

First, take a peek at the back of the Xbox 360. Notice the four inputs—one for your video connection, one for your power supply, one for an Ethernet cable, and a lone USB port (see diagram).

Plug your audio/video cable into the AV slot on the back of the Xbox 360. Then insert the three color-coded cables into their respective inputs on the back of your television. Match red with red, yellow with yellow, and white with white.



NOTE

If you don't get a picture or a speaker isn't delivering sound, review these points:

- > The yellow cable is for video.
- > The red cable is for the right speaker.
- > The white cable is for the left speaker.

NOTE

If you have a monaural TV (one audio plug only), choose either the white or the red cable; it doesn't matter which.

TIP

Listen up! If you have a surround-sound system with a digital audio input, run down to your local electronic retailer and pick up a digital audio cable for true surround sound.

Once you have the cable, insert one end into the base of your Xbox 360's AV cable (the part that goes into your console) and the other end into your surround-sound receiver. That's it. Well, don't forget to set your receiver's channel to transmit from the digital input...and to do that, friend, you'll have to check your receiver's manual.

Did You Know?



The process is much the same for connecting using the HD AV Cables. Instead of plugging in the yellow (video) cable, insert the dark red, green, and blue cables into their respective inputs on the back of your component-ready television.

Be sure to leave the yellow cable unplugged, and flip the switch on the base of the AV Cable to HDTV.

CAUTION

When connecting the AV cables to your television, be sure you're plugging them into the "audio/video IN" inputs. Most televisions have IN and OUT connectors.

TIP

There are other methods of connecting your Xbox 360 to your television. If your television supports S-Video or VGA HD AV Cables, invest in them. Your picture quality will be amazing.

The quality depends on your connection cables. VGA HD AV offers the highest level of quality, followed by component HD AV cables, then S-Video, and lastly composite.

TIP

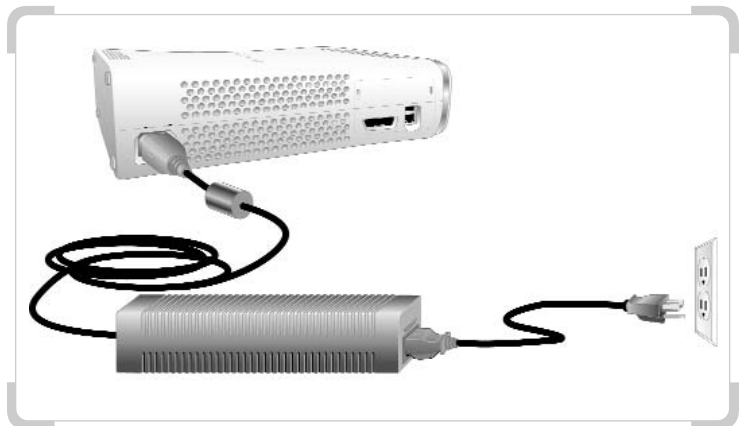
Before connecting the power supply unit, examine the unit itself. There are two main components to the power supply.

1. The large box-like power unit.
2. The power cord (one end male, the other female).

Before connecting either end to the wall or the Xbox 360, assemble the unit by inserting the female end of the cord into the hollow cavity in the power unit. That's it, you're ready to proceed!



With the power supply assembled, insert the power connector (it looks like a cube with two edges shaved off) into the power slot on the back of the Xbox 360. Next, insert the male end of the power cord into an AC outlet. You're ready to rock.



Did You Know?



One convenient design feature of the Xbox 360 is the ability to position it horizontally or vertically. This lets you save space or position your console in an aesthetically pleasing fashion that complements your entertainment center setup.

CAUTION

Unless you want to create an expensive drink coaster, **do not** change the orientation of the system with a disc inside. Taking this simple precaution can avoid big problems for your system and games.

TIP

Regardless of the orientation you choose for your Xbox 360, be sure it and the power supply are in well-ventilated areas. The system's processing power rivals that of most high-end computers, so expect it to generate a decent amount of heat.

But don't worry—you won't be frying any eggs on it.

Now all that's left to do is plug in your wired controller. Press the power button on the console or the Xbox Guide button on your controller, and your journey begins.



Did You Know?

If you purchased an Xbox 360 system, the controller connection is a little bit simpler. Each Wireless Controller packaged with an Xbox 360 system is already pre-programmed to that particular system.

If you want to use it on another system (while visiting a friend perhaps) or if you want to add a second wireless controller to your console, follow the instructions below.

1. Press and hold down the Xbox Guide button on the controller.
2. Turn on your Xbox 360.
3. Press and hold the connect button on the front of the console (it looks like a small circle with waves emanating from it).
4. Press and hold the connect button atop your wireless controller.
5. Wait for the Ring of Light on the Controller and console to synchronize, and you're set.

Coming at You Live

While Xbox Live for the original Xbox had a huge impact on gaming, the updated service for the Xbox 360 takes its predecessor a long way down the evolutionary path. Xbox Live now lets you do much more than play games online.



There are two types of Xbox Live Memberships: Silver and Gold. To get on Xbox Live, you need a broadband connection and a storage device (either a hard drive or a memory unit) to store your gamertag.

Hardcore gamers will definitely want to go for the Gold. Every online-capable Xbox 360 gets an Xbox Live Silver Membership free with purchase. There may be additional costs to purchase games or other goodies, but it costs nothing to become a Silver member.

Which One Are You?—Xbox Live® Silver Membership

SILVER MEMBERSHIP ALLOWS YOU TO:

- > Create your gamer profile.
- > Create and maintain a friends list.
- > Access the Xbox Live Marketplace to download games, trailers, demos, and more.
- > Send and receive text messages and voice messages.
- > Access massively multiplayer games (though they may have an additional cost).

Check this out: For no cost you get a surprisingly robust array of features (all of which will be discussed later in the book). You can create a unique online identity. You get to shop for add-ons, demos, movie trailers, television clips, and more on the Marketplace, many of which are free. You can communicate with your friends and fellow Xbox 360 gamers. Even if you don't think you will do all of the above, you will probably make use of some of these features. In any case, Xbox Live Silver gives it all to you free.

Go for the Gold—Xbox Live® Gold Membership

GOLD MEMBERSHIP ALLOWS YOU:

- > All the benefits of Xbox Live Silver
- > Online multiplayer gameplay
- > Exclusive content on the Xbox Live Marketplace
- > TrueSkill™ matchmaking
- > Gamer feedback
- > Video chat (Xbox Live Vision required)

If you're serious about your online gaming, this is the Xbox Live membership you need. Not only does it let you play online, it also offers a strong matchmaking system that helps you find players of similar interests and skill levels. Through a heavily monitored feedback system, you also get to help weed out players who tarnish online gaming for everyone.

You might be thinking that all these premium services come at a premium price, but that's not the case at all. You can try out a Gold Membership for a low monthly fee or jump in head first and purchase a year-long membership for a discounted price on the monthly rate. If you have a taste for online gaming, this is your golden ticket.



Did You Know?

While it's easy to purchase an Xbox Live Gold Membership online, you don't have to go that route. You can also purchase Xbox Live Membership cards at many retail outlets. These cards come with a code that you redeem on Xbox Live to begin or extend your Xbox Live Membership.

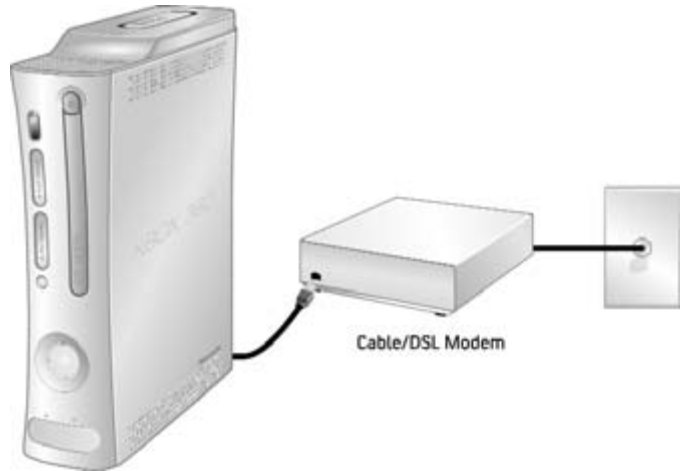
Live Wired!

Once you decide to cause some havoc online, you need to know how to set up shop. Begin by purchasing an Ethernet cable to run to a high-speed modem or router.

NOTE

If you purchased the Xbox 360 system, you already have everything you need.

Reach for one of those orange bags and grab the Ethernet cable included in the box.



1. Insert one end of the Ethernet cable into the Ethernet port in the back of your Xbox 360.
2. Insert the other end of the Ethernet cable into your high-speed modem or router.
3. Power down your modem or router by disconnecting the AC plug for at least two minutes, then power it back on.
4. Once your modem or router is back online and all the appropriate lights are flashing (this will depend on your model modem or router), power up your Xbox 360 and press "Connect to Xbox Live" on the Xbox Live blade.
5. Follow the onscreen instructions. Typically, the Xbox 360 does all the hard work for you.

TIP

If you're still having trouble setting up a connection to Xbox Live, go to Xbox.com, choose the Support section, and click on the Connect to Xbox Live subsection. There you'll find everything you need to know about getting hooked up.

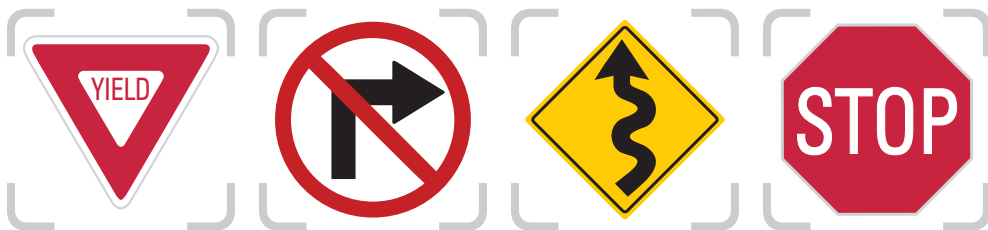
Look Ma, No Wires!

Of course, the Xbox 360 is all about clean design, no-mess setup, and wireless connectivity. That means that you can also connect to Xbox Live using a wireless gateway (also called a wireless network access point) or the Xbox 360 Wireless Networking Adapter (sold separately) instead of a modem or router.

While the wireless gateway will need to be configured on your PC first, configuring the Xbox 360 Wireless Network Adapter can be done through the System blade on the Xbox Dashboard. Both procedures are easy.



Road Signs



It's no accident that we call your Xbox 360 experience a journey. It begins when you hook it up, takes a turn when it becomes the center of your entertainment setup, and ends when...well, it doesn't really end. After all, my original Xbox is still sitting next to my Xbox 360. No joke.

All along the way, however, there are signs you need to recognize and observe. This section is your road map. Study it carefully to make sure you don't make any wrong turns.

Official Microsoft Products for Xbox®



This little sign is your best friend. When purchasing additional accessories or peripherals, always be sure it has the Xbox Authentic Product logo. That way you know that it was created, tested, and approved by the maker of your console.

Licensed for Xbox 360™



If you plan on purchasing third-party products, learn to recognize this logo. Microsoft has enlisted a team of A-list third-party companies to produce everything from fancy-shmancy faceplates to wireless controllers.

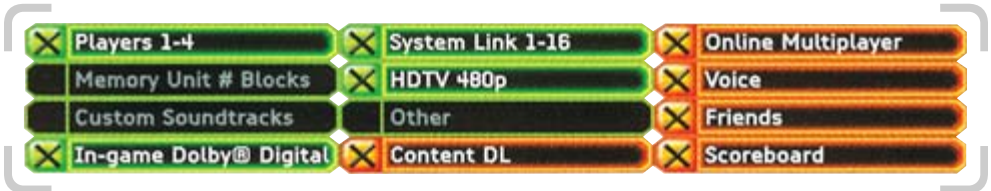
To be sure you are buying a product from one of Microsoft's third-party brethren, look for the Licensed for Xbox 360 logo. This way, you know that the product has been tested and approved by Microsoft, even if they didn't make it.

Xbox Live® Compatible



This logo is gold. Online players will be happy to know that this little symbol can be found on networking hardware (such as modems and routers) and used by online service providers. If it has the Xbox Live Compatible logo on it, it will enhance the Xbox Live experience somehow. Look for it.

Green vs. Orange



Remember what we mentioned about green and orange bags in your Xbox 360 box? Well, the two colors are back. Only this time they're in little boxes on the back of every Xbox 360 game package. Knowing how to read these is the first step in getting the type of game you're after.

Green still refers to the basic function elements of the Xbox 360; orange refers to the game's Xbox Live functionality. Mind you, every game for the Xbox 360 is Xbox Live-enabled. The degree of functionality will depend on what the orange text says in those little boxes.

Xbox 360™ Handbook

Green text boxes will delineate the following:

- > Number of players: 1 player, 1–2 players, 1–4 players, etc.
- > Maximum resolution: HDTV 720p, HDTV 1080i, etc.
- > Audio capabilities: In-game Dolby Digital, etc.
- > Save-file size: 50KB, 100KB, etc.
- > Multiplayer functionality: co-op, system link, etc.

Orange text boxes will delineate the following:

- > Online multiplayer
- > Leaderboards
- > Voice chat
- > Video capabilities

TIP

Always check the back of the game package before you buy. That way you won't have any surprises when you get home.

Good to Go

Okay, you've learned about what comes inside your Xbox 360's box, you've seen some pics of the physical setup, and you've learned about the different types of memberships on Xbox Live. It's time to turn your Xbox 360 on and see what it can do! Let's get going.

03: Four Blades, Infinite Possibilities



IT'S NOT A DASHBOARD, IT'S A DESTINATION

Everything you need to do on your Xbox 360 starts at one point. Everything. Play a game or view some photos. Chat online or listen to music. All are made possible through the Xbox Dashboard. That makes the Xbox Dashboard more than just a control system—it's a destination.

In the first chapter, we compared the Xbox 360 to a sleek sports car. If it really were a sports car, the Dashboard would be where you would check engine readings, insert the key, and turn on your headlights. Same here. Power down your system, play a game, or manage your files—whatever you need to do, this is where you do it.

Navigating the Xbox Dashboard and Xbox Guide



Just because there is so much to do on the Dashboard doesn't mean it's difficult to navigate. In fact, it's the model of ease and efficiency. Chances are you'll have a harder time finding ways *not* to use it. It is color-coded for quick reference, extremely well organized, and uncluttered by excessive buttons and menus.

The entire Xbox 360 Dashboard can be navigated using the D-pad and **△**. Use up and down on the D-pad to scroll through your options, and left or right to change the blades. To make a selection, simply press **△**. That's it! At the bottom of the screen is a list of features that change according to what you're doing on the Dashboard, but they are clearly marked, so you'll never get lost.

Some of those options are:

- ⬅** = Back
- ✕** = Sign Out (only when a gamertag is signed in)
- ⏮** = Play All Music (while navigating music)

TIP

LT can be used to page up and **RT** to page down while navigating lists. **LB** scrolls the blades left and **RB** scrolls the blades right. Users who are particularly fond of the **⬅** and **⬆** buttons can use them as select (**△**) and back (**⬅**), respectively. And if you want to use the left stick instead of the D-pad, you can.

A Guide for Navigation

Don't confuse the Xbox Dashboard with the Xbox Guide. Though they have similar features, they are different beasts. Head for the Xbox Dashboard when you want to do something on your Xbox 360. It's sectioned off into four blades, each with very specific functions.

The Xbox Guide is a quick reference or short-cut to a few of the Xbox Dashboard's more commonly used functions. It houses your gamer card, private chat channels, music controls, a shortcut to your personal settings, and a community center for messages, friends, and recent players. All of those features are organized in their respective blades, but because they are the most used, they are also in the Xbox Guide. Sweet.



Online Status

Under the Xbox Guide button is the Online Status option. This option allows users to change the way others see (or don't see) them online. It's very similar to the "away" feature in many chat programs.

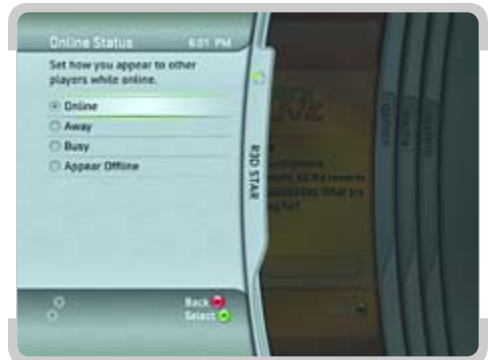
You have the following choices:

Online: This tells other users that you are online and available.

Away: This indicates to other users that you're currently away from your Xbox. Your status automatically changes to away after you've been idle for a certain amount of time.

Busy: This is a more emphatic "away." It says "please don't bother me."

Appear Offline: This makes you completely invisible, as if you aren't online.



NOTE

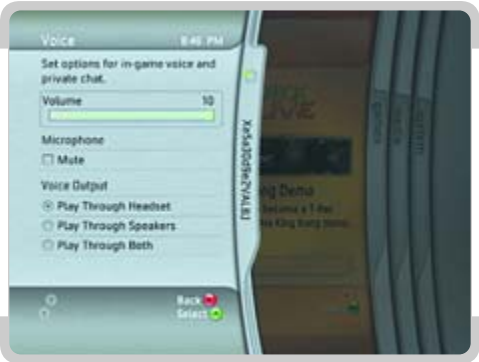
Don't forget to change your status back to online if you're no longer away or busy, or no longer want to appear offline.

Xbox 360™ Handbook

Voice

Under the Voice options, you can change the volume of your voice communications and even select whether you want to hear chat over your headset or your speakers.

For players who would like to listen in on team channels but aren't keen on contributing, you can mute the microphone, but still listen in over the headset.

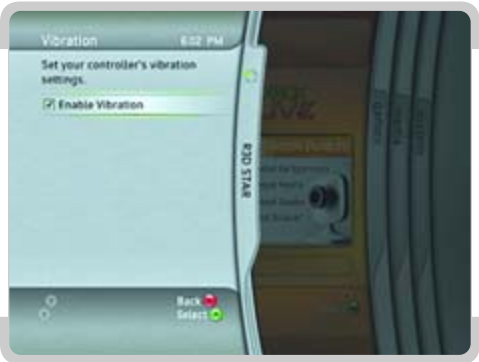


Vibration

Do you like vibration on your controller or not? This is where you turn it on or off.

NOTE

Many games offer this feature as well. The vibration function might be more valuable in one game than in another, so we recommend leaving the Vibration option turned on in the Xbox Guide. That way you can toggle it on and off in specific games.



Notifications

You're watching an intense movie, and just when the action begins to pick up, your eye is drawn to the bottom of the screen. Good news: M3RCUTIO is online!

If that has happened way too many times, check out the Notifications settings. You can choose to turn notifications off completely, turn them off during movies, or just turn off sound.



Themes

This option allows you to change your themes. When you select it, a list of every theme you've downloaded pops up. Choose one and bam! Instant personalization.



Active Downloads

The Active Downloads screen is a great way of queuing up a few downloads and keeping track of their progress. You can also cancel downloads in this option, but it's by far the easiest way to keep track of your downloading activity. If you need to make room in your hard drive for more downloads, use the Clear Space option and clean house.



Shut Off

Shut Off is just that, a way to shut off the Xbox 360. Nothing fancy, nothing sparkly, just a way to do it without having to get up. You can also set the system to auto-shut off after six hours of inactivity in the System blade. If you want to shut off the Xbox 360 from the comfort of your own seat, hold down the Xbox Guide button for three seconds and you'll be given an option to shut off your console or wireless remote.

NOTE

You can click on your gamer card or choose a disc tray option from any of the blades except the System blade.

NOTE

The Xbox Dashboard has a neat little memory feature that remembers where your cursor was on each blade.

Say, for example, that you highlight your gamer card on the Xbox Live blade and then switch to the Games blade. Your cursor won't default to the gamer card. Instead, it will automatically return to whatever position it was previously on in the Games blade.

The Xbox Live™ Blade

Xbox Live Gold and Silver members using auto sign-in always arrive at the Xbox Live blade first. This orange blade contains everything needed to take advantage of Xbox Live's features.

Click on your gamer card to edit your profile, view your games or rep, or adjust any of your profile settings, like auto sign-in and account management. The Xbox Live blade is every gamer's first destination before a game session.



TIP

For more on your gamer profile, see chapter 4, "Identify Yourself!"

Now Paging LordKillsALOT...—Messages

Ask anyone, the key to any strong relationship is communication. Cheesy, but true. Even on Xbox Live. Communication is the door to gaming sessions with people on your friends list and to developing strategies for online play.

TIP

After selecting Messages, move left or right to cycle through the three main tabs at the top of the screen: Community, Friends, and Players.

To send a message, choose Messages from the Xbox Live blade. From there you can do several things:

- > Create a new message.
- > Read through old messages.
- > Go through your friends list.
- > Go through a list of the players you've played with most recently online.



You can reply to a message someone sent you, or create a new message. To reach out and touch someone, select Create New and then Message. After selecting Message, you can either enter a new gamertag or select a person from your friends list.

After selecting a recipient:

1. Choose Voice, Text, or Add Picture.
2. Create your message, using the chosen method.
3. Edit the recipients list if you need to (you can also do this before creating a message).
4. Hit Send.

TIP

Feeling creative? You can also send messages using all three methods. Write your friend a note, record a 15-second message, and snap a picture. How about that?

NOTE

You can send a picture attachment only if you have the Xbox Live Vision camera.



Did You Know?

If you're sending a picture, check out the array of effects you can add to your snapshot. Choose the Add Effect option and cycle through the selections. It may strike you as a little trippy at first, but with some ingenuity you can create some really cool-looking photos.

NOTE

From the Create New page you can also send a private chat invitation, a game invitation, or a friend request to anyone online.

People Who Frag Together, Stay Together—Friends

If you choose the Friends option from the Xbox Live blade, you are automatically taken to your friends list. There you can add a friend or communicate with any who are online.

If your friend is offline, you can also send him or her a message. The friends list is clearly labeled on the right-hand side, so that you can stay current with what your buds are up to. Your friend's status depends on what he or she did last. For example, you might see any of the following statuses:

- > Away
- > Busy
- > Offline (Indicates that a player is not currently on Xbox Live.)
- > Currently playing
- > Last online (Indicates how long ago a player was last seen on Xbox Live.)



NOTE

You can cycle left or right from your friends list to the Messages tab or the Players tab, respectively.

Shopping Sprees, not Fragging Sprees—Xbox Live Marketplace

Aside from chatting and keeping in touch with friends, you can also take advantage of the Xbox Live Marketplace. By choosing either Xbox Live Marketplace or the Xbox Live banner on the Xbox Live blade, you can instantly jump into the marketplace.

There you can download all matter of Xbox 360 goodies from themes to entirely new games. Check out chapter 6, “This Little Gamer Went to Market,” for more on the Xbox Live Marketplace.



The Games Blade

The first destination for Xbox 360 gamers who don't have an Xbox Live membership is the Games blade. Here you can relish your achievements, reminisce about previously played games, and even scout games to tackle next.

Of course, you can also come here to *play* games, too. If you've downloaded games from Xbox Live Arcade, this is where you go to launch them.



Achievements

This is your trophy area. By clicking on Achievements, you can see a list of every single achievement you've unlocked. Not bad, eh? Not only that, but the number at the top right of the screen indicates your maximum possible achievement score.

The closer your actual gamerscore is to the possible gamerscore, the more dedication to playing you show. For everything you need to know about achievements, flip to chapter 5, "Making Your Mark."

To navigate through your achievements, remember the following tips:

- > Move up or down to cycle through all games or each game individually.
- > Move left or right to sift through each individual achievement icon.
- > Press **A** to select an achievement icon and read detailed information on it.



Gaming History—Played Games

The Played Games option is more of a shortcut list than an entirely new page. When you select Played Games, a list of every game you've ever played pops up. From there, you can select any title in your gaming history for more options.

They include:

- > **Achievements:** Click on this to see all of the game's possible achievements.
- > **Stored Game Items:** Click on this to zip over to the memory storage units and find saved files, downloaded content, themes, and so forth for your game.
- > **Downloads:** Click on this to zoom over to the game's Xbox Live Marketplace section, where you can download more content or just see if anything new has been made available for download.



**Your Personal Arcade Machine—
Xbox Live Arcade**

Perhaps the most innovative feature of the Xbox 360 is its Xbox Live Arcade. A virtual arcade with a never-ending supply of games? Who can complain?

Select Xbox Live Arcade from the Games blade to access your downloaded arcade games. From there you can select any of your downloaded arcade games, download more games, or jump right back into the most recently played arcade title. For more information on the Xbox Live Arcade, skip to chapter 7, “Arcade Action, Zero Quarters.”

Play and Watch—Demos and Game Videos

Thanks to Xbox Live Marketplace, you no longer need to hunt down demos and trailers of upcoming games. All that hard work is done for you. All you need to do is take advantage of Xbox Live Marketplace and you'll have more demos and videos than you can shake a remote at.

After downloading them, select either Demos (for demos, of course) or Game Videos (for trailers). That's it. Select what you want, and all your downloaded content will come up.

TIP

Don't forget to delete the demos and trailers after you've purchased the game. That way, you clear room for more content on your hard drive.



The Media Blade

The Media blade is a great place to start when you want to expand your Xbox 360 experience beyond gaming. After successfully linking your Xbox 360 to a Windows Media Center- or Windows XP-enabled PC, go to the Media blade to take advantage of its functionality.

This topic is covered in depth in chapter 9, “Lean, Mean, Multimedia Machine.” For now, here is a quick overview.



Music

Music lovers, rejoice! The Xbox 360 music options are robust enough to create a homemade jukebox, but simple enough to control that you won't get lost in a sea of band names, album titles, and song statistics.

You have plenty of options when listening to music.



First, there's the music player. After you select your music, this is your default control panel. Use the onscreen controls to:

- > Play, pause, or stop music.
- > Skip songs.
- > Adjust the volume.
- > Edit or save the playlist.
- > Shuffle songs.
- > Cycle through the current playlist.
- > Scroll through the available visualizations.

TIP

Take advantage of the visualization features in the music player. Press **X** to make the visualization full screen, and then **Y** to shrink it again. To toggle the visualization on and off, press **V**.

NOTE

Users familiar with Windows Media Player will recognize the visualization features as well as the song length readouts. When a song is playing, however, the length readout is replaced by an equalizer graphic indicating that that song is currently playing.

NOTE

You can get your music from a variety of sources, but it is often best to consolidate your music onto one source. Flipping between your computer, your Xbox 360 hard drive, and your Microsoft® Zune™ will eventually become a hassle. Instead, why not store all your music on your Zune? Or if you have too much music for that, leave it on your computer's hard drive and free up space on your Xbox 360 hard drive. It's up to you, but why not make it easy on yourself?

You can also select music by clicking on Hard Drive to access music ripped on to the Xbox 360 hard drive. Select Computer to access music on a Windows Media Center- or Windows XP-enabled PC. Current Disc is for playing music from a CD, and the last option is for streaming music from a portable music device, like a Zune or iPod.

NOTE

Regardless of which source you choose, the music player is still the default control program.

Did You Know?



If you pop in a CD, the music player options change a bit. The Edit and Save Playlist option is replaced by Rip CD. Press the Rip CD button to select which songs to rip onto your hard drive.

Either rip the entire CD by pressing Rip CD, or press **Y** to deselect every song and then pick and choose which ones you want. Once you've chosen, highlight Rip CD and press **A**.



As the songs are being ripped to the Xbox 360 hard drive, you can highlight a song, press **A** and then edit the song's name, artist name, or genre. Be sure to select Save Changes when you're done, though, or otherwise the CD you create will retain the original information.

NOTE

Once you've set up a playlist, you can continue to navigate the Xbox Dashboard without interrupting the music. You don't have to stay at the music player screen to listen to music.

Xbox 360™ Handbook

Pics

Just as the Music option of the Media blade lets you hear tunes, the Pictures option enables you to view pictures on your TV. Import them from a digital camera, stream them from your computer, or even read them from a disc.

If you have a Zune or image-capable iPod, you can also view pictures from those devices. Simply select a picture source, highlight the photo, and voila! Select Play Slideshow to use the slideshow feature.



Videos

To view stored videos on your Xbox 360 hard drive, select Video from the Media blade. From the list that pops up of every stored video on your hard drive, select one, and you're ready to go.

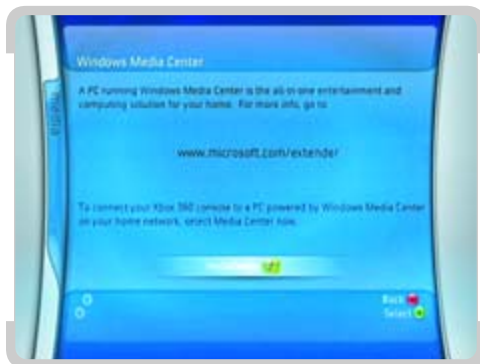
All kinds of video—game trailers, movie trailers, game hints, and so forth—show up in the Video option of the Media blade.



Media Center

The Media Center option is what the Media blade is all about. Here you can take advantage of all of the above-mentioned features from one source, your computer.

Watch live or recorded TV, on-demand movies, music and photos, streaming video, and more. And it's all covered in chapter 9, "Lean, Mean, Multimedia Machine."



The System Blade

This may not be the blade used most often, but it is probably one of the most important. You need the System blade to properly set up your console, protect your family, and manage your memory.

The number of choices in the System blade is enormous, but all are necessary. The System blade comes into play from initial setup to network settings, and for everything in between.



Console Settings

At first, the Console Setting menu, with its huge number of options, might seem a bit overwhelming.

TIP

If you're choosing between HDTV screen settings, don't forget to flip the switch to HD on the Xbox 360 AV cables.

Display: Pick between HDTV or Normal screen formats. For HDTV settings, you can choose from various resolutions. Normal Screen format has two settings, Normal or Widescreen.

Audio: Choose from Analog Output or Digital Output, and enable or disable Sound Effects while navigating the Xbox Dashboard.

Themes: Change your themes.

Language: Select which of nine languages to display on the Xbox Dashboard.

Clock: View or change the clock on the Xbox Dashboard.

Locale: Your locale settings affect things like Family Settings and wireless network configurations. You will want to change locales only if you move from one country to another. Otherwise, it's probably best to just leave this be.

Startup: Want to avoid having to select Play Game or Play DVD after powering up? If so, change the settings to automatically boot whatever disc is in the tray upon startup.



Xbox 360™ Handbook

Auto-Off: This option turns off your Xbox 360 after six hours of inactivity. Use it!

Screen Saver: Many high-tech gamers should make use of this feature. To avoid image burn-in, enable the screen saver. After a few moments of inactivity, the screen will dim.

Remote Control: This option allows you to use either the Xbox 360 Media Remote or the Xbox 360 Universal Media Remote.

System Info: This displays your console's serial number, console ID, and Xbox 360 Dashboard version.

Family Settings

This is the most underused feature on the Xbox 360.

By taking a minute to set up the Family Settings, you can ensure a safe and healthy gaming environment for your loved ones.

The truth is that it doesn't matter how old you are. If it were only for kids, then it would be called Kids Settings. This feature is for the benefit of the entire family.

FAMILY SETTINGS CONSOLE CONTROLS

Game Ratings: This section allows you to restrict games of a certain rating. If you don't want your loved ones playing games rated M, then select the T rating. It allows the playing of games that are at or below a rating of your choosing. If you're not completely sure what a rating means, this section also has synopses of each rating.

DVD Movie Ratings: This is exactly like the Game Ratings options, but for movies. Mind you, games and movies have different rating systems, but both are clear and easy to understand.

Access to Xbox Live: This option allows you to disable access to Xbox Live.

Xbox Live Membership Creation: This option can disable the creation of additional Xbox Live memberships (Gold or Silver) on the console.

Set Pass Code: After setting up Family Settings, you can set up a pass code to make sure people don't find a way around them. Use the **Y**, **X**, **RB**, **RD**, **LB**, **LD**, or the D-pad, or both buttons and D-pad, to create a four-button code. Select a security question, input an answer, and you're all set.

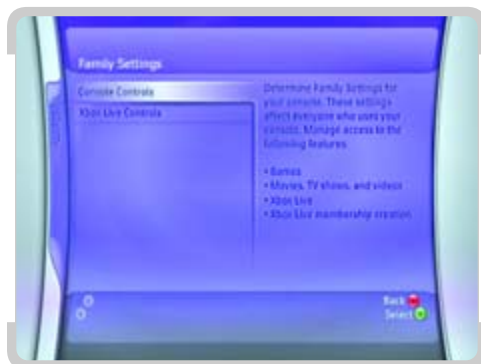
Turn Off Family Settings: If you change your mind down the line and want to reset the Family Settings, choose this option to reset them to their default.

The Xbox Live controls are functional only when there is an Xbox Live Membership for a minor detected. Otherwise, these options are grayed out.

XBOX LIVE CONTROLS

Online Friends: Restricts an Xbox Live member's ability to add friends. If your child receives a friend request, you can change the Xbox Live controls so that you have to approve the request. Or you can let your child approve requests.

Communications: This restricts the level of communication your child can engage in. You can allow messages from anyone or only from friends, or you can block communication completely.



Gamer Profile: This section dictates which profiles your child can view. You can allow friends, everyone, or no one. You can also determine who is allowed to see your child's profile. Choose friends, everyone, or no one.

Online Status: This determines the visibility of your child on Xbox Live. Allow friends, everyone, or no one to see when your child is on.

Online Games: Allows you to control whether your child plays online or not.

Member Content: This determines whether your child can view member-created content, like images or text in their gamer cards.

Downloadable Content: You can allow or disallow the downloading of premium content from Xbox Live Marketplace.

Memory

The Memory option is extremely useful. You have a limited amount of space on your Xbox 360 hard drive and Xbox 360 memory unit (64MB), so once in a while you should go in there and clean house a bit.

At the very least, move saves around to create space on the hard drive for more important stuff. If you have an Xbox 360 memory unit, back up your save files onto the unit to ensure they're portable.

To make full use of your Memory option, follow these steps:

1. Select Memory from the System blade.
2. Select which memory unit you want to use (if you have the hard drive and memory unit, you can select both at the same time by choosing All Devices).
3. Refine your search by choosing the type of item you're looking for:
 - > **Games:** Full Arcade games, save files, downloaded content, and so forth
 - > **Gamer Profile:** Xbox Live gamertags or console-only gamer profile
 - > **Demos:** Game demos
 - > **Videos:** Any video content
 - > **Themes:** Downloaded and preinstalled themes
 - > **Gamer Pictures:** Downloaded and preinstalled gamer pictures
 - > **System Items:** Additional items like portable music player support
 - > **Music:** This deletes all music in one fell swoop.
4. Highlight the item you're looking for, then simply choose Copy, Move, or Delete.



NOTE

The Xbox 360 hard drive is also portable, but it's best to just use the memory unit when possible. It was designed for portability, and is much smaller than the Xbox 360 hard drive.

NOTE

Copying an item duplicates it on a secondary memory storage device (hard drive to memory unit, memory unit to hard drive, or memory unit to memory unit), while moving an item will transplant it from one to the other. Delete completely erases the item from all memory units.

CAUTION

Be careful when deleting an item. If you're too hasty in pressing buttons, you can accidentally erase a lot of your investment in time and hard work. Luckily, there are plenty of prompts before deletion to keep you from making these kinds of hasty mistakes.

NOTE

Certain items, like gamer profiles, cannot be copied. They can only be moved or deleted.

TIP

If you need to make room for something, try erasing downloaded content. If you've downloaded it from Xbox Live Marketplace once, you can always download it again at no extra cost. Sweet!

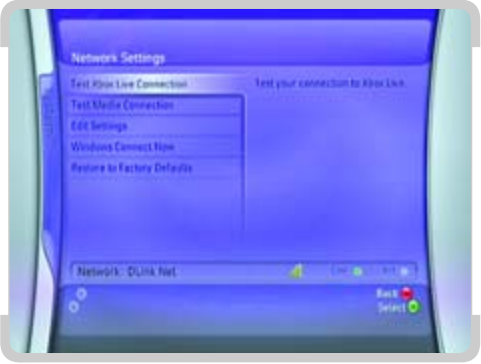
Test Xbox Live Connection



The test automatically detects your setup and even fills in some of the blanks. If you have a wireless network using wireless security, select Edit Settings and enter your encrypted code.

If you use a password and log-in name to access the Internet, input the necessary information in Additional Settings and you're off. Of course, even when 99 percent of the hard work is handled by the Xbox 360, there is still the 1 percent chance that you will need help. If so, www.Xbox.com/support is a great place to start.

Network Settings



Xbox Live users need to know about Network Settings. The Network Settings option is your gateway to Xbox Live. Though going online may seem like a complicated task, the Network Settings options greatly simplifies it.

TIP

Did you know that by pressing **Y** on the Storage Devices page, you can access Device options? From there you can reformat the device or give it a name.

CAUTION

Be careful when formatting a device. It will erase all saved data!

The initial setup is easy. The Xbox 360 does almost all of the work. After connecting all the hardware (basically either plugging in an Ethernet cable from your router or modem, or using a wireless network adapter via USB or Ethernet port) run Test Xbox Live Connection.

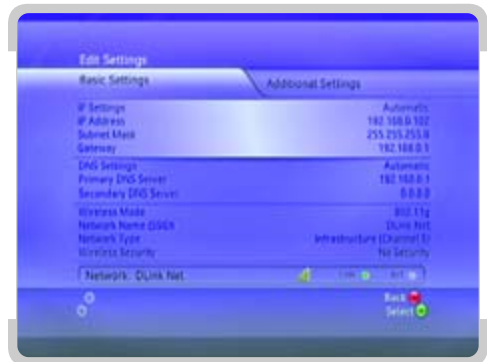
Test Media Connection

The Test Media Connection is a more specific kind of test that searches not for Internet connectivity but for a connection with a Media Center PC. If you connect your Xbox 360 to a home network that also hosts a Media Center PC, run this test to make full use of the multimedia features.



Edit Settings

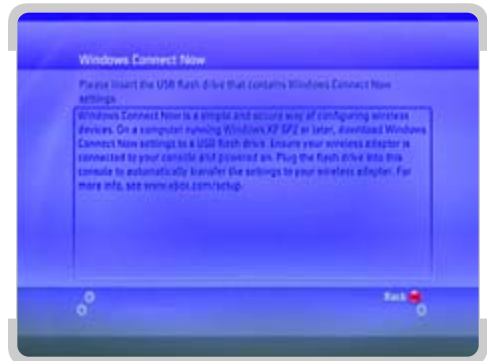
This is a shortcut for the tech-savvy gamer. Jump straight into the Edit Settings if you need to make changes to your network settings or if you need to update information on your Internet service provider.



Windows Connect Now

As if setting up weren't easy enough already, Windows Connect Now makes it even easier. Just follow these steps:

1. Insert a USB device into your pre-configured Windows XP PC.
2. Copy your wireless network settings to the USB by using the Wireless Network Setup Wizard from the Control Panel.
3. After the settings are copied to the USB device, insert the USB device into a USB port on the Xbox 360.
4. Select Windows Connect Now from the System blade.
5. Wait for the Xbox 360 to copy the settings.



Xbox 360™ Handbook

Restore to Factory Defaults

Select this option if you're having a hard time troubleshooting your network connection and you want a fresh start, or if you need to update your Xbox 360 because you got new hardware (router, wireless gateway, etc.).

Computers

Because your Xbox 360 can also connect to Windows Media Center PCs or Windows XP PCs, you will need a way to monitor the connections it makes with other computers.

Select Computers from the System blade and two options come up. The first is Windows-Based PC. This is for Windows XP PCs enabled with the Windows Media Connect™ program. The second is for Windows Media Center PCs.

Connecting (and disconnecting for that matter) is a snap. Simply highlight the computer you want, and press **A**. That's it!

Xbox Live Vision

Gamers with the Xbox Live Vision camera should definitely make use of this feature. With it, you can select the lighting preference for your Xbox Live Vision camera or change the type of room it is in.

If you're in a room with dark walls, choose Dark Wall. If the room has light walls, choose Light Wall. For lighting, choose Incandescent, Fluorescent, or Daylight. If you're uncertain, select Default.

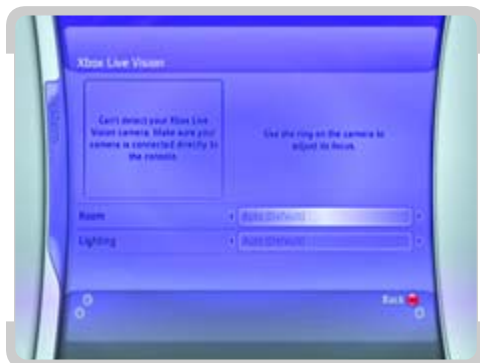
Initial Setup

The Initial Setup option activates the first few processes you went through while setting up the Xbox 360 for the first time. It will trigger the option to create a gamer profile and set up the system's locale, time, and so forth.

You should probably use this only if you need to reset your system settings.

CAUTION

Be sure you really want to use the Restore to Factory Defaults! It will erase previous settings on the Xbox 360.



NOTE

This is an initial setup, not a wipe-everything-from-memory setup. So don't be concerned that running this will delete profiles or game saves. It won't.

04: Identify Yourself!



ESTABLISH YOUR ONLINE PRESENCE

The Xbox 360 is a highly customizable console with a tremendous flair for personality. Whether it's changing the faceplate or customizing Dashboard images, there's so much you can do to make the console reflect your style.

One of the most straightforward, yet powerful, personalization features is creating a gamer profile and gamer card. This establishes your presence in the Xbox community, particularly Xbox Live and Xbox.com. Every Xbox 360 user can create a gamer card and gamer profile, whether that player is a Gold, Silver, or offline player.

Your gamer profile is just what it sounds like: a profile detailing your particular gaming preferences and personal statistics. Your gamer card, however, is the face of your profile. Make sense?

Think of your gamer card as your baseball card on the Xbox 360. Basically, the gamer card is the front of the baseball card; it details all the skinny on you as a gamer. Your gamer profile manages all the bits and pieces that make up your gamer card.

Together, these two sides of the same coin make your mark in the Xbox 360's online world. They help you connect with like-minded gamers and have a more personal online experience. People can take a look at your info and see if you'd make an ideal gaming partner. Similarly, you can find friends who complement your style of play.



Creating a Gamer Profile

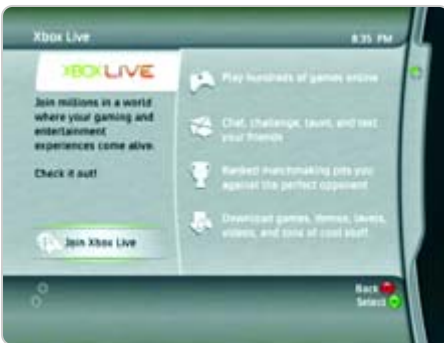
To get started, create a gamer profile via the Xbox Dashboard or Xbox.com. The process is straightforward and simple: create a login using the Microsoft® Passport Network or Windows Live ID, enter some quick information, and you're on your way to conquering Xbox Live (or hanging out in a little corner of it—it's really up to you). On your Xbox Dashboard, the process is just as simple:

1. Click Join Xbox Live.
2. Click OK to exit current session.
3. Create a new gamertag.
4. If you have a Passport Network or Windows Live ID account, click "Yes, I do" and skip to Step 8.



5. If you don't have a Passport Network or Windows Live ID account, click "No, create one."
6. Choose a locale for your Windows Live ID account, enter your language, and birthdate, then click "Next."
7. Enter an *existing* e-mail address, password, and secret question (with answer), then click "Next."
8. Enter your personal information and click "Next."
9. Accept the Terms of Use and Privacy Statement by clicking "Accept," and choose a service plan.
10. Press continue to accept a one-month trial of Xbox Live Gold, and you're off!

Did You Know?



If a minor attempts to create a brand new gamertag on Xbox Live, the parents will have to take over the process after a certain point.

A small pop-up screen interrupts the minor from continuing and provides all the necessary information for parents to help complete the process. During sign-up, parents are also informed about Family Settings and safety features. Kid friendly, parent approved!

CAUTION

If you have to create an account, remember to jot down some of that information! Things like your favorite movie when you were a kid might be hard to remember a year down the road.

NOTE

Offline users don't need to visit Xbox.com. They can simply create a user account on their Xbox 360 for game saves.

TIP

While creating your gamer profile seems easier on Xbox.com, you can do it just as fast on your Xbox 360 using a USB keyboard. Just plug a USB keyboard into your console's USB input, and you have a fast way to enter heavy information. It's much easier than fidgeting with a controller for text entry.

TIP

Nearly all of the following settings can be adjusted by clicking on your gamer card from any of the dashboard blades. Simply select Edit Profile, and you're good to go.

Welcome to the Gamer Zone

To choose the right Xbox Live Gamer Zone, you need to know two things: 1) what kind of gamer you really are, and 2) what the Gamer Zone represents. The former is entirely up to you and can change at any time; the latter is a bit more complicated than just looking inward.

Gamer Zones Explained

The Gamer Zone is an important indicator of how you like to play online. Your Gamer Zone helps match you with other gamers of similar play styles. There are four Gamer Zones to choose from: Recreation, Professional, Family, and Underground. Each zone is suited to a specific type of player.

In short, your Gamer Zone refers to the type of gaming you will be doing. Whether you're a weekend warrior or a hardcore player who loves to pwn noobs, there is a Gamer Zone just for you.

Recreation: Recreational players value fun over competition; pick this option if you just want to hang out and play while meeting people. This Gamer Zone is best suited for occasional gamers who aren't bent on conquering online. The Recreation Gamer Zone encourages fun and etiquette over victory and smack talk.

Professional: Pro players are all about being the best of the best. Select this option if you think winning isn't the only thing, it's everything. Though Pro players take winning more seriously than recreational players, they value mutual respect and true skill. Noobs need not apply.

Family: The family zone is family-friendly place that's devoid of trash talk and brutal competition. This is the zone that parents and children can enjoy together. That being the case, it values etiquette above everything else. No one wants the family hearing curse words, so mind your mouth.

Underground: Last but not least is the Underground. Along with some healthy gaming competition, this is the place you'll find the best braggarts on Xbox Live. Polish up your smack talk and enter the Underground at your own risk.



NOTE

The Family Gamer Zone isn't the only family-safe feature of the gamer profile. Using the parental controls features on the Dashboard, parents can limit what profiles can be seen on Live and they can see profiles of gamers on their kids' friends list. While Xbox Live is a monitored service, the gamer profile parental controls can assure parents that their young ones are playing safely.

NOTE

Don't fret, brave gamer. You can always go back and edit your Gamer Zone as your taste for gaming develops.

Play Your Card Right



You're much more complicated than just your planned style of play, aren't you? Well, your gamer card is made up of much more than just your Gamer Zone.

Achievements, reputation, gamerscore, gamer picture, motto...they all play a part in painting your profile.

This gives other players enough information to size you up at a glance, while allowing you to express yourself with as little information as possible. Let's go over each piece of info.

What's in a Name?—Gamertag

Come on, you know what this is. This is your name on Xbox Live and Xbox.com. Pick something that reflects who you are as a person, what your favorite game genres are, etc. This is probably the easiest way to see who you want to play with. For example, first-person-shooter fans are more likely to gravitate toward someone with the gamertag of "HaLo KiLLarZ" than "spaniel_lover33."

TIP

If your first (or second or third) choice for a gamertag is taken, try the "generate a gamertag" feature. You may not necessarily choose "HornBlower21," but it might provide you with inspiration for a better (and more available) gamertag.

NOTE

If you ever choose to change your gamertag, you can do so for 800 Microsoft Points from the Edit Profile menu.

Over or Under—Achievements

Achievements are your...well, they're your game achievements. Every Xbox 360 game has a set of achievements that are unlocked as you progress throughout the game. In *Dead Rising* for example, you'll unlock an achievement after destroying 100 objects. The Achievements section of your gamer profile is a quick snapshot of your recent achievements in games (both retail titles and Xbox Live Arcade games). Small icons proudly demonstrate your accomplishments in every game you've played.

Typically, retail games grant anywhere from 900 to 1,000 achievement points; Xbox Live Arcade titles all have 200 achievement points.

The Fruits of Your Labor—Gamerscore

Tied intimately to achievements, gamerscore is the aggregate of all your accomplishments. Each achievement has a certain point value. When you unlock a new achievement, the number is added to your gamerscore. Again, there will be more on this in the next chapter.

Street Cred Online—Reputation



Imagine this: You're playing *Fight Night Round 3* online and utterly owning another player. Suddenly, he pauses the game and never returns. Not cool, right? That is why your reputation now has a visual representation on your gamer card. The Reputation feature of the gamer card helps you find players that believe in truth, justice, and the fair-gaming way.

After playing online with someone, you can rate your opponent's performance. That affects your opponent's gamer card reputation and in turn, increases or decreases the amount of stars he or she has filled up. You're likely to have a better play experience with someone sporting a higher reputation score than a lower one.



TIP

Overachievers take note! For more in-depth exploration of achievements, flip to the next chapter, "Making Your Mark."

NOTE

Even if you don't play online, it pays to set up your gamer card and gamer profile while having your Xbox 360 connected to the Internet. Gamers who primarily indulge in single-player games can still show off their accomplishments and gamerscores. If you've done some remarkable things in a game, you ought to shout it out loud!

NOTE

After playing with a gamer, you can select the recent player's gamer card. If you submit a preferable-player review, you become more likely to play with that gamer in the future. The same goes for when you want to avoid being matched with a player. After playing with someone who you do not want to match with again, you can submit negative feedback. This will make it harder for them to match with you.

CAUTION

Be very careful when submitting a negative player review. Think it through. By submitting a negative player review, you affect their rep, and avoid them. You can later change your review and make that player a preferred player, but it will not affect the player's rep!

TIP

Reputation is a nice self-governing system on Xbox Live that you should always take advantage of. Reward players you've had a good time with by giving them their props. And ding those sore losers who cheat or quit out of games in lieu of taking a loss.

Hide Your Ugly Mug...With a Monkey's Face—Gamer Picture and Personal Picture

Your gamer picture is an icon that can be seen by other players on Xbox Live and Xbox.com. You can select a picture that shows who you are as a gamer or an image that says something about you personally. There are a limited number of pictures to choose from on your Xbox 360, but more are made available for purchase nearly every day on the Xbox Live Marketplace.

The gamer picture is another simple way to let other players know what you're about. You'll know sports fans when you see players brandishing the MLB or NFL logo of their favorite teams. You'll recognize a shooter fan by his or her *Halo® 3* gamer picture. Who knows what you can tell about a person whose gamer picture depicts a fine wood finish? But it's nice to know the option is there.

As its name indicates, the personal picture is...well, more personal. You can select another image that can be seen only by people on your friends list. You can even take a picture using the Xbox Live Vision camera and use it as your personal picture. This is a nice way to share a little something with your nearest and dearest Xbox 360 pals.



TIP

To change your gamer picture(s), click on your gamer card from any of the Dashboard blades, choose Edit Gamer Profile, and select Gamer Picture.

There you can change your gamer picture, your personal picture, download new ones, or take a personal pic with the Xbox Live Vision camera.

Say It Without Saying It—Motto

Your motto can be as simple as one word or as complex as “I33t” speak. It’s really all up to you, but the main point of it is to further describe who you are as a gamer.

Pick something short, naughty, bold, or brilliant. As long as it reflects who you are and what you want to say, you really can’t go wrong here.

Try some of the following on for size, but remember you only have 21 characters to work with. Brevity is the soul of wit, they say.

“Hello.*bang* Goodbye.”	“I pwn ju”
“C u @ the finish line”	“www.iwinyoulose.com”
“For victory!”	“Jump Out”
“for the win!”	“Work hard, Play hard”
“I love cows.”	“Frag happens”
“Iuv2Frag”	“Sucks to be you!”
“Walk away. Trust me.”	“Yes, I’m a girl”
“Sign off now I’ll win”	“All your base”
“NoobMasterPwner”	“Are belong to us”
“0mgWTFbbq!!1”	



TIP

PC-bound gamers, take note: You can also edit your gamer profile online on Xbox.com. Log in to your profile and select Account Management. Voila!

Bragging Rights

After spending many long hours beefing up your gamerscore, playing nice online, and mulling over the wittiest motto, it’s only right that you exercise your right to brag. You have to know how to brag right, though. Telling people at the grocery store that you unlocked every achievement in *Chromehounds* won’t have the same impact as, say, posting your gamer card on your MySpace page.






That is why, in addition to allowing other players to see your gamer card on Xbox Live and Xbox.com, Microsoft has a quick and easy way for you to display it on any website. To show off your hard gaming work...

1. Log into Xbox.com.
2. Go to My Xbox.
3. Select the Profile subsection.
4. Click on the “Learn how to put your gamer card on your Web site” link under your gamer picture.
5. Cut the HTML code and paste it anywhere your heart desires (online anyway).

Sizing Up the Competition

If you get a kick out of scanning other people's gamer cards, then you're going to love checking out their gamer profiles. The gamer profiles give you more in-depth information on Xbox Live players and even more ways to sum them up.

Available for viewing on your Xbox 360 or on Xbox.com, gamer profiles share more intimate details about a player's gaming habits. You'll be able to see what players' favorite games and genres are, as well as what other gaming systems they own.

aka H3RO		aka H3RO's Favorites	
	Reputation: ★ ★ ★ ★ Gamerscore: 4333 Zone: Recreation	Yo! www.CR3SCENDO.c United States	Favorite Genres Racing, Roleplaying, Shooter, Sports Favorite Xbox Games Halo®, Halo® 2, MechAssault®, MechAssault® 2: Lone Wolf, Tom Clancy's Rainbow Six® 3, EA SPORTS™ Fight Night Round 3 (Xbox 360)
Current Status: Offline	Last seen 1 hour ago		
	Remove from Friends List		 Send this user a Message
aka H3RO's Most Recent Game and Achievements			
Madden NFL 07 		Super Bowl Win: Win the Super Bowl.	
aka H3RO's Games Played		Madden NFL 07 Last Played: 10/19/2006	
		 Prey Last Played Online: Never	

You vs. Them

The juicy stuff is getting to see a player's achievements, gamerscore, and recently played games. You'll be able to see a person's entire gaming history on Xbox 360: Every game played, achievements, gamerscore broken down point by point, and the total number of games played are right there at your fingertips. You can even compare your achievements and gamerscores with another's.

Of course, this information can be used for much more than just spying somebody's stats. You use this info to find people with the same gaming tastes. If you've found someone who has played most of the same games you have, or has hit roughly the same number of achievements, chances are that player will make a great gaming partner.

Game Scouting

Gamer profiles can also be used to learn about new games. Say you've hit it off with someone chatting on Xbox Live and you've added that person to your friends list. Check out the player's gamer profile to see if he or she is playing any games you're not. If you've found that you have similar tastes, pick up or download a demo of the games he or she has been playing. You might be pleasantly surprised.

Collecting Friends

The gamer card and gamer profile are great ways to find playing partners and friends on Xbox Live. Like baseball cards, people can collect the virtual you if they like what you're all about. In turn, you can sift through millions of gamers around the world to find people to connect with.

If you have a limited amount of time, treat the gamer card as a quick snapshot to find kindred gaming spirits. If you have more time, delve into others' gaming profiles. Both are valuable tools to help you find the right people to game with. They enhance your gaming experience immensely when put to good use. So get to it!

Profile to Taste



Microsoft realizes that gamers' tastes and preferences sometimes evolve from game to game. That's why you can always edit your gamer profile. Any of the above settings can be changed.

After setting up your gamer card and gamer profile, you can then select your gamer card from any of the first three blades and you will be taken to a new screen where you can view your games played, rep, edit your gamer profile, and more.

Memory Lane

The View Games screen leads to a list of every game you've ever played. Even if it was for two minutes, it's on this list. Sorted by most recently played game, this screen also lists your achievement score of each game. This is a great way to keep track of your gaming habits or to see which achievements still need to be attained.

Change Things Up

Edit Gamer Profile lets you change your gamer and personal pics, motto, Gamer Zone, gamertag, and privacy settings. That's about it.



How You Doin'?

The View Rep screen contains a short synopsis of how you've been rated while playing online. Have you been misbehaving? If so, the View Rep screen will be sure to raise some flags for you.

It explains rep and breaks down how you've been rated into percentages. The categories are Trash Talk, Language, Disruptive, Aggressive Behavior, Unsporting, and Quit Early.



Play Your Way

This is probably one of the most useful and time-saving features on the Xbox 360. The Game Defaults option allows you to customize your preferences for three different genres (General, Action, and Racing).

By making use of this feature you will save time every time you play a new game. Set your action preferences and never worry about whether your y-axis is inverted or not.



GENERAL DEFAULTS INCLUDE:

- Difficulty: Choose the default difficulty for your games.
- Primary Color: This feature will depend on the game.
- Secondary Color: This feature will depend on the game.
- Controller Sensitivity: Choose how quickly your cursor reacts to your button and stick commands.

ACTION DEFAULTS INCLUDE:

- Y-Axis: Invert the axis or leave it normal.
- Movement: Choose which stick controls movement.
- Auto-Aim: Toggle it on or off.
- Auto-Center: Toggle it on or off.

RACING DEFAULTS INCLUDE:

- Transmission: Do you like manual or automatic?
- Camera Angle: Choose to view the race from behind the car, inside the car, or in front of the car.
- Brake Control: Choose to use the trigger or a button to brake.
- Accelerator Control: Choose to use the trigger or a button to accelerate.

Manage Your Account and Auto Sign-In

The last two features are great, though you will most likely use them far less often than any of the above. If you ever need to update your address, billing information and so on, go to Account Management.

To automatically sign in when you turn on the Xbox 360, enable auto sign-in. That's it!

NOTE

Remember, auto sign-in is gamertag specific, so you won't be able to have two gamertags on the same console with auto sign-in enabled.



05: Making Your Mark



OVERACHIEVING

How does one leave a mark on the gaming community, aside from making witty comments while creating total carnage online? Achievement points, that's how. Before achievement points and gamerscores, the only proof you had that you had mastered a game was the wear and tear on your thumbs. Not anymore, diligent gamer.

Microsoft has introduced a new and exciting game element to the Xbox 360 with its achievements system. This feature is found in every game for the Xbox 360, whether it's a boxed game you've purchased at a store or a title you've downloaded on Xbox Live Arcade. It's a simple but incredibly effective system that extends the value of games and really changes the way you play.

Not Quite Like Running a 10k, but...

Achievements are side tasks in a game, not necessarily tied to the plot line or in-game objectives: scoring a goal in under a minute in *NHL 2K6* or playing 40 skip cards in *Uno™*, for example. Each achievement is worth a certain number of points. And while those points are usually an indication of how hard the achievement was to accomplish (more points for tougher tasks), the ultimate challenge is unlocking every achievement in a particular game.



After you've unlocked an achievement, its points are reflected in your gamerscore (part of your gamer profile). While it's not a complete reflection of game-specific skill, other players can see your overall gaming prowess when

TIP
Check the achievements and their points for any game you've played by pressing the Xbox Guide button and clicking on your gamer card.

they take a gander at your profile on Xbox Live or Xbox.com. It isn't a scientific measurement by any means, but it is cool to have a ridiculously high gamer-score...you know, for bragging rights and all.

TIP
Ultra-competitive players, listen up! Hit up Xbox.com's personalities section and check out the Treit & True column on gamerscore. Ryan Treit gives you the lowdown on the easiest achievements with the highest gamerscore rewards. This is a great way to boost your gamerscore and show the world you've got game (whether it's tough or not).

Gaming Beyond

Achievements have dramatically changed the way we experience games. Before achievements, games ended with a “Game Over” or credits screen. Not anymore. This is the next gen, right?

After you’ve completed a story-based title or finished a season in a sports game, achievements add depth to your gaming experience when reflected in your gamerscore. How can you let a beaten game gather dust when you still have achievements to unlock?



Every Point Counts

Take a game like *Lara Croft Tomb Raider: Legend*, for example. In addition to getting warm fuzzies for beating the England stage, you’ll also unlock an achievement and add 75 points to your gamerscore for your efforts. That’s just awesome! You can also unlock achievements when you collect a certain number of bronze and silver rewards.

You can play this game on other video game consoles, but only the Xbox 360’s achievement system gives you a bonus that stays with you throughout your gaming career. Long after *Lara Croft* has come and gone, you will be able to say, “Yeah, I mastered *Legend*,” and the Achievements tally on your gamer profile will prove it.

Achievements also increase replay value, adding hours to your experience. Say you want to run through *Dead Rising* just to watch the story unfold. You’ll *have* to play the game again more thoroughly to unlock its achievements and increase your gamerscore. It is nearly impossible to unlock every achievement in one play-through. You doubt it? Go try. Value is the key here and achievements deliver it in spades.



TIP

As an alternative to the achievement solution offered in the *Treit & True* column, Hardcore's Hardcorner lists some of the toughest achievements to get. If you're a purist and you want your gamer profile to reflect your awesome skills, then head to this column on Xbox.com and learn the most arduous ways to boost your gamerscore.

Did You Know?

Legends of unattainable achievements are rampant on the Internet. A few are true, but most are nothing more than jokes. Are any of the following achievements more than gaming lore? It remains to be seen. You might see one running in the wild of Xbox Live. In the meantime, check these achievements and judge for yourself.



King Kong Kiosk Demo

6 Achievements, 0 Total Points

Before it was released, the kiosk demo for *Peter Jackson's King Kong* sported six achievements. When the game was patched, the achievements mysteriously disappeared into the Xbox 360 jungle, much like the gorilla the game is based on.



Barbie's Horse Adventure Achievements

30 Achievements, 1,000 Total Points

Whether you are a Barbie fan or an equestrian enthusiast, your blood might have gotten pumping at the prospect of unlocking achievements in *Barbie's Horse Riding Adventure: Horse Rally*. Alas, it was nothing more than a misguided joke put out by popular gaming Web sites.



Zero Hour Achievement

1 Achievement, Zero Points (get it?)

Before ushering in the next-gen era, Microsoft held a prelaunch event called "Zero Hour." Certain lucky gamers and Xbox devotees were invited to the California desert to celebrate the birth of Microsoft's new system. Those who attended were also granted one of the first achievements ever, the Zero Hour VIP Achievement. Since you had to be there to get it, it will never be attainable by anyone who wasn't. Lucky!



Xbox 360 Launch Team Achievement

1 Achievement, 0 Total Points, Infinite Bragging Rights

Perhaps the mother of all achievements is one not just anyone can unlock. It is the one that came before all others and was available only to an elite few, the Xbox 360 launch team. Having created the very system that revolutionized the way you game, Xbox 360 launch team members were awarded with this rarest of achievements.

Gaming Résumés

Completing a level or winning a game be damned! Xbox.com is full of gamers with outrageous gamerscores. These players pull out all the stops to pad their profiles by unlocking achievements and increasing their gamerscores. Talk about creating a whole new way to play! These players aren't playing to beat games; they play to build on their gaming résumé. Not that there's anything wrong with that!

Reading a gamer card tells you a lot about another gamer. More important, reading another person's gamerscore can tell you about the kind of gamer he or she is. Predominantly high gamerscores in first-person shooters, for example, reflect a player's skill in that particular genre. Because many FPS games' achievements revolve around online competition, a gamerscore built predominantly on FPS titles may indicate that the player is a skilled online competitor.

While it's not a guaranteed way to gauge another player, take the following into consideration when reading a gamerscore.

- > High FPS achievement count: Player likes FPS titles. Probably owns online.
- > High sports achievement count: Player prefers sports titles. Plays offline a lot.
- > Low gamerscore, but many sports titles on his gamer card: Player is a sports fan, but plays mostly online.
- > Mixed bag of achievements: Player is well-rounded, doesn't much spend time with any one particular genre.
- > Gamerscore is more than 10,000: Player is an overachiever.
- > Gamerscore is at or about 5,000: Player plays moderately, but often enough.
- > Gamerscore is less than 1,000: The player either doesn't play very often, or spends a lot of time online.
- > Gamerscore is composed mainly of Xbox Live Arcade titles: Gamer is fan of arcade-style gameplay. Short pick-up games are his or her thing.
- > High gamerscore, but not a single title's achievements are completely unlocked: Player probably plays a lot, across different genres. Doesn't stay with one game too long.

Of course, the above is mostly conjecture, but you will find it to be true most of the time. Keep in mind that more games come out every month, so after the Xbox 360 has been around a while, the number of games available will increase the number of achievements available to unlock. Three years down the line, a gamer with a gamerscore of 10,000 might be considered a casual gamer.

NOTE

Achievements have also changed the way gamers buy games. When a title comes out for multiple systems, the Xbox 360 version automatically has more value added with its built-in achievements. More bang for your buck!

NOTE

If you're still not entirely clear on achievements and gamerscore, check out the following example for *Amped 3*.

Achievement Name	How to Unlock	Points Added to Gamerscore
Snowbird Bound!	Finish Act I of the story to unlock the Snowbird resort.	70
Vamos a South America!	Finish Act II of the story to unlock Valle Nevado.	80
Rescued Weiner Boy!	Finish Act III of the story by rescuing Weiner Boy and gaining access to the secret C.A.I. area.	90
Reunited...and It Feels So Good	Finish Act IV of the story by rescuing the rest of the crew.	100
Big Musical Finale!	Congratulations! You defeated the Baron!	100
Northstar Nirvana	Impress the required number of bystanders in each area of Northstar to Own the Mountain.	60
Snowbird Dawg	Impress the required number of bystanders in each area of Snowbird to Own the Mountain.	60
Viva Valle!	Impress the required number of bystanders in each area of Valle Nevado to Own the Mountain.	60
Laax Stock & Barrel	Impress the required number of bystanders in each area of Laax to Own the Mountain.	40
King of the Mountain Lab	Impress the required number of bystanders in each area of DC to Own the Mountain.	40
Sledding Merit Badge	Earn 1,000,000+ points in sledding scores.	30
Snowmobiler Merit Badge	Travel 10+ kilometers on a snowmobile.	30
Park Designer Merit Badge	Build 200+ terrain park objects.	30
Lesser Snow God	Earn any Medal for <i>all</i> challenges and media callouts.	70
Greater Snow God	Earn a Gold Medal for <i>all</i> challenges and media callouts.	140

TIP

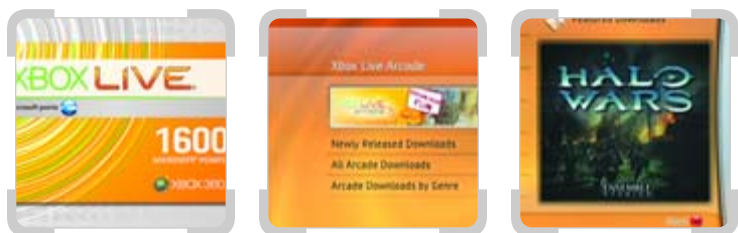
Tons of user-created websites out there are packed with information about achievements and how to unlock them. Sites like www.achieve360points.com and www.xbox360achievements.com have tutorials, forums, and lists for the overachieving gamer.

How Will You Play?

Instead of plowing through a game the way you're used to, you now have a second layer of challenges. Best of all, they stay with you! Because they're tied to your gamer profile, your achievements and gamerscore accomplishments are part of your permanent record.

The question now is: How will you play? Will you continue to play for the credits screen or will you play to get the credit you deserve? Now take a break from reading this book, and go unlock some achievements!

06: This Little Gamer Went to Market



THE XBOX LIVE® MARKETPLACE

Everyone, from the closet shoe shopper to the avid game enthusiast, digs new things. There is nothing like cracking open a brand new something. Xbox 360 gamers are no different. Perhaps that is why Microsoft created a virtual mall in the Xbox Live Marketplace.

There, 360 owners can window-shop, try out new content, and purchase to their heart's content. They can even see a trailer for an upcoming movie! The only difference is that while the local mall might be littered with mall rats and a food court, they can visit the Xbox Live Marketplace in the comfort of their own home (mall rats not included!).

Better still, shoppers don't have to search through aisle after aisle looking for what they want and then check out through some grouchy cashier hawking the company's credit card. The Xbox Live Marketplace is a digital storefront where you can expand on the games you play, find new games to download, give your dashboard a dash of you, and even see what's coming to a theater near you.

In this chapter you'll learn about the goods you can get on the Xbox Live Marketplace and what you need to go on a digital downloading spree.

NOTE

To make use of the Marketplace, you will need a high-speed Internet connection, an Xbox Live Silver membership, a Passport or Windows Live ID, and a hard drive to store all your digital wares. You can use an Xbox 360 Memory Unit rather than the hard drive, but that will severely limit the amount of room in your basket.

TIP

Getting to the Xbox Live Marketplace is as easy as one...yeah, just one. Click on the Xbox Live Marketplace button from the Xbox Live blade, and you're there.

Microsoft Money—Microsoft Points

To shop, you obviously need a method of payment. You use Microsoft Points™ to purchase digital goods on Xbox Live Marketplace. Microsoft Points can be purchased directly on Xbox Live with a credit card.

Microsoft Points can be purchased at retail outlets as well. The cards are available in increments of up to 1,600 points, and you use them as you would an Xbox Live Subscription card. After you buy the card, scratch the covered portion on the back to reveal a code, enter it into your Xbox Live account, and you're armed for your shopping extravaganza.

Not everything on the Xbox Live Marketplace costs points. There are hours of free content available for perusing and downloading.



NOTE

To purchase Microsoft Points from the Xbox Live Marketplace main menu (or any other menu) press **X**. You have the option of buying 500, 1,000, 2,000, or 5,000 Microsoft Points digitally.

Select an amount, then confirm your purchase. It will be charged to the credit card you have on file for your gamertag account.

You can also select the Change Payment option before confirming your purchase. This will let you choose a different credit card or redeem a prepaid card purchased from a local retail store.

NOTE

Purchased Microsoft Points don't expire. Only points awarded through promotions have expiration dates.

TIP

If you bought a Microsoft Points card, skip straight to the Redeem Code option on the Xbox Live Marketplace menu to activate your digital currency.

Did You Know?

You will soon be able to use your Microsoft Points on other Microsoft properties. There are plans for transactions on MSN® Spaces, and for the Zune music service. The company has its fingers in many honey pots, so you can expect to find more uses for these points in many other areas of entertainment.

THE DEPARTMENTS



Just like any other mall, the Xbox Live Marketplace has different departments to stroll through. You can window-shop through Games, Media, Themes, and even a Featured Downloads section.

TIP

Most items (no rentals) purchased on Xbox Live Marketplace are available for download again at no extra cost. Say you're running low on hard-drive space and need to delete a few items to make room for some HD trailers. No problem! Get rid of a few themes, demos, and so forth. When you have more space, you can download them again for free.

The Food Court—Games



The most novel area of the Xbox Live Marketplace is its game content section. Here you can purchase and download content that bolsters your play experience. Some of the content is like dessert (new costumes for your character), while others are meat and potatoes, like several hours of new gameplay (new maps and so forth) for a title you've already completed.

Tired of the cars you have in *Project Gotham Racing® 3*? Or maybe you'd like some new challenges in *Tom Clancy's Ghost Recon Advanced Warfighter*? After picking up some new content on the Marketplace, you can extend the shelf life of your favorite game.

Newly Released Downloads

Make this your first stop, especially if you check in regularly. After clicking on the Newly Released Downloads option (the very first option on the Games menu) you're taken to an alphabetical list of game titles.

Not every game is represented on this list, only titles for which there has been a recent content release. If a new map pack or game-inspired theme has been released for a game, you'll find it here.



All Game Downloads

Yes, *all* game downloads. Every bit of anything that has ever been released for a game will be listed here. Click on this option to go to an alphabetical list of games.

If something new was released recently for a game, it will sport the “New Releases” tag to its right. Not every game in the Xbox 360 library is here, however, only games that have benefited from digital content. That includes Xbox Live Arcade games as well.

TIP

This is obviously the best option for newcomers. After checking the Newly Released Downloads section, check in here for older stuff that you might not be aware of.



CAUTION

Lazy gamers, beware! Not everything released on Xbox Live Marketplace will be available forever. If you miss out on downloading a free game or demo that was available for a limited time only, you're out of luck!

Game Downloads By Genre

Gamers who know what they want usually know exactly how to get it. This section has all game downloads organized by genre. If you don't want to sort through every game title for a particular download, don't!

Come here, pick your preferred genre, and see what's good for you.

Genres include:

> Action

> Adventure



> Family

> Fighting

> Other

> Platform

> Racing

> Role Playing

> Shooter

> Simulation

> Sports

> Strategy

> Xbox Live Arcade

TIP

So what is the difference between the first 12 genres and Xbox Live Arcade? The first 12 genres cover retail games you can purchase at the store; Xbox Live Arcade is for downloaded game titles exclusive to the Xbox Live Arcade. So if you're looking to download content for *Dead or Alive 4* check the Fighting genre. If you're looking to download content for *Street Fighter II Hyper Fighting* check the Xbox Live Arcade genre.

Xbox 360™ Handbook

Xbox Live Arcade™

This is the same option as clicking Xbox Live Arcade from the Games blade. It takes you to the Xbox Live Arcade storefront, where your options to find games are Newly Released Arcade Downloads, All Arcade Downloads, and Arcade Downloads by Genre.

TIP

Pay attention to the banner on the Xbox Live Arcade menu. It typically highlights a new game or fresh downloads.

TIP

Check out chapter 7, “Arcade Action, Zero Quarters,” for more information on Xbox Live Arcade.



NOTE

Remember how Xbox Live Arcade was its own genre in the Games list? That's because Xbox Live Arcade has its own genres!

- | | |
|------------------------|---------------------|
| > Action Arcade | > Card and Board |
| > Bar Sports | > Coin-Op Classics |
| > Camera-Enabled Games | > Puzzle and Word |
| | > Strategy and Sims |

Game Demos

Whoever said nothing in this world is free was wrong. Game Demos serves up small chunks of upcoming games (and even past releases), absolutely free. Check out a game before you buy it!

It may be only one level, or perhaps the demo will have only two characters unlocked, but Game Demos will always serve up enough to give you a real taste of the game. This section is also separated into Newly Released Demos, All Game Demos, and Game Demos by Genre.



NOTE

Not every third-party game will have a game demo, so don't expect every title to be in this section. All titles developed by Microsoft, however, will have demos on Xbox Live Marketplace.

NOTE

Remember, these demos are for retail games only. If you want to try an arcade title before you buy it, download the free trial version of that game in Xbox Live Arcade.

Manage Your Media!

Access your game demos by going to the Games blade and clicking on Demos. Easy as pie.

Trailers and Game Videos

If you're not the try-before-you-buy type, or simply don't want to make room on your hard drive for a game demo, download a free trailer or game video.

These are smaller chunks of game footage for upcoming or previously released titles. These trailers range from bite-sized 480p resolution appetizers to 720p side dishes (the game demos are the real meal). Depending on the resolution you choose, their size will vary from about 15MB to upward of 100.

NOTE

This section isn't just for game trailers. The game videos also cover trade show events, game-sponsored events, and things like in-game strategy created by your favorite games developers.

TIP

Because these are demos of larger games, they require more room on your hard drive.

The demos range from a few hundred megabytes to more than a gigabyte—good-sized chunks of free gaming. Be sure you have enough room on your plate.

TIP

You can also get to Game Demos by choosing the Demos and Game Videos option in the Xbox Live Marketplace main menu.



TIP

You can also get to Game Videos by choosing the Demos and Game Videos option in the Xbox Live Marketplace main menu. U.S. users can also get to Game Videos from Media and Entertainment too!

Xbox 360™ Handbook

Played Games

This option is particularly handy for finding content to games you already own. It filters through all the content and plucks out content for games you've already played. That way, you don't have to sift through a dozen sports titles to find new stadiums for *Madden*.

Because the Xbox 360 keeps a running list of every game you've ever played, it can do all the tedious work for you. Click the Played Games option, sort through the shortened list, and find what you need.



The Theater—Media and Entertainment (non-U.S. users)



As we said earlier, the Xbox 360 is not only a gaming machine. And if you reside outside the U.S., nowhere does that ring more true than in the Media and Entertainment section of the Xbox Live Marketplace. (U.S. users are directed to the Video Marketplace.)

Here you can keep up with movies, music, and the game industry, and even download exclusive software, like MP3 player support, that will enhance your 360 experience.

All Media and Entertainment

Pull up a comfy seat, because you could lose hours in this section. This has tons of media and entertainment content.

It's like browsing through your local video rental store (if it still exists) or, even better, clicking through your online video rental site's entire catalog and watching it...free. If it's digital media content, you'll find it here.

TIP

Before this option is New Releases. What does that contain? You tell us.

Movie Trailers and Short Films

For many moviegoers, the trailers before the movie are just as much fun to watch as the movie. Teaser trailers give you a sneak peek into a much-anticipated film. Now you can get that advance look without having to deal with sticky movie theater floors, people who refuse to turn off their mobile phones, and perpetually crying kids. Browse through the trailers and see what appeals to you. And you don't have to pay for another movie to see it again—you own it!

In Short Films, you can download small, often independently produced, films ranging from real-life shorts to animation and CGI. Again, they're all free. All trailers are short video clips (some up to several minutes long) ranging from less than 20 MBs to over 100.



MANAGE YOUR MEDIA!

To access your downloaded videos, whether they are short films, game tutorials, television trailers, or movie trailers, go to your Media blade and choose Videos. They may not all be videos about games, but that's where you'll find them.

To access Game Videos, go to Media and Entertainment, choose Video, then choose Console. It's not rocket science.

Television, Music, Sports, and More

The show doesn't stop with movies. Select the Television, Music, Sports and More section to gain access to videos of...well, television, music, sports, and more. We don't need to spell it out, do we?

This section includes a bunch of exciting television clips, music videos, and sports clips (all available in varying HD resolutions) for you to download.



NOTE

Major television studios have a large selection of clips, including teasers from popular shows.

Add to that the tons of sports coverage, and you've got one deep well of television content.

Did You Know?

The Music aspect of this section doesn't mean you can download your favorite tunes there. You'll need Zune for tunes. Here, Music refers to the Xbox Live Artist of the Month feature.

Each month a music artist is featured on Xbox Live with downloadable content like music videos and interviews. If you dig what you see, go to www.Xbox.com/artist to learn more about the program.

Did You Know?

Are you ready for some football? NFL junkies, take note! Promos for *Sunday Night Football* are available on the Video Marketplace. These clips set up the drama and give you insights on the big Sunday match-ups—must-download content for any NFL fan.

Gaming Community Videos

Before Xbox Live Marketplace, the only way to experience gaming industry shows like E³ or the Tokyo Game Show was to read about them a month later in your favorite gaming magazine. Now, the Gaming Community Videos section brings all the news and excitement of these shows to your living room, bedroom, or wherever your 360 might be.

Download up-to-the-minute coverage of trade events, and even get a hands-on experience by downloading demos available at the show! You can also download content from other players in the gaming community, like Penny Arcade or Red vs. Blue. They don't make games, but they do make you laugh.



Did You Know?

In early 2006, Microsoft was the first company to break down the barrier between E³ attendees and gamers all over the world. They partnered with Capcom and other companies to bring demos for games like *Lost Planet* to gamers everywhere via the Xbox Live Marketplace.

Game Tips and Support Videos

You can't always do it alone. Every now and then you will need help. Enter Prima...and some other people too.

The Game Tips and Support Videos option hosts tons of content from developers and publishers like Prima Games that help gamers game. Available content differs depending on the provider and the game, but you can rest assured that when you need help, it's only an Xbox Live Guide button press away.

CAUTION

Be careful when you stop to download help tips in mid-game. You have to exit your game session to enter the Xbox 360 Dashboard, and you risk losing your progress. Save, and save often.

NOTE

The price of each strategy or tip video depends on the game. Some cost a few Microsoft Points while others are free.

Optional MP3 Player

Ever since the advent of the Sony Walkman, portable music has been the thing. Now that nearly everyone has a portable MP3 player, no one really sits down at home to listen to their music anymore. Honestly, do you?

But now you can put your entire music library to good use at home, not just on the go, by hooking up your portable music device to your Xbox 360. Use it as a custom soundtrack, route it through your 360 to your surround-sound audio, or just listen to some tunes while chatting with a friend.



NOTE

If you use an MP3 player for background music, create several 100-song playlists for different genres of games. Create a racing playlist of speedy tunes, or a rock-heavy soundtrack for action games.

Just remember to keep the playlist under 100 songs because that is the maximum the Xbox 360 will detect per playlist.

Did You Know?

Consider some of the following songs for these specific genres.

RACING PLAYLIST

- > “Born to be Wild”—Steppenwolf
- > “Bad to the Bone”—George Thorogood & the Destroyers
- > “Going the Distance”—Cake
- > “Lights and Sounds”—Yellowcard
- > “Juicebox”—The Strokes
- > “Take Me Out”—Franz Ferdinand
- > “Hitchin’ a Ride”—Green Day
- > “Bad Habit”—Offspring
- > “When You Were Young”—The Killers
- > “Rearviewmirror”—Pearl Jam

ACTION/SHOOTER PLAYLIST

- > “Concertina”—The Mars Volta
- > “A Hard Day’s Night”—The Beatles
- > “Rompe”—Daddy Yankee
- > “Carmina Burana”—Carl Orff
- > “Spybreak!”—Propellerheads
- > “Barra Barra”—Rachid Taha
- > “Firestarter”—Prodigy
- > “A Certain Shade of Green”—Incubus
- > “All Along the Watchtower”—Jimi Hendrix
- > “Stayin’ Alive”—The Bee Gees

PUZZLE/STRATEGY/SIM PLAYLIST

- > “70s 80s”—Nightmares on Wax
- > “Date With Destiny”—Nightmares on Wax
- > “History Repeating”—Propellerheads
- > “Piano Concerto No. 3”—Rachmaninoff
- > “Amber”—311
- > “Ain’t That a Kick in the Head”—Frank Sinatra
- > “Aqueous Transmission”—Incubus
- > “You Give Me Something”—Jamiroquai
- > “Por Una Cabeza”—Carlos Gardel and Alfredo Le Pera
- > “Me Gustas Tu”—Manu Chao

SPORTS PLAYLIST

- > “Gold Digger”—Kanye West
- > “We Will Rock You”—Queen
- > “We Are the Champions”—Queen
- > “Electric Relaxation”—A Tribe Called Quest
- > “Bebot”—Black Eyed Peas
- > “Dare”—Gorillaz
- > “Paralyzed”—Rock Kills Kid
- > “Let’s Get Retarded”—Black Eyed Peas
- > “Vaseline”—Stone Temple Pilots
- > “E-Pro”—Beck

U.S. Theaters—Media and Entertainment (U.S. users only)

NOTE

Aside from using the Media and Entertainment option, you can also use the Video Marketplace option in the Media blade to access the following content.



U.S. users rejoice, you can forget about online movie rental sites and TiVo subscriptions. When U.S. users choose Media and Entertainment from the Xbox Live Marketplace, they are taken to the Video Marketplace main page.

From here you can rent movies for a limited amount of time and even purchase television shows to download to your Xbox 360 Hard Drive. Everything from movie rentals (most in different resolutions no less) to video clips can be accessed here.

Movies

Forget about online rentals. Forget about your local video rental store. You now have the world's first consumer electronic device that allows for home movies rentals. Most in high definition no less!

Select Movies to get access to your very own movie rental store. Using Microsoft Points you can scour through a list of movies and movie trailers. Content includes:

- > **New Arrivals:** New movies, of course!
- > **Featured Trailers:** Trailers for movies on the Video Marketplace and possibly movies currently playing in theaters (though obviously not on the Video Marketplace).
- > **Clips:** Clips of different videos.
- > **Genres:** Search through different movie genres.
- > **All Movies:** Search through all available movies on the Video Marketplace.

Once you select a movie, you can choose to download the standard definition version for a smaller price and with lesser file size, or go high-def for a small additional cost and bigger file size. Of course, should you purchase the high definition movie, the standard definition version will be available for download at no occasional cost.

NOTE

Be it an official trailer or the first few seconds of the movie, most every movie will come ready with a preview. Preview before you buy! Ask your local video store to let you do *that*, why dontcha?

NOTE

After downloading a rental movie, you have 14 days to begin viewing it. Once you have begun viewing it, you have 24 hours to watch it 'til your heart's content. After that 24 hours expires, you must reacquire the license to view it again. Don't worry though, it won't magically disappear from your hard drive.

NOTE

While downloading large video files, you can take advantage of something called "Progressive Downloads." With it you can begin to view video files before they finish downloading. If a video file is large enough to take advantage of it, it will automatically prompt you that it's ready to be viewed. Press the Xbox Guide button at the prompt to begin viewing it and let the rest of the file finish downloading in the background.

TIP

Regardless of whether you're looking for TV shows, movies, or music videos, always, **always** read and take into account the Media Usage Rights and Usage Restrictions. These can usually be found in the sidebars just before you download video content, by pressing the Help button, or on Xbox.com.

Did You Know?

Watching a movie at home is no different than watching it at the theater. Rating-conscious viewers don't stop caring about the motion picture rating system, just because they're at home.

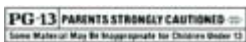
For those rating-conscious viewers, the Xbox Live Video Marketplace has supplied each film's rating in the download page. If you want a refresher course for what those ratings might mean, look no further! Well, maybe look a *little* bit further down the page...



G—General Audiences: All ages admitted.



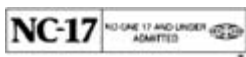
PG—Parental guidance suggested: Some material may not be suitable for children.



PG-13—Parents strongly cautioned: Some material may be inappropriate for children under 13.



R—Restricted: No one under 17 admitted unless accompanied by a parent or adult guardian.



NC-17—No Children 17 and under admitted.

TV Shows

Missed your favorite TV show last night? Maybe it's no longer on the air and you just miss your favorite TV show? Congratulations, you now have a TV show safety net.

Aside from renting movies, U.S. users can also purchase television shows old and new. Organized much in the same way as the Movies section, you can sift through seasons of shows or just hunt and peck for your favorite episodes.

TV shows are also offered up in different resolutions at different prices. Just bear in mind that not all shows are created equal (hour long shows vs. half-hour shows, for example) and as such, some might cost more than others. Other than that, have at it!

NOTE

Instead of Featured Trailers, the TV Shows main page has Networks. That way, you can search for TV shows based on your favorite television networks.

TIP

Curious about the TV ratings system for your favorite shows? Each season is rated by its strictest rated episode. For example, if only one episode of a 20-episode season was rated TV-MA while all the others were TV-14, then the season will be rated TV-MA.

The More You Know

TV ratings are just as important as film ratings. That's why we're including a list of all TV ratings you will see on the Video Marketplace.



All Children

Program is designed to be appropriate for all children. Whether animated or live-action, the themes and elements in the program are specifically designed for a very young audience, including children from ages 2–6. The program is not expected to frighten younger children.



Directed to Older Children

Program is designed for children age 7 and above. It may be more appropriate for children who have acquired the developmental skills needed to distinguish between make-believe and reality. Themes and elements in the program may include mild fantasy violence or comedic violence, or may frighten children under the age of 7. Therefore, parents may wish to consider the suitability of this program for their very young children.



Directed to Older Children—Fantasy Violence

For those programs where fantasy violence may be more intense or more combative than other programs in this category, such programs will be designated TV-Y7-FV.



General Audience

Most parents would find this program suitable for all ages. Although this rating does not signify a program designed specifically for children, most parents may let younger children watch this program unattended. It contains little or no violence, no strong language, and little or no sexual dialogue or situations.



Parental Guidance Suggested

This program contains material that parents may find unsuitable for younger children. Many parents may want to watch it with their younger children. The theme itself may call for parental guidance and/or the program contains one or more of the following: moderate violence (V), some sexual situations (S), infrequent coarse language (L), or some suggestive dialogue (D).



Parents Strongly Cautioned

Program contains some material that many parents would find unsuitable for children under 14 years of age. Parents are strongly urged to exercise greater care in monitoring this program and are cautioned against letting children under the age of 14 watch unattended. This program contains one or more of the following: intense violence (V), intense sexual situations (S), strong coarse language (L), or intensely suggestive dialogue (D).



Mature Audience Only

This program is specifically designed to be viewed by adults and therefore may be unsuitable for children under 17. This program contains one or more of the following: graphic violence (V), explicit sexual activity (S), or crude indecent language (L).

Xbox 360™ Handbook

Music Video

Whoever said that video killed the radio star obviously hadn't checked out Xbox Live. In the Music Videos category, you can check out your favorite band's latest music video or spy some new talent in the Featured Artist of the Month.

Who knows? You might catch a video here that sparks your interest and later add an artist to your Zune's playlist. Most music videos will also be available in varying resolutions. But why not check out an artist in 750p if you have the ability?

Trailers and Game Videos

This section is the same as covered on page 78. Let your fingers do the work here and flip back to page 78 to remember what I'm talking about.

Clips

They're not trailers; they're not necessarily short films; they're not exactly commercials. They're...clips. The Clips section houses various random video clips of things like shorts from a film to possible viral videos.

Regardless of what they are about, they are short, sweet, and bit-sized. So don't worry about the file size; it's small compared to everything else.

TIP

At various points in the Video Marketplace, you can press **Y** to jump to the Video Marketplace Home. When viewing a list, press **X** to reverse the sort. Suddenly A-Z turns into Z-A!

The Dressing Rooms—Demos and Game Videos

You can't go dropping your hard-earned cash willy-nilly without knowing what you're getting, right? This section lets you try the games before you wear yourself out on them.

Big demos, small trailers, it doesn't matter. What does matter is being able to see what you're getting before you plunk down your cash. Back in the day, spending a quarter or token on an arcade machine wasn't a big deal. Today, you have to

be more careful—especially when those tokens have become substantially more expensive. This section, which



is divided similar to the other menus, sports:

- > Game Demos
- > Game Trailers
- > Gaming Community
- > Game Tips and Support

Gaming Couture—Themes and Gamer Pictures

In case you haven't flipped ahead to chapter 10, "Your System, Your Style," know that you can customize your console and gamer profile with different game- or entertainment-inspired themes and gamer pictures.

This is where you download them. You can find everything from fine wood-grain gamer pictures to match your wood-grain faceplate to a bloody survival horror-inspired Dashboard theme to reflect your game tastes.

The submenus are simple enough. Because the themes and gamer pictures aren't easily categorized into genres, each of the two customization elements gets two simple dropdown options:

- > Newly Released Gamer Pictures
- > All Gamer Pictures
- > Newly Released Themes
- > All Themes

That's it. Check in and check often.



TIP

Like clothing, themes and gamer pictures help you express yourself. Now unless you're absolutely certain about the look and the fit, you'd want to try on a shirt before you dropped dough on it. You can do the same with downloadable pictures and themes. Check them out on Xbox Live or on Xbox.com to make sure it's what you really want before spending your hard-earned cash.

The Main Window—Featured Downloads

Every brick-and-mortar store has a main window to feature certain products and sales. On Xbox Live Marketplace, that window is the large graphic on the Featured Downloads section on the main Marketplace menu. Click on the link above it, aptly titled Featured Downloads, and you're on your way to check out the latest and greatest on Xbox Live Marketplace.

What's on display changes from time to time, so don't think that if you've seen it once, you've seen it all. What's behind the big curtain? There is only one way to find out.



Customer Service Desk—Redeem Code, Active Download, and Account Management Sections

The last three sections of the Xbox Live Marketplace have less to do with actually purchasing something and more to do with making the process smooth and painless.

To ensure a pleasant trip to the Marketplace, you need an easy means to purchase points, change your account settings, and monitor your purchases. Think of this as the customer service desk at the mall, with a map of the mall attached.

Redeem Code: Redeem game or Microsoft Points codes here. It's like cashing in a gift certificate.

Active Downloads: This lists all of your current downloads, complete with queue, percentage monitor, and priority list.

Account Management: Here's where you check your membership plan, contact information, Xbox Live pass code, and more. This is like the map of your mall. It directs you wherever you want to go.



Did You Know?

By far the most useful feature on this menu is the Account Management's Download History. Click on Download History immediately to be taken to a list of everything you've ever downloaded.

From there you can redownload or press the Find My Item to go directly to the content. It's much easier than trying to remember where you put something.

If you happen to delete something because you needed room for a new download, don't worry—you own the content. Come here to redownload your content whenever you need to.

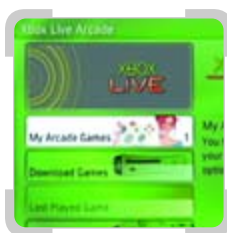
TIP

Lose things easily? No worries, just keep the following cheat sheet nearby for Xbox Live Marketplace shopping sprees. Treat it like those little mall map pamphlets.

- > For Xbox Live Arcade games and demos, go to your Games blade.
- > For music, pictures, and videos, go the Media blade.
- > For themes, open the Xbox Guide and select Personal Settings.
- > For gamer pictures, click on your gamer card.

There, now if you still lose your content, it's all your fault.

07: Arcade Action, Zero Quarters



PLUG INTO XBOX LIVE® ARCADE

Sitting on your couch on a rainy Saturday afternoon, you suddenly feel the urge to game. What to do? This is the perfect time to plug into Xbox Live Arcade, one of the most exciting aspects of Xbox Live. It hosts dozens of games that are great for a quick fix or a long play session. No matter what mood you're in, you're bound to find something that'll get your blood pumping on Xbox Live.

Classic coin-op arcade hits like *Gauntlet*, popular card games like *Texas Hold 'Em*, absorbing puzzle games like *Bejeweled*, and independently developed titles like *Wik: Fable of Souls* are all available on Xbox Live Arcade. Whether you're into slashing down hordes of orcs or bluffing your way into a killer pot, you're sure to find plenty of games to download to your Xbox 360's hard drive.

The Not So Dirty Work—How to Download

You might not want to deal with inclement weather, but that's no excuse not to hit up Xbox Live Arcade. It's a total snap. If you can flip these pages, you can download anything from the Marketplace. You just have to know where to look.

1. Log into the Xbox Dashboard with your gamertag.
2. Select Xbox Live Marketplace from the Xbox Live blade.
3. Click on Games.
4. Select Xbox Live Arcade, and you're good to go.

TIP

You can also select Xbox Live Arcade from the Games blade.

It's the easiest way to download and play games since...well, ever. You can browse the Xbox Live Arcade library by Newly Released Downloads, All Arcade Downloads (alphabetically listed, of course), or Arcade Downloads by Genre. No need to strum your fingers across dozens of disorganized game boxes at a local retailer or dig through a bin of \$5 discount titles nobody wants (they're there for a reason); this is instant gaming satisfaction.

TIP

Remember, you need Microsoft Points to download any premium content from the marketplace. (Free content does not require Microsoft Points.) Flip back to the "This Little Gamer Went to Market" chapter for a more thorough explanation of Microsoft Points.

TIP

If you're undecided about what game you want to play, check out Xbox.com's Xbox Live Arcade section to see what's new, what's hot, and what's on the horizon.

If you're too far from your PC, start with the Featured Downloads section on the Xbox Marketplace; it always has several cool games to check out, whether stand-alone arcade games or extra downloadable content for a game you already own.



Try Before You Buy

Games cost Microsoft Points, and Microsoft Points cost hard-earned cash. That's why every game found in the arcade has a trial version that you can play free, so you can make sure that the game is what you're looking for. Once you've downloaded a game—the trial or the full version—it will be in your Xbox Live Arcade catalog. This gives you quick access to the games you're into. You can delete the ones you're not, and get rid of any trial versions when you're ready to purchase the real deal. It really doesn't get any easier.

NOTE

Games on Xbox Live Arcade are pretty inexpensive. In general, the games cost from 400 to 1,200 Microsoft Points (that's roughly \$5–\$15, for the math-challenged).



But What About the Cool Game Cases?

If you really need a game case and manual to play a game, then you probably lack fond memories of when arcades existed. Xbox Live Arcade's titles are usually no more than 50MB—small file sizes will have you playing

TIP

Because the games are small enough to load on a memory unit, you can share the fun with your friends. That's gaming on the go, baby!

in minutes. Old-school gamers, beware of flashbacks taking you back to quarter-plunking at your local arcade. Impulse buyers, enjoy your Xbox Live Arcade shopping sprees.

Did You Know?

Take your arcade game with you by downloading it to an Xbox 360 Memory Unit.

It's easy. From the System blade, select Memory. Then choose All Devices, then Games, and select the game you want to copy. Simple as that.

Small in Size, Big on Features

Just because Xbox Live Arcade games are comparatively cheap and easy to access doesn't mean they aren't robust. Most of the games allow you to play online multiplayer (Gold subscription required), use voice chat, compare your scores via leaderboards, unlock achievements, and earn 200 points toward your gamerscore.

Some of the games feature 720p graphics and video chat via Vision camera. For several titles, additional content can be purchased on the Xbox Live Marketplace to expand the experience and provide even more entertainment. Take the following games, for example.



Cloning Clyde

Developer: NinjaBee

Publisher: NinjaBee

ESRB: E10



Cloning Clyde is one of the few games—Live Arcade or otherwise—that lets you play as a total twit. The titular, dimwitted Clyde volunteers his body for experiments for the promise of \$20. As a result he gains the ability to clone himself numerous times. Trapped in a strange new world with his strange new power, Clyde must use his clones to solve puzzles and escape each level.

What makes *Cloning Clyde* unique is the ability to create altered clones. Clyde can use different apparatuses to produce clones with unique properties and abilities. In addition to serving up outlandish and hilarious visuals (Chicken Clyde, anyone?), the new clones have distinct abilities that come in handy when solving platform-like puzzles. Mixing abilities and managing clones are the keys to Clyde's survival and success.

Cloning Clyde offers a plethora of multiplayer options. Two players can work together to solve puzzles in 40 cooperative levels, while up to four players can duke it out in six versus arenas. Whether you want to go at it solo, with a friend, or against your rivals, this original Xbox Live Arcade game delivers.



Gauntlet

Developer: Digital Eclipse

Publisher: Midway

ESRB: E

If you've ever uttered the phrase "Elf needs food, badly" while you were sleeping, then this is the Xbox Live Arcade game of your dreams. *Gauntlet* brings all the fun of the classic arcade machine to your living room. Pick a character—warrior, valkyrie, wizard, or elf—and explore mazes, mow down hordes of enemies, and pick up oodles of treasure. Players who can successfully juggle all three tasks get the highest scores.

Gauntlet can be played by up to four players online and offline, allowing you to fight with three of your closest friends or three total strangers over who gets the precious key to the next stage or the life-giving roast chicken. Online leaderboards let you show off your dungeon-crawling prowess. While the gameplay is the same as in the arcade, the graphics have never looked better. Gamers with HDTV can enjoy this version's 480p, 720p, or 1080i graphics.

Did You Know?

Xbox Live Arcade breathes new life into old-school hits like *Gauntlet* with improved visuals and the ability to pit your high score against others around the world. Your local *Gauntlet* arcade machine's range was about as big as your neighborhood. And while your top score there might hold up against Joey next door, your neighborhood is now eleventy billion times bigger. How does your score hold up now?

Geometry Wars: Retro Evolved

Developer: Bizarre Creations

Publisher: Bizarre Creations

ESRB: E



An Easter egg on *Project Gotham Racing® 2* for Xbox, the original *Geometry Wars* was a cool surprise that had gamers shooting about as much as they were racing. The sequel offers an updated version of the original and a new iteration with more of the addictive gameplay and trippy graphics that made the first one so much fun.

Think of *Geometry Wars* as *Asteroids* on steroids. You control a spaceship being bombarded by objects and enemies composed of colorful geometric shapes. The gameplay blends classic shooting with some puzzle elements using color. The action is incredibly fast and the vivid colors make for some truly glorious explosions.

If you've played games like *Space Invaders* and *Galaga*, get ready to take it to a new level with *Geometry Wars*. Blowing up evil neon shapes with a spaceship has

TIP

You'll need all the help you can get, so keep these hints handy when playing *Geometry Wars: Retro Evolved*.

- > Green squares evade your fire.
- > Purple ones divide into smaller clones.
- > Snakes leave behind a venomous trail.
- > Red circles morph into black holes.

never looked this cool and has never been this addictive.

Lumines Live!



puzzles, skins, and music, including selections from Warner Music Group artists like Madonna. It's a materi..., err, virtual world and you're a virtual gamer.

Developer: Q Entertainment

Publisher: Q Entertainment

ESRB: E10

Originally released for the Sony PlayStation Portable, *Lumines* is one of the coolest and most popular puzzle games available today. The Xbox 360's updated version combines the addictive and accessible gameplay with the unique properties of the Xbox 360 and Xbox Live.

All of the original music and skins that made *Lumines* an aural and visual delight are included in this version. *Lumines Live!*, however, can be enhanced through the Xbox Live Marketplace with additional

NOTE

In *Lumines Live!*, you manipulate squares made up of four blocks. Each block is one of two colors. Your goal is to create larger squares of matching colors. The bigger your squares, the higher your scores, but don't get smug too soon, because new squares enter the screen faster as you progress. The game is easy to understand, difficult to master, and alarmingly addictive.



Outpost Kaloki X

Developer: NinjaBee

Publisher: NinjaBee

Running a space station in a galaxy far, far away may sound boring, at first. After a few minutes on *Outpost Kaloki X*, though, you'll lose the urge to blow the airlock and end the crushing loneliness. *Outpost Kaloki X* is a strategy game that casts you as a spacefaring entrepreneur trying to earn an extra buck in the wild and crazy universe. While its brain-tickling gameplay—reminiscent of the *Tycoon* games for the PC—will keep your cranium occupied, its distinctive humor will have your sides splitting.

You begin the game with a barren, nondescript space station that must grow into a cash cow of the highest degree. As you earn more money, you can build new additions to your construct, but you must be mindful of how it will affect your bottom line. All the while, wacky aliens spouting one-liners and a big-band soundtrack pepper the game with a unique flavor. Managing cash flow, energy production, and maintenance costs is sure to awaken your inner Trump.

Outpost Kaloki X features two story modes (adventure and war) and 11 scenarios. Despite its funky name, the game has a blend of deep gameplay and novel humor that'll reel you in. Once you think you've mastered the game, check its download section for even more modes and scenarios.



Street Fighter II: Hyper Fighting

Developer: Capcom U.S.A. Inc.

Publisher: Capcom Entertainment Inc.

ESRB: T

One of the most influential 2-D fighters in gaming history hits Xbox Live Arcade in *Street Fighter II: Hyper Fighting*. Considered the best and most balanced game in the *Street Fighter II* series, *Hyper Fighting* is a perfect translation of the arcade game. Instead of plunking hundreds of quarters into a machine in a dank arcade with sticky floors, you can download the game and play in the comfort of your own home.

In addition to playing the game offline as one of the eight main characters or four bosses, you can test your skills against other players online. While the quick match and custom match modes are great, the real gem is the quarter mode. Quarter mode mimics the time-honored arcade tradition of "calling next" by placing a quarter on an arcade machine. Place your virtual quarter and watch the action of the players ahead of you while you

wait for your turn to play.

The classic gameplay in *Street Fighter II: Hyper Fighting* lets you experience one of the games that started it all, while its Xbox Live capabilities enhance it in a whole new way.



Texas Hold 'Em

Developer: TikGames

Publisher: TikGames

ESRB: T

The excitement of *Texas Hold 'Em* poker is now available on your Xbox 360. Whether you're into solo no-limit tournaments or competing online against seven buddies, *Texas Hold 'Em* offers a realistic and entertaining poker experience.

Although *Texas Hold 'Em* offers one variation of poker, there are many ways to change up the game. In addition to no-limit and pot-limit games, players can choose from single games and tournaments. There is also a series of scenarios for players to test their skills under very specific circumstances—from dealing with conservative bettors to taking advantage of aggressive players to heads-up games, the situational play will keep you on your toes.

Did You Know?

Of course, you can't play poker without a poker face. That's where the Xbox Live Vision camera comes into play. Plug in the camera and play *Texas Hold 'Em* the way it was meant to be played, face to face.

Xbox 360™ Handbook

Poker is more popular than ever, and *Texas Hold 'Em* is a great way to learn the game and enjoy it with your friends on Xbox Live. With its various betting levels, extensive help features, and online offerings, this game lets you improve your poker skills at your own pace.



Uno

Developer: Carbonated Games

Publisher: Microsoft Games Studios

ESRB: E

One of the most popular card games of all time, *Uno* is now available on the Xbox 360. Players can choose to go solo in one of three modes: standard, partner, and house. The house mode allows the most flexibility in terms of setting up your rules, what the winning score is, and more. You'll also be able to play with up to three people over Xbox Live. As an added bonus, this is one of the first games to support the Xbox Live Vision camera, allowing for video chat during play. Whether you go for a quick match or want to test your skills against ranked opponents, *Uno* is an enjoyable way to shoot the breeze with gamers on Xbox Live.

To commemorate the 35th anniversary of the game, the developers have released a special 35th anniversary deck on the Xbox Live Marketplace with some special rules and cards. There's also a *Project Gotham Racing*-themed deck, complete with engine noises. Expect more custom decks to be available in the future.



Wik: *Fable of Souls*

Developer: Reflexive Entertainment Inc.

Publisher: Reflexive Entertainment Inc.

ESRB: E

A darling of the independently developed PC games scene, *Wik: Fable of Souls* makes its way to Xbox Live Arcade. The winner of the 2005 Independent Games Festival award for innovation in game design, *Wik* is a unique and diverse puzzle game that's beautiful to watch and fun to play. As the titular character, a creature with amphibian abilities, you must catch grubs to feed Slotham, a lumbering creature that hangs out at the bottom of each level. While this might sound easy, you must manage Slotham's movements while dangerous bugs try to prevent your charitable act of symbiosis.

As simple as the game sounds, the levels, obstacles, and abilities are diverse across more than 125 levels. Though there's no online play, up to four players can engage in local multiplayer games for some great party gaming. No matter the number of players, the game's art is striking and quite different from most games you'll see. With its distinct look and gameplay, *Wik: Fable of Souls* is the art-house hit of Xbox Live Arcade.



Zuma Deluxe

Developer: PopCap Games

Publisher: Oberon Media

ESRB: E

Zuma Deluxe is an engrossing puzzle game that's sure to suck away hours and hours of your life. The concept is simple—you control a ball-spitting frog in the center of a maze-like screen filled with moving balls of various colors. Make sure the balls don't reach the end of the line or it's lights out.

Where *Zuma Deluxe* gets fun and devilishly tricky is in manipulating the movement of the balls to your advantage. You can stop the advancing balls by matching up three or more of the same color. This results in a combo, causing the balls to explode and leave a gap in the line. But be mindful of the balls that will match up in the gap you've just created. If they're different colors, the line will combine and keep advancing. If they're two of the same color, then the line gets pulled back. If they're the same color and have more of the same color around them, then more

gaps are created.

While it may seem like a simple game of matching colors, *Zuma Deluxe* is deceptively deep and addictive.

But Wait, There's More

If you're not ready to jump into Xbox Live Arcade, there's a great way to try it out offline. Check out a compilation of six of its most popular Xbox Live Arcade games in a package called *Xbox Live Arcade Unplugged*. In addition to giving you the full versions of each game for offline play, the bundle comes with a one-month Gold subscription that lets you try the games online. This is a great way to jump right into the world of Xbox Live Arcade, as well as for offline gamers to experience what the service has to offer.

Even though downloading games to play is the core of Xbox Live Arcade, the service is much more than that. The leaderboards add a competitive element to the experience, the in-game chat features add a social layer to gaming, and the downloadable content bolsters the gameplay for several titles.

Like the games themselves, the service offers something for everyone. Alpha personalities can try to get into the Top 10 for each game. Social butterflies can meet all kinds of people over a friendly game of cards. Overachievers can boost their gamerscores and unlock every achievement in Live Arcade games.

The service is updated all the time, so expect new content every few weeks at the very least. With its constant evolution, growing library, full feature set, and supreme ease of use, it's no wonder that this is one of the most popular components of Xbox Live. A rainy day is a great excuse to hop on Xbox Live, but the service has so much going on that you owe it to yourself to try it out even if the sun's shining. It's fresh. It's fun. It's easy. And it'll give you a new gaming experience you've never had on any console.

08: One Website, Everything You Need



ENHANCING YOUR XBOX 360™ EXPERIENCE WITH XBOX.COM

We've covered the basics, the Xbox Live Marketplace, and even how to make the most of your virtual avatar, but what about beyond gaming? Luckily, the Xbox 360 is a gateway into an entire community. There are loads of great websites out there with excellent information on the Xbox 360 and its games. But if you have time to check out only one (or if you're too lazy to scour the Web), then Xbox.com is the site to see.

The screenshot shows the Xbox.com homepage with several callout boxes pointing to specific features:

- Search Tool**: Points to the search bar at the top right.
- Link to Forums**: Points to the 'Forums' link in the top navigation bar.
- Log In/Out Section**: Points to the 'Log In' and 'Sign Out' links in the top right corner.
- Gamer Card**: Points to the user's profile card showing 'Reg: CAMELTOE', 'Score: 3355', and 'Reputation'.
- Section Links**: Points to the main navigation bar with links like 'Games', 'Hardware', 'Xbox Live', 'Support', 'Community', and 'My Xbox'.
- Subsection Links**: Points to the secondary navigation bar with links like 'Featured Games', 'Upcoming Games', 'Tips & Tricks', 'Catalog', 'Xbox of Xbox', and 'Family Control'.
- Search Tool**: Points to a search bar located on the right side of the main banner area.
- Top Stories**: Points to the 'Top Stories' section on the left side of the page.
- Featured Video Links**: Points to a row of video thumbnails in the 'Featured Videos' section.
- Artist of the Month Feature**: Points to the 'Artist of the Month' feature on the right side of the page.
- What's Hot Links**: Points to the 'What's Hot' section at the bottom left.
- Game Previews**: Points to the 'Upcoming Games' section at the bottom right.

TIP

Before bookmarking Xbox.com, link your gamertag to your Hotmail or MSN® account. That way, every time you bring up Xbox.com from your favorites list, you're already signed in and ready to go. Just be sure to click the "Remember my username and password" box when you do. All the buzz, without the fuss!

As you'd expect, Xbox.com has all the latest information on the Xbox 360's hardware and software, straight from the ladies and gents at Microsoft. It also has fantastic forums that let you interact with the Xbox 360 community, great columns that help you learn about the system, and a solid set of support pages in the event you have problems with your system. Most important, it has My Xbox, which lets you establish your online identity, touch base with your Xbox 360-playing friends, track your gaming progress, and see who's playing online.

Xbox.com is separated into six very important areas:

- > Games
- > Hardware
- > Xbox Live
- > Support
- > Community
- > My Xbox

Xbox.com has the mandatory straight stuff, the nice-to-have bonus stuff, and some new stuff never before seen on a console manufacturer's website. It's a thoroughly useful site for Xbox 360 owners, so take advantage of it! Here's a rundown of how Xbox.com is organized and what you can find there.

TIP



All you tech-savvy gamers out there, be sure to make use of the RSS feature at the bottom of the Xbox.com main page. Nearly all of the subsections have RSS features that will keep you informed via MSN, Google, Yahoo, and other RSS feeds.

What It's All About...Games Section

Okay, so maybe it's a bit unfair to say that games is what the Xbox 360 is all about, because it can do so much more. Nonetheless, that's where we're starting. Xbox.com's Games tab has loads of information on previously released and upcoming games for the Xbox 360, including the 411 on retail games, Xbox Live Arcade games, Xbox affiliates, and family-friendly content. The main Games page is a hodgepodge of its six subsections all rolled into one. Read on for detailed info on each subsection.



What the Cool Kids Are Playing—
Featured Games

If you're curious about a certain title or are just looking for something new, come here for your all-important gamer research. The Featured Games subsection has information on everything from Xbox Live's Top 10 games to its Featured Downloads.

If you need basic information for any of the following, look no further.

- > **Platinum Hits:**
Great games, bargain rates! Grab some of the most acclaimed titles—all for under 20 bucks each.



Tips & Tricks

If the Upcoming Games page is for overachieving gamers, then the Tips & Tricks subsection is for gamers who are having trouble achieving. If you're stuck on a certain game, you'll find links to cheats, tips, strategies, and expert help.

Xbox.com has enlisted everyone in the community—from game developers to UberPwner916 on the Xbox.com forums—to help you achieve.

> Expert Help:

The Xbox.com game experts are here to make sure you get the most from your games. Hints and tips, detailed strategies, level walkthroughs, developer interviews—this is where you'll find the game help you need.

> Prima Guides:

Prima Guides to the rescue! Lost in a particularly difficult level? Can't figure out how to beat that one boss? Wish you knew how to unlock that last character? Prima has you covered with guides for all your favorite Xbox titles. The world's leading publisher of official game guides and the exclusive guide publisher for Microsoft, Prima continues to dominate the field it created in 1990 by providing the highest-quality game guides available. Get the best tips, maps, hints, and strategies from Prima's experts, and take your gaming further than you ever thought possible.

> Xboxcheats.com:

XboxCheats gives gamers the upper hand so they can get the most out of games. You'll find god modes, unlimited ammo, level skips, and more. Go ahead...we won't tell anyone you cheated!

> Top Forum Tips:

Check the Top Forum Tips for free information on games from gamers just like you. In fact, you could drop bits of wisdom for fellow gamers!



> Boost Your Gamerscore:

Face it, aside from owning someone online, there is no better way to declare your gaming skills than with your gamerscore. Check this section to see how to boost it by unlocking achievements.

> Xbox 360 Games:

A roundup of every Xbox 360 game released to date. Bookmark it and watch it grow!

> Jump In:

There is only one way to find out what this is. Jump in!

Did You Know?



The Jump In website is not only superbly designed, it offers a ton of information, trailers, and downloads hidden in a carnival of clickery. Before the Xbox 360 launch, the website was used to cleverly disguise information in an innovative way.

Visitors would have to hunt and peck around the site, clicking on abstract images and dragging and dropping them to reveal tidbits of Xbox 360 trivia. After the system's launch, it became a place to see a few of the system's key features in action and a place for killer wallpapers. Check it out!

TIP

Click on a title on the Xbox 360 Games roundup for detailed information like release dates, screenshots, plot breakdowns, technical specs, and game trailers.

NOTE

The Prima guides section has sample pages of recent Xbox 360 releases as well as archived information on classic Xbox titles. If you still can't find what you need, there's always the link to www.primagames.com!

TIP

Don't forget to drop knowledge on your fellow gamers. If you think you've figured out a trick someone else might be (literally) dying to know, share the wealth. Post your tips and FAQs in the appropriate game forum to contribute to the community. With Xbox 360, what goes around comes around.

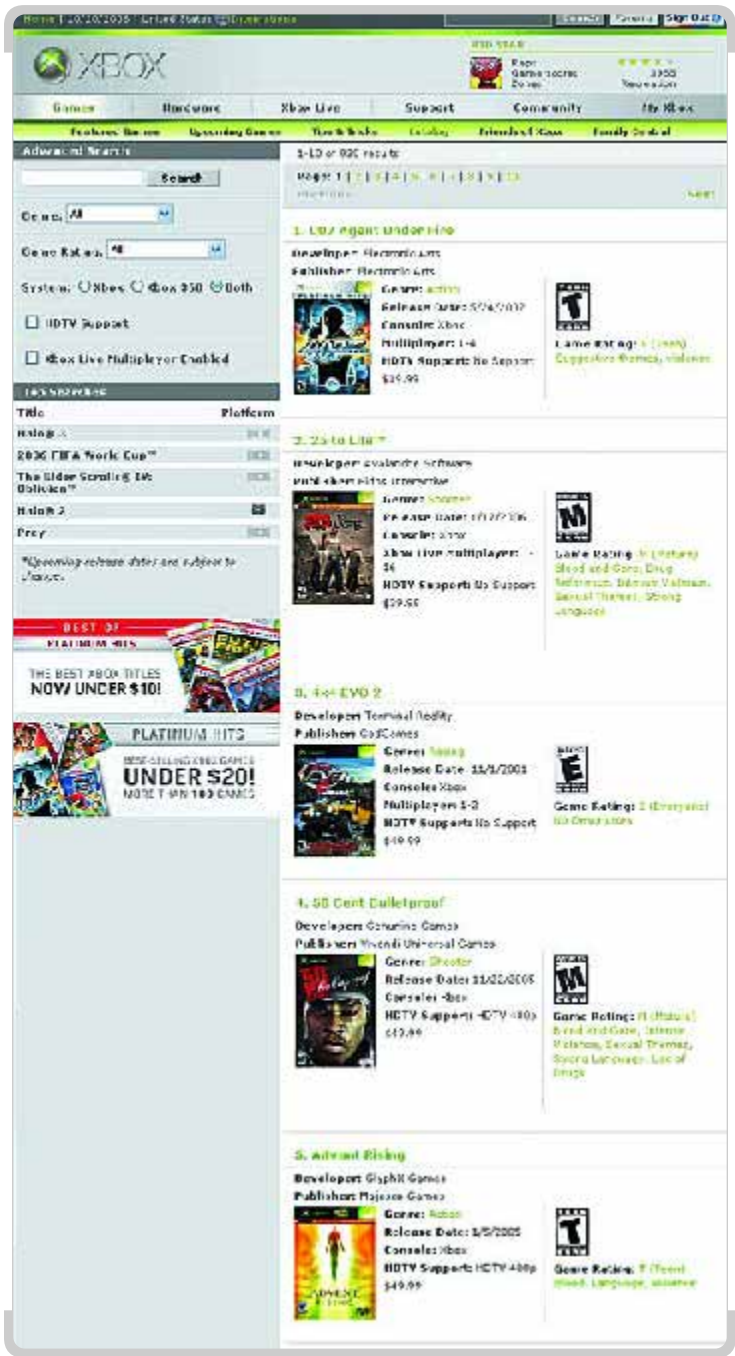
In Your Dreams—
The Catalog

The Catalog subsection is what you want your game library to look like. This section lists the entire universe of Xbox 360 games. With links to every game in the Xbox and Xbox 360 library organized into digestible little morsels, the Catalog page is a virtual gamer's buffet.

The Catalog is equipped with a robust search engine capable of looking up games using keywords, genres, titles, ratings, and supported features. The Dewey decimal system couldn't do it any better.

NOTE

Clicking on the Advanced Search link on the Upcoming Games subsection leads you to this page.



For people looking for even more in-depth info, the Friends of Xbox subsection has links to sites that offer news, reviews, previews, videos, and strategy guides.

TIP

Other notable websites with friendly communities include TeamXbox.com, XboxSolution.com, and XboxAddict.com. These gamer-friendly fan sites have established themselves as part of the Xbox community and continue to grow daily. If you can't find something on Xbox.com {doubtful}, give them a try.



For parents who take an interest in their family's gaming activities, here's Family Central...and a ton of kudos. A great resource for parents looking for family-friendly games, Family Central also provides information on things like the Entertainment Software Rating Board system (known as ESRB) and the parental control features of the Xbox 360.

107

Did You Know?

Here is a quick rundown of the ESRB rating categories. Dog-ear this page, bookmark it, or tear it out. Just keep it handy for quick reference.

Rating symbols on the front of game packaging:



EC (Early Childhood)

May be suitable for ages 3 and older. Contains no material that parents would find inappropriate.



E (Everyone)

May be suitable for ages 6 and older. Titles in this category may contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.



E10+ (Everyone 10 and older)

May be suitable for ages 10 and older. Titles in this category may contain more cartoon, fantasy or mild violence, mild language, and/or minimal suggestive themes.



T (Teen)

May be suitable for persons ages 13 and older. Titles in this category may contain violence, suggestive themes, crude humor, minimal blood, simulated gambling, and/or infrequent use of strong language.



M (Mature)

May be suitable for persons ages 17 and older. Titles in this category may contain intense violence, blood and gore, sexual content, and/or strong language.



Visit www.esrb.org for updated rating information.

RP (Rating Pending)

Title has been submitted to the ESRB and is awaiting final rating. (This symbol appears only in advertising prior to a game's release.)



Cartoon Violence
Mild Lyrics

Content Descriptors are found on the back of video game boxes. They are not part of the Xbox 360's Family Settings.

TIP

The Xbox 360 Family Settings also have restrictions as to what type of movies can be viewed. Those, however, have different ratings.

For detailed information, visit http://www.mpaa.org/FilmRat_Ratings.asp.

TIP

For a quick explanation of the Xbox 360's family settings, check out the video clip on the Family Central page. For a deeper understanding of these settings, flip to chapter 3, "Four Blades, Infinite Possibilities."

The Nuts and Bolts—Hardware Section

To maximize your Xbox 360's potential, you have to understand what it is capable of. Not everyone is an MIT graduate or capable of solving complex quadratic equations, but most everyone feels the power of the Xbox 360 sphere start-up screen. If you want to know the technical details about everything Xbox 360-related, drop in on the Hardware section.

Under the Hardware section, you'll find information on the Xbox and Xbox 360, accessories for both consoles, and even where to buy these products. There are also some great primer articles that explain how to get the most of your system aurally, the differences in HD resolutions, and more.

The Hardware subsections include:

- > Xbox 360
- > Xbox
- > Accessories
- > Catalog
- > Where to Buy



The Reason You Bought This Book—Xbox 360™

The Xbox 360 subsection is a fountain of knowledge about every technical aspect of the Xbox 360. Want to know what a “custom, symmetrical, three-core CPU” is? So do we. That’s what the Xbox 360 Overview is for.

Every detail and feature is covered on the Features Overview. Where better to get the skinny than from the people at Xbox.com themselves?



TIP

Chances are if you’re reading this, you’re already the proud owner of an Xbox 360. If not, buying the book was a good move. It should help ease the transition between gaming mediocrity and gaming bliss. If you’re still undecided, check out the “Xbox 360 vs. Xbox 360 Core System—Which One Is Right for Me?” article in the Xbox 360 subsection. It is a superb tool in figuring which configuration best meets your gaming needs.

The Reason You Bought an Xbox 360™ — Xbox®

While Xbox.com is definitely a fantastic resource for Xbox 360 owners, it's just as useful for owners of the original Xbox. You'll find a thorough list of hardware and software for Microsoft's original machine here. The company spotlights the Xbox 360 with this site, but it doesn't neglect the owners of its first system. Gamers playing on an Xbox have a home at Xbox.com, too!



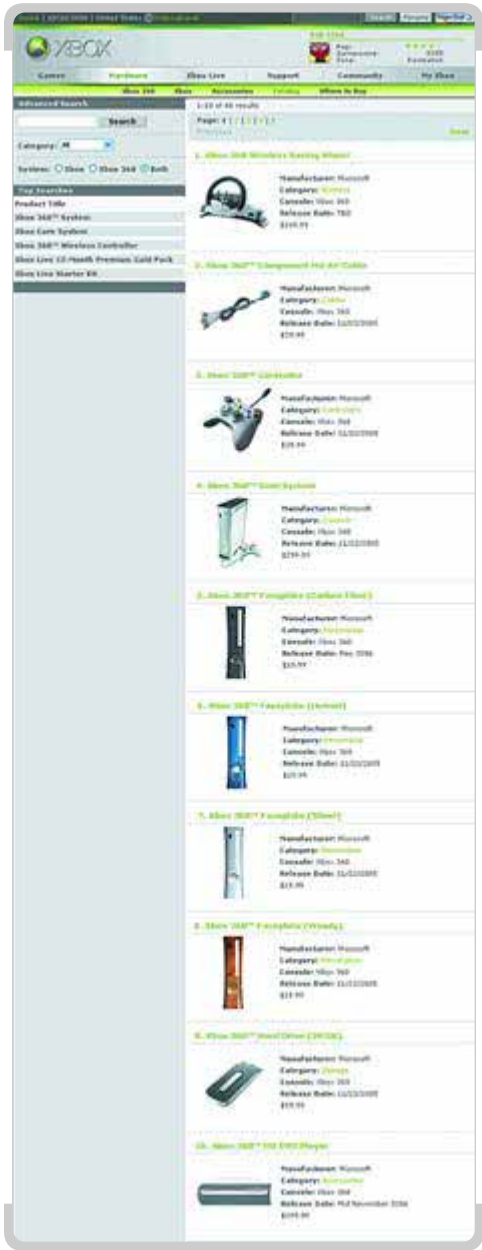
Adapters and Controllers and Cameras, Oh My!—Accessories

Between the hard drive, camera, wireless controllers, and wireless networking adapters, it can be difficult to keep up with everything the system can do.

To make sense of the accessories available for the Xbox 360, check the Accessories subsection. There you will find everything you need to know about peripherals, add-ons, and system necessities to get your game on.



Getting the Tools of the Trade—Catalog and Where to Buy



Like the game catalog, the accessory catalog is a rich compendium of every Microsoft accessory produced. Search by keywords, console, or category to find what you need.

Detailed descriptions of the peripherals and accessories include release dates and prices. Once you find what you're looking for, click on the Where to Buy subsection and whip out your credit card...or car keys if you fancy a trip to the store.

Global Warring—Xbox Live®

Maybe you're not into global warring per se but more into global owning. Either way, the Xbox Live subsection is a great source of everything you need to know to get your global game on.

On the Xbox Live section you'll find:

- > A general overview of the service
- > An explanation of Xbox Live membership levels
- > Information on the latest items available in the Xbox Live Marketplace
- > Microsoft's official online policies
- > Useful articles on topics like migrating your Xbox Live account from an original Xbox to the Xbox 360



This will be refresher information for seasoned gamers who are already destroying the competition on Xbox Live. But for novices and parents, it's a great introduction and orientation. Everything you need to game online is here.

There Is No Bronze—Membership Levels

The Membership Levels subsection breaks down the difference between Gold and Silver memberships. They are the difference between being a part of the community and being able to contribute to the community. Your level of involvement is all up to you (or your parents if they're the one with the credit card) but ultimately your decision-making process should start here.

Though membership also covers Xbox Live on the Xbox, be aware that the two membership plans are exclusive to Xbox 360.

Click on the links detail-

ing both memberships to fully understand each plan and what you get with your membership. For a basic breakdown, read on:

SILVER MEMBERSHIP

- > Create your gamer profile.
- > Create and maintain a friends list.
- > Access Xbox Live Marketplace including Xbox Live Arcade, demos, and trailers.
- > Send and receive text and voice messages.
- > Join in special Xbox Live Gold trial opportunities.
- > Access massively multiplayer games.

GOLD MEMBERSHIP

- > All the Silver benefits, plus:
- > Great online multiplayer gameplay
- > Exclusive Xbox Live Marketplace downloads and content
- > Revolutionary TrueSkill™ matchmaking
- > Enhanced gamer feedback



TIP

If you're not entirely sure about going for the Gold, it's okay! Silver membership is free and comes standard with your Xbox 360. Just wait for an Xbox Gold trial opportunity and take it out for a spin. Ten bucks says you'll convert.

NOTE

Silver level requires an Xbox 360 storage device and broadband connection.

Xbox Live Marketplace downloads and MMO games may require an additional fee.

TIP

If you purchased a subscription kit for the original Xbox, you can use that subscription code for your Xbox 360. The subscription kits are just as good as Gold, really. The only difference is that they lack Xbox 360-specific content like Marketplace Points or an Xbox 360-specific headset.

Good as Gold—Xbox Live® Gold

For people teetering on the line between Gold and Silver, or people who don't have the patience to wait for an Xbox Live Gold trial opportunity, there is the Xbox Live Gold subsection.

This subsection is a gold mine of information about the premier Xbox Live membership plan. This section gives you a brief overview as well as point-by-point explanations of Gold Membership features.

TIP

Eager gamers take note! If you absolutely need to know more about Xbox Live memberships, turn to chapter 2, "Get Started."



Instant Gratification,
Gamer-Style—Xbox
Live Marketplace

The Xbox 360 is the first product of its kind to deliver a virtual marketplace for exclusive content. In the Xbox Live Marketplace you can purchase everything from new maps, skins, weapons, and levels to stand-alone games developed exclusively for the Xbox Live Marketplace.

Themes, gamer pictures, trailers, and demos round out the Marketplace, making it a veritable buffet of gamer consumables. The best thing about it is that once you

master a game, added downloaded content extends the game's longevity! Want to game forever? Now you can!

The Xbox Live Marketplace subsection includes links that detail:

- > Downloaded content
- > Xbox Live Arcade
- > Themes
- > Pictures
- > Trailers
- > Demos
- > Instructions on how to purchase content using Microsoft Points



TIP

Preview before you buy! If a particular theme or set of gamer pictures caught your attention, use the Preview Game Pictures and Themes button to check out the goods.

NOTE

Microsoft Points can be purchased via Xbox Live Marketplace or at a local retailer. Next time you're at your favorite retailer, look for the Xbox Live Microsoft Points cards on the Xbox 360 accessories rack.

CAUTION

Don't confuse a Microsoft Points card with an Xbox Live subscription card. If you open the package and peel the sticker to reveal the code, you can't return it!

Legal Stuff— Online Policies

Xbox.com and Xbox Live are two parts of a global community, and they have rules and regulations just like any other community. Acquaint yourself with these rules before taking an active part in your new home.

You don't want to find yourself banned for an offense that you did not know you were committing. Remember, ignorance is no excuse for breaking a

rule, especially when the rules and regulations are clearly posted in an easily accessible area. Skim over the following to ensure a long and pleasant stay on Xbox Live.

- > [Xbox.com Terms of Use](#)
- > [Xbox Live Terms of Use](#)
- > [Code of Conduct](#)
- > [Privacy Statement](#)



Everyone Needs to Be Loved—Support

In a perfect world, you would play your Xbox 360 without a hitch for years and years. But we live in a world where screws come loose and dogs and cats live together—a world, in other words, full of unexpected events. When something goes wrong with your Xbox 360, the Support section of Xbox.com should be your first stop.

Here you'll find system guides and an extensive knowledge base with solutions to common issues. If your television screen is blank when you power up your console, your controller is sending out funny light signals, or you're having problems connecting to Xbox Live, you're sure to find the solution to your quandary in the Support section. It'll have you up and gaming again in no time.

Startup Advice—System Setup

Shortly after purchasing an Xbox 360 (or original Xbox), the System Setup subsection is the first place to stop. Whether you're having trouble setting it up or want to learn more about how to use certain features, System Setup is for you.

Instructions on setting up accessories, an Xbox Live account, and support FAQs can all be found on the System Setup subsection. Chances are this page alone will keep you from having to make any phone calls to Xbox Live phone support.



TIP

If the System Setup page doesn't solve your problem, don't hesitate to call Xbox Live Phone support at 1-800-4MY-XBOX (1-800-469-9269).

TIP

If you're having problems getting on Xbox Live and are sure that it's not an issue on your end, go to Xbox.com's Support area. Here you'll find a box that shows the status of the Xbox Live service. If everything is as it should be, the status box will say "Up and Running."

Getting the Most Out of Your 360™—System Use

At first glance, the System Use subsection looks nearly identical to System Setup. The main difference is that the System Use subsection has info on how to maximize your Xbox 360 experience (again, it also covers system use for the original Xbox).

Clicking on System Use for Xbox 360 takes you to a page listing everything you could possibly want

to know about the next-gen wonder, including the following:

- > Gamer Profile
- > Console
- > Gameplay
- > Backward Compatibility
- > Xbox Live Features
- > Account Management
- > Digital Media
- > Accessories
- > Resources

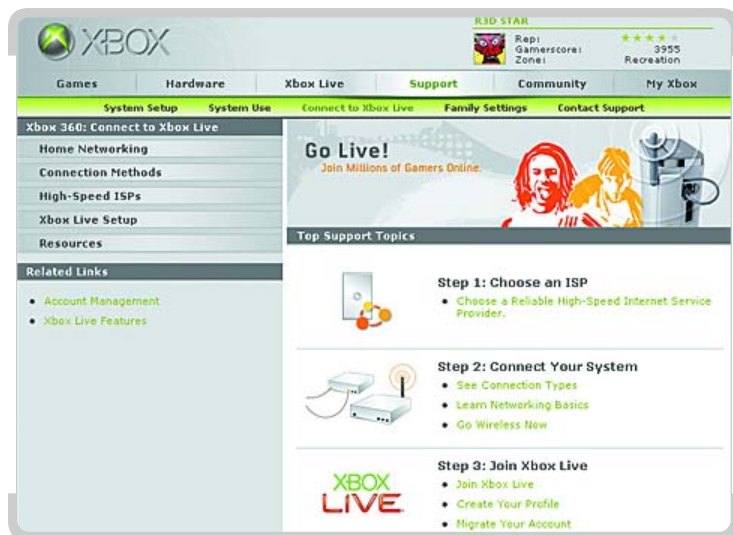


Keys to the Gateway—Connect to Xbox Live®

We call this subsection the keys to the gateway because Xbox Live is the gateway to the Xbox community. This subsection schools you on home networking, the Xbox Live setup process, and even going wireless (truly the way to go).

Browse the following links to get the most secure and stable connection to Xbox Live.

- > Home Network
- > Connection Methods
- > High Speed ISPs
- > Xbox Live Setup
- > Resources



TIP

Perhaps the most important link on this page is the High Speed ISPs link. It lists nearly every major Internet service provider and how to set up your Xbox 360 using one of them.

TIP

Check out the Related Links on every subsection page. They usually link one aspect of your Xbox 360 experience to another feature that's just as important.

Continued Family-Friendly Gaming—Family Settings

If your family includes gamers with young, impressionable minds (especially young, impressionable minds that will have access to the Xbox 360), you should definitely make full use of the Xbox 360's Family Settings.

The integrated Parental Control features let you limit online interactions, what kinds of games can be played, what movies can be viewed, and who can view your child's gamer profile. This subsection is very similar to the Family Central subsection of the Games tab. Young ones often lack the ability to make responsible decisions; the Xbox.com's Family Settings help you make responsible decisions for them.

Only an E-Mail Away—Contact Support

Face it, everyone needs help every now and then. And though some of this was already covered in the System Setup subsection, here it is again. Why? Because we want to make sure you have no excuse not to maximize your Xbox 360 experience. So does Microsoft, for that matter.

Use this page to contact Microsoft support via e-mail or to get more information on Microsoft's warranty.



TIP

For continued education on family-friendly gaming and online safety, visit Xbox.com's affiliate website, www.NetSmartz.org.



Did You Know?

In the event that you are having technical difficulties with your Xbox 360 and your ISP, here are the hours of operation for 1-800-4MY-XBOX.

Assistance by phone seven days a week:

International (direct dial to U.S.): 425-635-7180

Hearing Impaired (TDD device): 1-866-740-9269 or 425-635-7102

Hours of operation (every day):

9 a.m. to 1 a.m. Eastern Time

6 a.m. to 10 p.m. Pacific Time

You can thank us later.

A Global Gaming Group—Community

Okay, that's the rundown on the straight-up content of Xbox.com. Now for the fun stuff! Resources are great, but gaming is all about entertainment, and Xbox.com has several features that make playing your Xbox 360 even more fun. First stop is the Community section. Here you'll find ways to connect with other gamers, news articles on the latest Xbox 360 developments, a great set of columns, and more. Let's run down the features of this exciting section of Xbox.com.

The screenshot shows the Xbox.com website interface. At the top, there's a navigation bar with links for Home, Search, Forums, and Sign Out. Below this is a header section with the Xbox logo and a user profile for 'RSD STAR' showing a Gamerscore of 3955 and a Zone of Recreation. The main navigation menu includes Games, Hardware, Xbox Live, Support, Community, and My Xbox. The Community section is highlighted, featuring a 'Find a Gamer' search bar and a 'Gamer Card' for 'Xtremalt' with a Gamerscore of 3836 and a Zone of Recreation. The main content area is divided into three columns: 'Community Buzz' with links to WCG, GamerSpeak, Frag Doll Friday, Major Nelson, Xbox Ambassadors, Xbox Live Vision, Halo 2 Headsets, and Hardcore; 'Xbox.com Event Coverage' with links to Forza 2 Developer Interview, X06 in Barcelona, Forza 2 Developer Spotlight, EA Community Day, PGR 3 Global Tourney, and E3 2006 Coverage from L.A.; and 'Xbox News' with links to Augustana new Artist of the Month, Game with Fame from the Power Summit, Daniel Negreanu in Game with Fame, TGS and X06: Bringing It Home, Trixie visits PopCap Games, Battlefield Galactica on Marketplace, Xbox Live Arcade Unplugged Volume 1, and Viva Piñata Animated Series Preview. A 'Calendar' section at the bottom lists events like GwF: Natalie Gulbis, WCG Grand Finals, and Frag Doll Friday. A 'Events and Promotions' section at the bottom right features a graphic for 'JOIN THE PARTY WITH XBOX EVENTS & PROMOTIONS'.

Hear Ye! Hear Ye!—Xbox™ News

The Xbox News subsection keeps you up to date on every aspect of the Xbox 360. You'll find out about recently announced games here, and will see info on the featured artist of the month. This is where to check out the hottest downloadable movies on the Xbox Live Marketplace. In short, if it's new and involves the Xbox 360, you'll find it here.

Best of all, if you're relying on another website to provide you with news and rumors about upcoming games, this is the place to verify your information. Because Xbox.com is the official website of the Xbox 360, it will always have the most up-to-date official news.



Xbox 360™ Handbook

Most notable here is the Xbox Events and Promotions. This link leads to a page loaded with exciting Xbox-sponsored fun. Be it a gaming exhibit in your local town or Gaming Wednesdays on Xbox Live, get the scoop here.



Mark It—Calendar of Events

The Calendar of Events subsection is a great page to bookmark. It gives you a weekly overview on what's happening in the world of Xbox 360. To find like-minded gamers, check the listings of Xbox Live events for specific games and communities.

If you're into *Full Auto*, for example, and want to find some new opponents, get online when the game is the "prime time" feature of the day. You'll have no problem finding people to race with that day and can arrange future game sessions with gamers you connect with.



Did You Know?

A note for gamers. Hit up Xbox.com's Calendar of Events and get online during the next Frag Doll Friday. The Frag Dolls are an elite team of female competitive gamers who are available to embarrass you on Xbox Live. You'll be asked to send an e-mail to xlmail@microsoft.com and say which Frag Doll you'd like to play with. If you're lucky enough, you'll get a friend request and be able to play with these lethal ladies.

Guys, Gals, Gamers, and Gurus—Personalities

Like your information opinionated? For news that is both entertaining and subjective, try the Personalities subsection of Community. Interviews and columns here are written by gamers for gamers, in gamer language and with gamer attitude. Get your strategy tips and insider details from Players and Game Gurus.

Players make up a good portion of the Personalities page. These authors, writing under their gamertags, offer a variety of perspectives on Xbox 360 gaming.

Dedicated gamers who want to get the skinny from a like-minded soul should visit **Hardcore's Hardcorner**. There, Hardcore waxes philosophical on a variety of subjects. He has tackled games he deems hardcore, and knows what really constitutes "hardcore" gaming. Chances are, if you play more than 10 hours a week and like to keep it real [no cheating or griefing], you're on his wavelength. Check in with Hardcore to continue on the hardcore path.

TriXie is Xbox.com's Jacqueline of all trades. She interviews, profiles, and reports on everything Xbox and Xbox 360. She profiles gamers, developers, and the people behind various parts of the gaming community.

Major Nelson may sound like a drill sergeant but he is your friend on the inside—the director of programming for Xbox Live. The good Major is your man when it comes to event coverage and behind-the-scenes looks at games.

Last, but by no means least, is **Tech Girl Elle**, who serves up in-depth articles that go way beyond your standard how-to fare. New add-ons, peripherals, and accessories are her fare, and she knows her stuff.



Did You Know?

If you're new to the game or haven't bought a console in a good while, definitely check out Tech Girl Elle's columns. In each installment, she goes over a specific facet of Xbox 360 in great detail. From cabling to parental controls to shopping on the Xbox Live Marketplace and more, she has you covered.

The Gaming Gurus are authors writing under their real names. **Ryan Treit's Treit & True** column delivers news and previews, and regularly spotlights specific subjects. From the week's news to hot games to the secrets of game development, Treit covers a wide variety of topics and delivers his views with style.

John Gaudiosi's Hollywood Goes Gaming is a series of interviews focusing on the convergence of video games and other media. Athletes, actors, rockers, and more share their gaming exploits with Gaudiosi.

TIP

These are all real gamers, just like you. If you want to share something with them, just grab their e-mail address from their column and drop them a line!

Speak Up and Be Heard!—Forums

Naturally, forums are a huge part of building a community and the Xbox.com forums are unmatched. The Forums splash page shows you the latest topics and the most active threads. There are forums for Xbox Live, specific games, general discussion, and more. Whether you want to check out others' opinions, debate and discuss, or just shoot the breeze with your fellow gamers, you're bound to find a conversation on the Xbox.com forums.

The forums are, by far, the most useful tool available on Xbox.com. Because they are populated by Xbox fans and devotees, the sense of community is one of camaraderie and willingness to help each other. Keeping track of your favorite threads is as easy as clicking on My Forums [an integral part of the My Xbox feature]. Between The Buzz and New Forums links, you're bound to lose hours on the Xbox.com forums.



CAUTION

It is very easy to let your passion get the best of you. But this is a community, not a place to flame someone and get banned. Remember what your mom said: If you don't have something nice to say, check the Codes of Conduct to ensure you won't get banned for saying it.

Open a Can on Hollywood—Game With Fame

Ever wonder if big-name celebrities log in and frag out? Of course they do! They might have their own high-end setups at home where they can play anonymously, but on Xbox Live, they are subject to your wrath in the open.

For all you gamers out there eager to open up a can of...fun and friendly gaming on Hollywood, Game With Fame gives you the chance to play on Xbox Live against your favorite celebrities. Past participants include hilarious actor Jack Black, the New York Yankees' Jason Giambi, alt-rock kings Green Day, and more. This is another page worth bookmarking. Check in on it often to keep track of upcoming events.

NOTE

The Game With Fame schedule can also be monitored via the Calendar Events page.

Home Away From Home—My Xbox™

The last facet of Xbox.com is arguably its most exciting and pragmatic. My Xbox offers a personalized view of all your Xbox 360 activities. It's a powerful, useful, and fun tool for all Xbox 360 gamers when they don't have access to their system.

When you first visit your My Xbox page, you'll see your gamer card, portals to other portions of the site, and a menu of subsections. Every single link and portal is useful in its own way. Let's take a look.

The screenshot shows the Xbox.com website interface. At the top, there's a navigation bar with links like Games, Hardware, Xbox Live, Support, Community, and My Xbox. The main content area is divided into several sections:

- R3D STAR Profile:** Shows the user's avatar, reputation (3955), and zone (Recreation). It also mentions "Paid to game United States".
- Find a Game:** A section with a search bar and a "Submit" button.
- Upcoming Games:** A list of games including "Destroy All Humans!™ 2", "Star Trek: Legacy", "Justice League Heroes", and "F.E.A.R.". It includes a "More Upcoming Games" link.
- Developer Interview:** A section featuring "Superman Returns" with the text "Building a vast Metropolis".
- Community Showcase:** A section with a "Mac Desktop Stats" link and a "Stats on OS X" link.
- What's Happening:** A section with links to "Halo Wars", "DOOM in Arcade", and "Hot Gamer Pics on Marketplace".
- My Xbox Sidebar:** Contains links to "View Messages", "View Friends (1)", "View Recent Players", "Send Message", "Manage Profile", and "View Games".
- Compare Games:** A section with a "Compare me with this friend:" dropdown menu and a "Submit" button.
- Game Comparison Table:** A table comparing the user's stats with a friend named "aka H3R0".

Game	aka H3R0	R3D STAR
Halo Wars	0	100
DOOM in Arcade	0	20
Hot Gamer Pics on Marketplace	368	0
Cloning Clyde	0	0
Tomb Raider LEGEND	1000	1000

TIP

Though we don't condone slacking off at school or work, My Xbox is a great way to keep your finger on the pulse of your Xbox 360 life when you're away from your console.

Anything You Can Do, I Can Do Better—Achievements

On My Xbox's Achievement subsection, you can track your own achievements in every game you've ever played on the Xbox 360. This is useful if you want to complete a game, but got sidetracked. How can you live with yourself if you complete fewer than half the achievements in *Saint's Row*? It's also great if you need an ego boost and want to remember how well you did in a game. It'll cheer you up. Really.

Though it's not actually on the Achievements page, the My Xbox main page lets you compare gamerscores (a total of all achievements accomplished) with your friends. Just pick someone off your friends list and you'll see how you stack up against them. A killer overnight game session that raises your gamerscore can give your pals a good shock the next morning when they track your progress and learn that you're absolutely blowing them away.

TIP

Check in on www.Achieve360Points.com for detailed lists of achievement requirements, achievement icons, and tips on how to accomplish them.

TIP

For more in-depth information on achievements, flip to chapter 5, "Making Your Mark."

The screenshot shows the Xbox Live Achievements Summary page for a user named 'TE Gamers' (ID: 3913). The page lists achievements for various games, including *Spyder Cell S.A.*, *LUMINES LIVE!*, *S.R.A.W.*, *Robotron: 2084*, *EA SPORTS FC 3*, *DIG DUG*, *Texas Hold'em*, *Ninety-Nine Nights*, *NFS Most Wanted*, *LEGO Star Wars II*, *DEAD RISING*, *Madden NFL 07*, *NCAA Football 07*, *Time Pilot*, *Saint's Row*, *Jurassic*, *Jewel Quest*, *Chromehounds*, *Madden NFL 06*, *Street Fighter II: MP*, *Smash TV*, *PAC-MAN*, *GALAGA*, *NBA LIVE 06*, and *Howie HD*. Each entry shows the game icon, name, last played date, and progress (e.g., 100 of 1000 achievements).

Game Icon	Game Name	Last Played Online	Progress
	SPYDER CELL S.A.	10/26/2006	100 of 1000 1 of 10 Achievements
	LUMINES LIVE!	10/16/2006	10 of 100 1 of 12 Achievements
	S.R.A.W.	10/15/2006	0 of 1000 0 of 10 Achievements
	ROBOTRON: 2084	10/11/2006	0 of 100 0 of 10 Achievements
	EA SPORTS FC 3	10/11/2006	1000 of 1000 0 of 5 Achievements
	DIG DUG	10/11/2006	0 of 100 0 of 10 Achievements
	TEXAS HOLD'EM	10/10/2006	0 of 100 1 of 10 Achievements
	NINETY-NINE NIGHTS	10/11/2006	100 of 1000 1 of 10 Achievements
	NFS MOST WANTED	10/10/2006	100 of 1000 0 of 10 Achievements
	LEGO STAR WARS II	10/10/2006	10 of 1000 1 of 10 Achievements
	DEAD RISING	10/10/2006	100 of 1000 10 of 10 Achievements
	MADDEN NFL 07	10/11/2006	100 of 1000 11 of 10 Achievements
	NCAA FOOTBALL 07	10/11/2006	0 of 100 0 of 10 Achievements
	TIME PILOT	10/11/2006	0 of 100 0 of 10 Achievements
	SAINT'S ROW	10/11/2006	10 of 1000 1 of 10 Achievements
	JURASSIC	10/10/2006	0 of 100 0 of 10 Achievements
	JEWEL QUEST	10/10/2006	100 of 100 11 of 10 Achievements
	CHROMEHOOUNDS	10/10/2006	0 of 1000 0 of 10 Achievements
	MADDEN NFL 06	10/10/2006	1000 of 1000 11 of 10 Achievements
	STREET FIGHTER II: MP	10/10/2006	0 of 100 0 of 10 Achievements
	SMASH TV	10/10/2006	10 of 100 0 of 10 Achievements
	PAC-MAN	10/10/2006	0 of 100 0 of 10 Achievements
	GALAGA	10/10/2006	0 of 100 0 of 10 Achievements
	NBA LIVE 06	10/10/2006	0 of 1000 0 of 10 Achievements
	HOWIE HD		00 of 100

Old Foes, New Friends—Recent Players

The Recent Players tab is useful for finding people you want to play with. Say you played a couple of hours of *Uno* and hit it off with some great gamers, then you got a request from your best friend to play *Project Gotham Racing 3* and had to leave the *Uno* group. You can look up the people you recently played with, see their gamertags, gamerscores, and zones, as well as the game you played with them. If they seem like the sort who won't cramp your style or friends list, you can send them a friend request and hopefully join them for some future gaming.

Home | 10/20/2006 | United States | International | Search | Forums | Sign Out

RJD STAR
Rep: Gamerscore: Zone: 9955 Recreation

Games Hardware Xbox Live Support Community My Xbox

Achievements My Forums Recent Players Profile Friends Messages

Recent Players Back to My Xbox

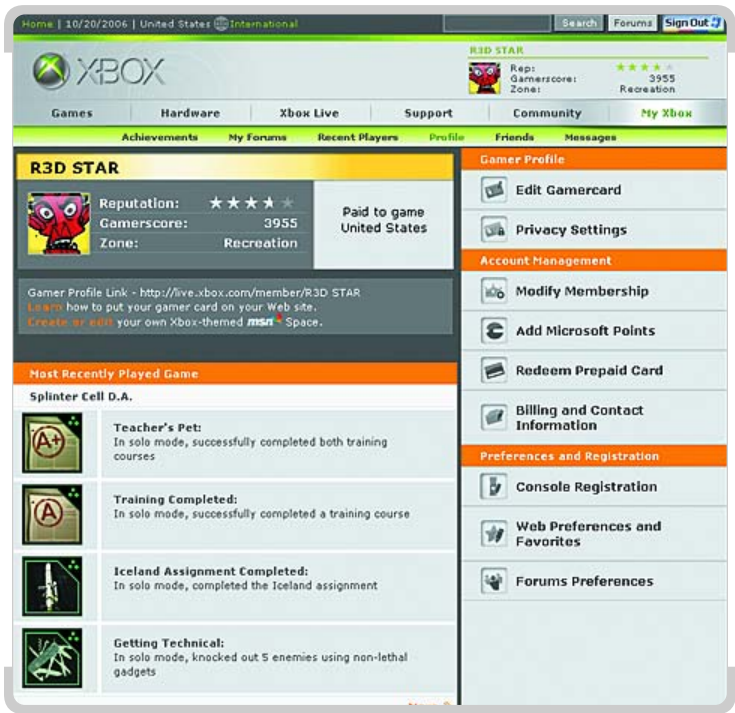
Enter Gamertag below: Add Friend

	tigers toy ★★★★★	460	Recreation		The Outfit Demo Last met 24 days ago
	sunsurfer46 ★★★★★	1000	Recreation		The Outfit Demo Last met 24 days ago
	EpUnderDog ★★★★★	85	Pro		EA SPORTS FN 3 Last met 70 days ago
	VDO Spartan ★★★★★	4932	Recreation		NFS Most Wanted Last met 320 days ago
	Pikkybang ★★★★★	570	Recreation		NFS Most Wanted Last met 320 days ago
	Nervid ★★★★★	4035	Recreation		Perfect Dark Zero Last met 323 days ago
	BadAsSBloch ★★★★★	230	Recreation		Perfect Dark Zero Last met 323 days ago
	ColdSystem ★★★★★	9688	Recreation		Perfect Dark Zero Last met 323 days ago
	LLp1ayb0yJJ ★★★★★	17620	Pro		Perfect Dark Zero Last met 323 days ago
	JESMONDRULES ★★★★★	11154	Pro		Perfect Dark Zero Last met 324 days ago
	Pimp Hand Slick ★★★★★	4540	Underground		Perfect Dark Zero Last met 324 days ago
	Cross Raven ★★★★★	4115	Pro		Perfect Dark Zero Last met 324 days ago
	CodeRedPwns ★★★★★	160	Underground		Perfect Dark Zero Last met 324 days ago
	Angry Geese ★★★★★	1802	Pro		Perfect Dark Zero Last met 324 days ago
	LIPeach ★★★★★	310	Pro		Perfect Dark Zero Last met 324 days ago
	hinds57 ★★★★★	2770	Pro		Perfect Dark Zero Last met 324 days ago
	xMR OMAHAx ★★★★★	4089	Pro		Perfect Dark Zero Last met 324 days ago

Your Little Corner—Profile

You can change your gamer card, gamer profile, and My Xbox settings in the Profile subsection. In this area, you can also see the games you've recently played and your achievements. Want to show off your gamer card on a website? You can get the proper HTML code here and paste it wherever your heart desires. Finally, this subsection gives you a link that will let you create an Xbox-themed page on MSN® Space for involvement in a broader community.

This is the back door to interacting with Xbox Live, outside of your Xbox 360. Aside from the fun stuff, there is also a ton of useful features here for managing your account, like Console Registration, Account Management, and Forum Preferences.



TIP

Before even loading up a game on a new Xbox 360, register your console! You'll be glad you did if your console ever needs servicing.

TIP

Aside from the HTML coding feature here, several other programs and websites are dedicated to flaunting your Xbox Live x-ploits. Visit www.MyGamercard.net to customize your card and paste it on other forums as your signature or part of your profile.

CAUTION

If you visit websites not sponsored by Microsoft, be sure you know what you are downloading! There are plenty of viruses out there looking for a home.

Staying in Touch—Friends and Messages

Your friends list lets you keep tabs on all your Xbox 360 buddies. See who's online, what they're playing, which offline friends played last, and even keep tabs on their gamerscores. Say you're tied up on your computer, but feel the need for *Need for Speed*. Check your friends list to see who is available for a race or 10.

Home | 10/20/2006 | United States | International | Search | Forums | Sign Out

XBOX R3D STAR
Reputation: 3955
Gamerscore: 3955
Zone: Recreation

Games | Hardware | Xbox Live | Support | Community | My Xbox

Achievements | My Forums | Recent Players | Profile | Friends | Messages

Friends List

Back to My Xbox

Friends Online: 1
Total Friends: 21

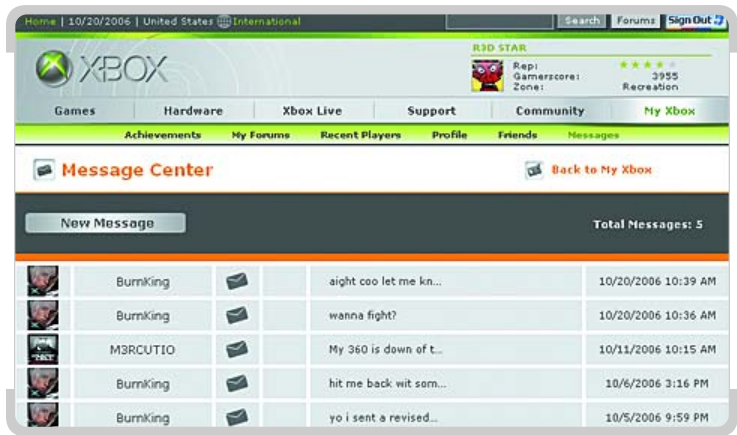
Enter Gamertag below:

Avatar	Gamertag	Gamerscore	Icon	Status	Activity
	BurnKing	8533		Online	Playing Phantasy Star Universe Sleeping Warriors in a mission with 3 players
	aka H3RO	4333		Offline	Last seen 4 minutes ago
	Clueless	0		Offline	
	ColDeath137	1324		Offline	Last seen 14 hours ago playing Halo 2
	Dan55556	0		Offline	
	Dimaya	840		Offline	Last seen 59 minutes ago playing Xbox 360 Dashboard
	EarthsLastLegnd	3668		Offline	Last seen 6 hours ago playing Xbox 360 Dashboard
	ECM	250		Offline	
	FelineEnd	0		Offline	
	j00kie	1505		Offline	
	JayTheGreat	4719		Offline	Last seen 3 hours ago playing Xbox 360 Dashboard
	KILLING SEASON	925		Offline	Last seen 11 hours ago playing NBA LIVE 07
	M3RCUT10	4493		Offline	
	N3G	0		Offline	
	NME NVadR	1240		Offline	Last seen 10/19/2006 playing Xbox 360 Dashboard
	Phoenix Smoke	0		Offline	
	ribeye steak	3657		Offline	Last seen 2 hours ago
	The J3ster	0		Offline	
	The JOKEY	0		Offline	
	x66Shadow66k	0		Offline	
	YankeeDome	5430		Offline	Last seen 10/19/2006 playing Xbox 360 Dashboard

Xbox 360™ Handbook

My Xbox also allows you to send and read text messages on Xbox Live. This comes in handy whether you're working or playing on your PC. You can send out longer messages much faster, because you'll be using a keyboard instead of a controller.

My Xbox is a powerful part of Xbox.com. It lets you live in the Xbox Live world without having to be on your Xbox 360. Use it to communicate with friends, find new ones, manage your gamer card and profile, and see all your achievements on your PC. My Xbox is your very own piece of Xbox.com. Browsing My Xbox is the next best thing to actually being on Xbox Live. So when you can't play your Xbox 360 but have access to a PC, this is a must-hit Web page.



09: Lean, Mean, Multimedia Machine



EXPANDING YOUR PLAYGROUND

For more than a decade, video game consoles have allowed you to play CDs and DVDs. So you'd expect your Xbox 360 to deftly handle both types of media, and it does. It's a great machine for playing your disc-based movies and music, but did you know that the console is capable of much, much more? In addition to giving you a top-notch gaming experience, the Xbox 360 is a powerful multimedia machine that's capable of handling all kinds of digital media, from photos to digital music and movies.

This chapter gives you the lowdown on everything the Xbox 360 can do with digital media. Even if you've owned your system for some time, you may be surprised at what it can do. The best part is that everything the console can do with digital media is a snap to get up and running. The various setups range from easy to really easy to wow-I-didn't-have-to-try-at-all easy. Now let's get on with the show.

The Sound of Music

Connecting your digital music player to your Xbox 360 couldn't be easier. You simply connect a USB cord to the music player of your choice, and then plug it into your console, find the player through the Dashboard (go to Media/Music/Portable Device) and voila! You're good to go. Select the songs or playlist you desire and your Xbox 360 will pump out your favorite tunes.

The Xbox 360 can read MP3, WMV, and AAC music files. It can also read music from storage devices like USB flash drives, but you won't be able to browse by artist, genre, and the like if you go this route. You can find out if your player or storage device is compatible with the Xbox 360 by checking out the constantly updated support list on Xbox.com.

Like the original Xbox, the 360 also lets you rip songs from a CD onto your system's hard drive. When you're listening to a CD on your console, select the Rip CD option. This lets you select the tracks you desire and have them converted to small WMV files that are saved on your hard drive.

You can use songs from a digital music player or any music you've ripped to your hard drive to create your own custom sound-

track. When you're in a game, just hit the Xbox Guide button, hit the Select Music option, and pick the music you





want to hear. This is a nice option if you don't like a certain game's soundtrack, if you've played it so much that it just sounds old, or if you just want a change of pace. Listening to Britney Spears's "Baby One More Time" when you're playing *The Lord of the Rings: The Battle for Middle-earth II* is a funky experience.

Did You Know?

Who says Microsoft and Apple can't play nice? Apple iPod owners can play music from their players on the Xbox 360 right from the get-go. Music encoded in AAC—the default format for Apple's iTunes program—can be played after a simple download from the Xbox Live Marketplace. Note, though, that this solution only applies to unprotected AAC files.

Smile, You're on Xbox 360™

Like connecting a portable music player to your Xbox 360, connecting a digital camera to your console is so easy that it could be done half asleep. Once again, take a USB cable that's connected to your camera, plug it into your console, and follow the onscreen instructions to view your photos.

Xbox.com has a list of supported cameras. If you've purchased your camera in the last few years, chances are it will work with the console. The important thing to look for is your camera's presence on the unsupported list. It's a pretty small group, but knowing that your model is on it will save you the headache of pointless troubleshooting when you can't get your camera to work with your console.

The Xbox 360 is a great way to share your photos in a living room setting. After your camera is plugged in, you can dazzle your friends and family with a slideshow. It's up to you whether or not you want to entertain them with pithy commentary or some complementary music on your hard drive.

Connect and Conquer

Xbox 360 owners with Windows XP-based PCs can use their consoles in conjunction with their computers for some great multimedia functionality. The specific operating system you have will determine what digital wizardry you can perform.

If you're running Windows XP Service Pack 2, you can connect your PC and Xbox 360 to:

- > Stream music.
- > View pictures.
- > Watch videos.

If you're running Windows Media Center, you can connect your PC and Xbox 360 to:

- > Listen to your music collection.
- > View pictures.
- > Watch live TV.
- > Pause and replay live TV.
- > Record TV shows, then watch them later.
- > Watch videos.
- > Download and watch movies.
- > Buy music online.

In either case, you need to go to <http://www.xbox.com/pcsetup/> to download the appropriate software for your system, install it on your PC, and connect your Xbox 360 to your PC. You can couple your PC and console directly with an Ethernet cable or attach your system to a home network. The setup will work whether your Xbox 360 is connected to your network wired or wirelessly.



Windows XP Service Pack 2 users can slightly extend what they can already do through the Media blade of the Dashboard. In addition to viewing slideshows and listening to music, these gamers can select custom soundtracks from songs that reside on their PCs.

Windows Media Center players are essentially extending what they can do on their PCs to their Xbox 360s. For the television functionality, a TV tuner card is required. It's important to note that the Xbox 360 is acting as a hub for the PC. None of the previously mentioned functions are being primarily executed by the console.

That said, these are still some awesome features you're getting. In addition to letting you watch your digital movies, your Xbox 360 can be a virtual TiVo or personal video recorder. This is a nice solution for gamers who have a Windows Media Center PC in a bedroom or home office and want to extend its functionality to the living room.

HD-DVD Drive

Gamers ready for the HD era can buy the HD-DVD drive add-on. Capable of delivering high-definition playback, the HD-DVD drive is a great way to expand on the Xbox 360 movie playback functionality.

Because it is an HD-DVD drive, it plays only movies, not games. The HD-DVD drive is easy to install and its functionality is just as easy to learn. To install the HD-DVD drive, follow these easy steps:

1. Pop the installation disc into the Xbox 360 disc tray. The installation begins automatically and eventually reboots the Xbox 360.
2. Connect the HD-DVD drive's USB cord into an open USB port on the Xbox 360.
3. Plug the HD-DVD drive's power unit into a wall socket.
4. Watch your favorite HD-DVD movie.



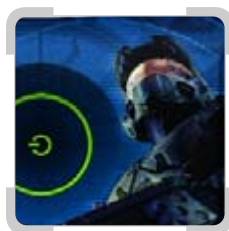
Watch closely for the disc tray icon on the first three blades to split into two hemispheres. If it does, that means your HD-DVD drive is connected properly. If it doesn't, double-check the connections and power it back on. The top hemisphere represents the Xbox 360 disc tray; the bottom hemisphere represents the HD-DVD drive disc tray.

Remember, the Xbox 360 is a gaming console at heart. That means that the console will always default to a game, even if there is a disc in the HD-DVD tray. To switch between the two trays, press up or down on the D-pad or left stick and select the appropriate drive.

NOTE

Don't worry about losing a USB port if you connect the HD-DVD drive using the rear USB port. The HD-DVD drive has two extra USB ports on the back. It also has a designated spot to attach the Xbox 360 Wireless Network Adapter.

10: Your System, Your Style



PERSONALIZED GAMING

It's a certainty that you love your Xbox 360, but are you treating it right? Does it have everything it needs to maximize its potential? There is only one way to find out. Go to Xbox.com.

Xbox.com has a list of every Xbox 360 accessory manufactured by Microsoft. From wireless steering wheels to must-have controller add-ons to sleek faceplates, there's much to choose from when it comes to personalizing your console. Though there are many options available to make sure your system has as much personality as you do, most of the accessories are performance-enhancing peripherals like the Xbox 360 HD-DVD. Read on.

Communicate



Gaming is no longer just about pushing buttons... it's about pushing someone *else's* buttons. With Xbox Live, gamers were ushered into a new era of global gaming on a home console. Games were no longer a one-player affair.

Xbox Live continues that tradition with the Xbox Live Vision camera and Xbox 360 Headset. With them you can see, speak, and personally connect with friends and foes alike. GoatChick80 is no longer a stranger; she's Amanda.

Xbox Live Vision Camera

The Xbox Live Vision camera adds a whole new dimension to online gaming and communications. The camera, which plugs into one of the console's USB ports, lets you indulge in video chat, both in-game and out.



Several Xbox Live Arcade games already support the camera. So if you've ever wanted to visually taunt your opponents while playing *Uno*, your dream has finally come true. Other games like *Totemball™* allow gesture-based gaming. In gesture-based gaming, you can control the game by movements you make when standing in front of the camera.

Did You Know?

Ever heard of face-in-game features? It's another one of the features the Xbox Live Vision camera makes possible. Face-in-game lets you snap a picture of your face and put it on the game's protagonist. Forget trying to fiddle with the controls to find the perfect balance of just enough cheek and chin. Just take a picture and call it a day.



Xbox Live communication also gets a shot in the arm with the Vision camera. You can leave video messages for fellow Live users and engage in video chats (Gold subscription required). Various effects can be used to make video chats more exciting or to hide that messy room your Xbox 360 resides in. You can spruce up your Dashboard background by capturing an image with the camera and adding one of three visualization effects (edgy, water, and dotty). You can also take a photo and use it as your personal gamer picture viewable only to people on your friends list.



TIP

For more info on using your Xbox Live Vision camera, go to chapter 3, "Four Blades, Infinite Possibilities."

All the images and videos taken with Vision are sharp, with 640 x 480 video at 30 frames per second and still photos at 1.3 megapixels. Parental controls are available for the Dashboard to ensure that any images and videos taken with the camera are appropriate for children. Xbox Live Vision is a truly diverse product that adds entertaining functionality to your Xbox 360's gaming and communications capabilities, and is safe for gamers of all ages.

Xbox 360™ Handbook

Xbox 360 Headset

Visual communication may be the future of online gaming, but nothing beats being able to bark orders at your teammates. With the Xbox 360 headset, you can communicate, collaborate, and command.

Its noise-canceling microphone ensures you will always come across loud and clear (provided your Internet connection cooperates). Aside from communicating in online games, the comfy headset can also be used for chat and with voice-command features in specific games. Can you hear me now? Sweet.

Xbox 360 Wireless Headset

Although the Xbox Live headset is a fantastic tool for online gaming and messaging, some gamers prefer a truly wireless experience. Enter the wireless headset. Using the same technology found in the wireless controller, the wireless headset offers all the functionality

of the wired headset minus the cords and even enhances clarity and performance. Available in two sizes, this headset uses an ergonomic over-the-ear design, can be used in either ear, and has a range of 30 feet. This accessory lets you play untethered, but not at the expense of sound quality—it sounds every bit as good as the wired model.

The unit gives you up to eight hours of operation on a battery charge and comes with an AC wall adapter for quick, convenient charging. Up to four headsets can be used with a single Xbox 360 system, eliminating the possibility of a four-way wire tangle.



Connect

Connecting might seem like a no-brainer when considering the bare necessities of gaming. After all, if you can't connect, you can't play.

The thing is, we are now in wireless and HD era. No one wants cables running across the hardwood floors, and no one wants to see pixilation on the TV. An ultimate gaming setup needs ultimate ways to connect.



Xbox 360 Wireless Networking Adapter

The wireless networking adapter is perfect for people who want to take advantage of the rich functionality of Xbox Live, but don't want to soil their console setup with unsightly wires. This dual-band (5GHz and 2.4GHz) adapter works with 802.11 a/b/g routers for maximum compatibility with past, current, and future routers.

It plugs into the USB ports on the back of your Xbox and fits neatly on the back of the system. Just set your network configurations on the Dashboard, and you're ready to roll. The unit also supports secure connections. You can also plug the wireless networking adapter into an HD-DVD. The wireless networking adapter is an elegant solution that's easy to set up, yet powerful enough for all your wireless Xbox 360 needs.



NOTE

Many gamers ask the question: "Why this, over other adapters?" The wireless network adapter is designed specifically for the Xbox 360 and its robust online features. Plus, unlike other adapters, this one doesn't require external power. Whether it's wireless gaming, shopping on the Xbox Live Marketplace, or streaming audio and video from a networking Windows XP PC, this baby has you covered.

Xbox® High-Performance AV and HD AV Cables

As HD-TVs become more and more affordable each year, high-definition gaming is bound to be the new standard. If you've ever fragged someone at 1080i, then you know exactly why it is important to have VGA- or component—HD AV cables.



At 480p, 720p, or even 1080i, HD gaming is a thing of beauty. And while S-Video may not deliver the same level of clarity as HD, it still offers a far superior signal to standard composite cables. If your TV supports any of the above-mentioned resolutions, it would be a crime not to take advantage of it.

Did You Know?

The Xbox 360 system is the first system package to come with HD AV component cables right out of the box. Microsoft is counting on the HD revolution. Lucky for you, they're also leading the way.

Control

This one is a no-brainer. You want to own the competition, you have to have the right tools. Simple, right? It's another step in the right direction, and the wireless capabilities of your Xbox 360 are nothing to laugh at.

What started with a clever breakaway cord on the original Xbox's controller evolved into a new gaming standard—wireless connections. The catalog of wireless controllers for the Xbox 360 run from the practical to the necessary.



Xbox 360™ Wireless Controller

Having a wireless controller is no longer a fidgety mess involving battery-chomping third-party products. The Xbox 360 Wireless Controller sets a new standard for gaming comfort and wireless lag-free play.

The best thing about it is that it doesn't sacrifice the rumble feature (now a gaming staple) for the

TIP

For ultimate performance, couple the Xbox 360 Wireless Controller with the Play & Charge Kit. You save on batteries, and you don't have to interrupt gameplay when your battery runs low. Just play and charge!

sake of wireless connectivity. Perhaps the phrase "plug and play" is now officially outdated.



Did You Know?

You're probably wondering, what's the use of a wired controller then, right? Good question. And the answer is: Microsoft's wired Xbox 360 Controller is nearly identical in form and function to its wireless brother, but it sports two handy features. First, it doesn't require batteries to operate, and second, it is also compatible with Microsoft® Windows® XP-based PCs and can be used as a PC controller right out of the box. (The Xbox 360 Wireless Controller requires the Xbox 360 Wireless Gaming Receiver for Windows® for PC compatibility.)

Xbox 360™ Wireless Racing Wheel™

When is the last time you drove your car with your wireless controller? Right, never. So why should you race online with one? The Xbox 360 Wireless Racing Wheel offers the same precise, lag-free control as its little brother, the wireless controller.

The ergonomic wheel has an authentic feel and can be used in a variety of ways. If you're looking for the ultimate in realism, use the full wired setup. This lets you take advantage of the rumble motors and the true force feedback, which requires AC power. The rumble feature simulates the sensation of the road, and the force feedback replicates the visceral yanks, shudders, and pulls of a real race.



Xbox 360™ Handbook

Still, there's something to be said for the convenience of going wireless. If that's your preference, forgo the force feedback and go with a setup that allows more freedom but still simulates the feel of the rumble motors at your hands. The wheel conveniently uses the same battery packs as the wireless controller, and recharges the battery packs when using AC power. The foot pedals require no power and are connected to the wheel with an included cable.



Whether or not you use the powerful force feedback, the wheel can be used on your lap or mounted to a table. Gamers looking for the most immersive experience or the freedom of a wireless wheel will be pleased.

Wireless Gaming Receiver for Windows®

Gamers who play both Xbox 360 and PC games can have a unified controller solution with the Xbox 360 Wireless Gaming Receiver for Windows®. Based on the same technology that powers the Xbox 360 controllers, this device lets you use current and future Xbox 360 wireless controllers on your PC. The receiver has a six-foot cord that connects to your PC via USB and has a range of 30 feet.

You can even use a wireless controller for an action game or the wireless racing wheel on the latest NASCAR title. The receiver supports up to four controllers and four headsets, allowing you to transform your PC rig into a party machine. This is a great way to save money and get more value out of your Xbox 360 controllers.

Xbox 360 Play & Charge Kit

If you have a wireless controller, chances are you adore its feel and function. There's an equally high chance that you don't want to deal with annoying disposable batteries. The Play & Charge Kit is just what the doctor ordered. This bundle includes a rechargeable battery pack that lets you kiss those double As goodbye. Each pack lasts more than



30 hours. It also has a cord that lets you charge the battery while you're playing.

The functionality doesn't stop there, though. You can see the level of each battery on the Dashboard and can even leave your Xbox 360 minimally powered up to charge your packs after you're done gaming.

Xbox 360 Quick Charge Kit

If you go through rechargeable battery packs like water, pick up the Quick Charge Kit. This kit plugs into a standard wall outlet and is the fastest way to recharge up to two battery packs at a time. The bundle itself comes with a single pack. If you absolutely can't stand wires or often have four-player gaming marathons, this kit ensures that you'll always have a fresh battery to pop into your controller.



NOTE

Gamers eager to get their hands on the Xbox 360 at launch were treated to a special package that bundled in a smaller version of the Universal Media Remote for free.

The universal media remote is backlit, so you can maintain control when you have the lights dimmed to watch a movie.

Xbox 360 Universal Media Remote

Aside from using this remote to control DVDs, HD-DVDs (with the HD-DVD drive), CDs, and video while still enjoying access to other Xbox 360 functions through the all-powerful guide button, you can also use the universal media remote to control your TV!

For Xbox 360 owners who have their consoles networked with a Windows Media Center PC, the universal media remote is a must-have. Use the specific Media Center button for fast access to the digital media stored on your PC. Best of all, the universal media

Customize

The original Xbox® was the subject of much attention for artistic gamers everywhere. Whether it was custom paint jobs or tricked-out Xboxes with LED screens and blinking lights, the original Xbox was one of the first home consoles to ever be personalized.

Microsoft took note and upped the ante by creating the first console system that was *meant* to be personalized. Now gamers everywhere can express their stylistic selves with custom features ranging from Dashboard themes to special faceplates. Maybe this isn't just the wireless or HD era. Maybe it's also the "Pimp My" era...

Faceplates

The easiest way to make your Xbox 360 truly yours is by changing its look with a faceplate that reflects your personality. Microsoft has a slew of options for you. Among the least expensive faceplates are a number of smart offerings ranging from sleek carbon fiber to a retro wood-grain finish. The company also has special-edition faceplates, with themes based on its hit games. Offerings include faceplates based on *Halo® 2*, *Forza Motorsport™ 2*, and *Viva Piñata™*.

For even more options, check out faceplates made from Microsoft's third-party partners. The NFL and MLB have signed on with third-party Microsoft supporters to design custom faceplates for sports fans. Other companies have even found ways to let you design your own. There is absolutely no reason that your faceplate should look the way it did out of the box. Unless that's what you're into.





TIP

Third-party company Pelican has released products that let you be the artist. Their GameFace and Design-Your-Own-Faceplate products, respectively, put the creative control in your hands. Check them out; you might surprise yourself.

CAUTION

Though Microsoft encourages you to personalize your faceplate, it does not condone cracking your system open and voiding the warranty! Just say no.

Did You Know?

Some lucky gamers have been able to get their hands on limited-edition faceplates that were distributed at special events. The E3 2005 and Zero Hour launch event faceplates are among the hottest on the market. All you have to do is type “rare 360 faceplate” in the eBay search bar and you’re on your way to a slicker 360 and an empty wallet.

Dashboard™ Themes

The personalization doesn't stop at the faceplate. The Xbox 360 Dashboard is also a great target for aesthetically savvy gamers. Customizable Dashboard themes add flair to a static background when it's Master Chief or Joanna Dark in the background. The latest limited-edition faceplates from Microsoft (*Halo 2*, *Forza MotorSport 2*, and *Viva Piñata*) also include a free coupon to download the related theme.

Themes are available via the Xbox Live Marketplace and can be purchased on the fly with one or two clicks. That's all it takes to make the Dashboard cozier or grungier, whichever's your thing.



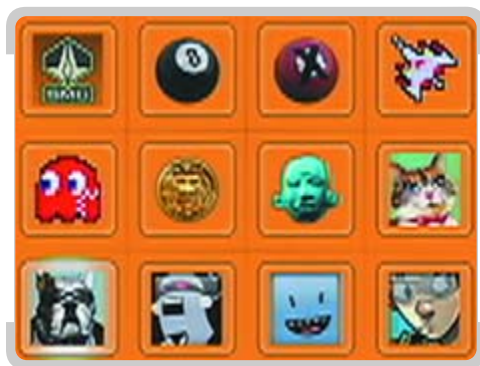
TIP

If you're not sure about a particular theme, hop over to Xbox.com and preview the theme before you buy! Go to Xbox.com, then Xbox Live Marketplace. Look for the green bar that reads "Preview Themes and Gamer Pictures." Enjoy!

Gamer Pictures and Motto

Your gamer profile is much more than just your gamertag and a few key stats about your style of play. With it you can paint a perfect picture of who you are, what you're into, or what your style is all about.

Your gamertag is static, and will most likely not change very often, but by changing your gamer picture and motto from time to time you can capture a snapshot of what is going in your life, gaming-related or not. Owners of the Xbox Live Vision Camera can even paint a more personal picture for people on their friends list, because they can put up a different gamer pic than the one that is meant for public consumption. One day you're a red devil with the motto "Take No Prisoners," the next you're a monkey with the motto "Make Love, Not War." Translate that however you want—this is all about personalization, after all.



TIP

Check out the “Identify Yourself!” chapter for more details on your gamer card and profile.

TIP

You can also change your gamertag from time to time, but we wouldn’t recommend doing that, because it costs 800 Microsoft Points each time (not to mention that the new gamertag obviously can’t already be in use). If you do, you might as well change it to “daddyB1gBucks” or “m0mmaMoneybags.”

Contain



Given the Xbox 360’s ability to download extra content and games, you need to have somewhere to store everything. The Xbox 360’s hard drive, memory unit, and HD-DVD add-on are all great containers for HD content, game saves, demos, and everything else you need to get the most out of your system.

Xbox 360™ Hard Drive

The Xbox 360 Hard Drive is an option, yes. You can buy the core package or the premium. If you want to download multiple games, game demos, movie trailers, or additional content, however, there is no way around it.

The beauty of the hard drive, though, is that you can also use it to store movies, music, and video content that wouldn’t otherwise fit on your computer’s hard disk. If you want to get the most out of your system, pick one up.



Did You Know?

The Xbox 360's abilities really blossom with a storage device. Although the memory unit can store some smaller files, the hard drive makes all of the following possible.

- > Play original Xbox games.
- > Store multiple arcade games.
- > Download additional game content.
- > Download game demos.
- > Download full-length movies and TV shows.
- > Download movie trailers.
- > Store music.
- > Store photos and other image files.
- > Download multiple Dashboard themes.
- > Makes your saved and downloaded content portable.
- > Create custom playlists.
- > Download game trailers.

About the only thing it can't do is make you breakfast.

TIP

As of now, there is no way to have one active gamertag on two different Xbox 360 consoles, so an Xbox 360 Memory Unit is needed to move the gamertag from one to the other.

Xbox 360™ HD-DVD Player

Play the next wave of high-definition movies through your Xbox 360™ with the HD-DVD Player. This accessory connects to your system via USB and includes two additional USB ports on the unit to extend your system's functionality. More important, it allows you to watch HD-DVD discs, which offer a resolution up to six times greater than that found on standard DVD. Seeing a modern movie playing in 1080p with digital surround sound will truly blow you away. If you're using your Xbox 360 to power your home theater setup, this baby will take it to the next level.

Xbox 360 Memory Unit



Gamers on the go need the Xbox 360 Memory Unit. Use it to take your game saves, and smaller Xbox Live Arcade titles, to your friends' houses or to participating retail kiosks for bonus content.

If you don't have a hard drive, this little guy is your ticket to online gaming and saving game progress. For gamers with multiple Xbox 360s (lucky!) it is a necessity to transport your gamertag from one to the other.

CAUTION

Do not repeatedly recover one gamertag across two consoles! This will not only become extremely tedious, it will erase your saves every time!



Did You Know?

Still have doubts about the HD era? Hollywood doesn't. Film studios supporting HD-DVD include Universal, Warner, Paramount, and Studio Canal, just to name a few.

And the List Goes On, and On, and On...

Microsoft strives to make the best peripherals for the Xbox 360, but it realizes it can't be all things to all people. This is where Microsoft's third-party partners come in. They offer additional options for your Xbox 360, including accessories with features not found in Microsoft's gear, such as controllers with very specialized functions, or accessories that come at a value price.

Microsoft's official accessory partners are Mad Catz, Logitech, Monster Cable, Hori, Pelican, Joytech, Big Ben, and Konami.

Here's a look at some choice third-party gear for your Xbox 360.

Monster Cable

Monster Cable is the choice for many home theater aficionados. If you're looking for premium wiring for your Xbox 360, this is the brand to go with. The company offers four cable products from its GameLink line for the Xbox 360—the 360 Fiber Optic Cable, the 360 Component A/V Cable, the 360 Component Video and Fiber Optic Audio A/V Kit, and the 360 S-Video A/V Cable.

These THX-certified cables feature 24k gold contacts, and 8-cut Turbine RCA connectors ensure optimal audio and video signal transfer. Nitrogen gas-injected dielectric insulators deliver maximum video signal strength for the clearest, sharpest picture possible. That might sound like geek speak to you, but it means that you're getting cables made from the highest-quality materials to ensure the sharpest video and the strongest audio.

CAUTION

When shopping for third-party accessories, look for the "Licensed for Xbox 360" logo. This symbol lets you know that the product you're looking at has been tested and certified by Microsoft. Certification is a stringent process, and you can trust that accessories that have gone through it will work properly with your Xbox 360 and not harm it. Products that do not have the logo may cause damage to your system and void your console's warranty.



Xbox 360™ Handbook

Hori *Dead or Alive 4* Arcade Stick

Fans of fighting games demand an arcade stick, and Hori's *Dead or Alive 4* Arcade Stick is the only officially licensed product of its kind for the Xbox 360. Even though it features a *Dead or Alive 4* exclusive design, the stick gives you an advantage in **any** fighting game. Players looking to get an edge in *Street Fighter II: Hyper Fighting* online competition, look no further. This is a solid stick with an arcade feel.



Mad Catz Xbox 360™ Arcade GameStick

Admit it. At heart you're an old school gamer that misses the days of joysticks, large colorful buttons, and arcade style gameplay. Well, Xbox Live Arcade has your gameplay covered, but what about the old school arcade controls? Enter Mad Catz.

Their Xbox 360 Arcade GameStick is a perfect mix of new school design and old school handling. The large joystick is perfect for arcade classics like Pac-Man and Street Fighter II, while the turn-dial control surrounding the small stick is great for games like *Tempest*. The best part about the GameStick is that it is also a fully functional Xbox 360 controller!



Even More to Consider

Dozens and dozens more products are available from each of the third-party vendors listed above. They range from dance pads from Konami, steering wheels from Logitech, faceplates from Mad Catz, and more. No matter what you're looking for, chances are you'll find what you want from Microsoft and its official partners. Now stop neglecting your Xbox 360! Show it some love.

11: Welcome to XNA™



DO-IT-YOURSELF GAMING!

Looking to completely maximize your Xbox 360's potential? Look no further than the XNA™ Game Studio Express. With it, gamers can create their own Xbox 360 or Windows® games. Yes, you read that correctly, you can create your own games for Xbox 360 and Windows!

Of course, this isn't something everyone does on a daily basis, but at any given moment, nearly every gamer has thought, "This would make a great game!"

Well, with XNA, now you can do it. Thank Charles Cox, Michael Klucher, Ronnie Yates, and Adam Ebel for the following tutorial on getting started.



XNA REQUIREMENTS

Microsoft® Visual C#® 2005 Express Edition

XNA Game Studio Express leverages the Visual C#® Express development environment, extending it for game development. You can install Visual C# Express from the Microsoft Express Editions website (<http://msdn.microsoft.com/vstudio/express>).

We recommend that you configure the Visual Studio 2005 Help system to use online Help content when available. Using online Help content ensures that you are getting the most recently updated information.

Microsoft® .NET Framework 2.0

XNA Game Studio Express requires the Microsoft .NET Framework 2.0. The setup program for Microsoft Visual C# 2005 Express Edition installs the .NET Framework if it is not already installed on your computer. You can also install the .NET Framework from the Microsoft .NET Framework Developer Center.

NOTE

XNA Game Studio Express is designed to work only with Microsoft Visual C# 2005 Express Edition. Other products in the Visual Studio® 2005 line (i.e., Visual Studio 2005 Professional) can coexist with XNA Game Studio Express on the same computer. However, you cannot access the functionality of XNA Game Studio Express from these other products.

TIP

Download XNA Game Studio Express at:
<http://msdn.com/xna/gse>

XNA Creators Club

To develop games for the Xbox 360, you need a membership in the XNA Creators Club. Obtain an XNA Creators Club membership from the Xbox Live Marketplace.

TIP

If you'd like to learn more about getting a membership to the XNA Creators Club, you can download an introduction video directly from Microsoft at <http://msdn.com/xna/videos>—look for the video called “Getting Started with the XNA Creators Club.”

Additional Required Software Installed by Setup

The XNA Game Studio Express setup program installs the following additional required software.

DirectX® Runtime

XNA Game Studio Express setup installs the current version of the DirectX® runtime. The runtime is required in order to use the XNA Framework game application programming interface (API).

Microsoft® Cross-Platform Audio Creation Tool

XNA Game Studio Express setup installs the Microsoft® Cross-Platform Audio Creation Tool (XACT) from the DirectX Software Development Kit (SDK). XACT enables you to author audio content for your game. XNA Game Studio Express setup installs a version of XACT that is compatible with the XNA Game Studio Express product. XNA Game Studio Express may not work with content authored using other versions of XACT.

XACT requires .NET Framework™ 1.1. Not all installations of Windows XP SP2 have .NET Framework 1.1 installed. Also, it is possible to have .NET Framework 2.0 installed but not .NET Framework 1.1. To determine if you have .NET Framework 1.1, check for the existence of the following file on your computer.

%windir%\Microsoft.NET\Framework\v1.1.4322\System.dll

If .NET Framework 1.1 is not installed, XACT launches, but using the tools causes XACT to generate the message, “Object reference not set to an instance of an object.” If this message appears, download the .NET Framework 1.1 from www.microsoft.com/downloads under Developer Tools.

NOTE

You must have administrator privileges to run XACT.

CONNECTING TO YOUR XBOX 360™ WITH XNA GAME STUDIO EXPRESS

XNA Game Studio Express allows you to easily create games for both your Windows computer and your Xbox 360. By simply downloading XNA Game Studio Express, you can begin developing for your Windows computer. In order to begin developing for your Xbox 360 using XNA Game Studio Express, follow these additional steps.

Step 1: Sign in to Xbox Live®

Turn on your Xbox 360 and sign in to Xbox Live. To use XNA Game Studio Express to develop games for your Xbox 360, you'll need at least an Xbox Live Silver Membership and a hard drive for your Xbox 360 console. While you are using the XNA Game Launcher or playing an XNA Game Studio Express game, you must remain connected to Xbox Live.

Step 2: Download XNA™ Game Launcher

Once you are signed in to Xbox Live, you can access Xbox Live Marketplace to download the XNA Game Launcher and join the XNA Creators Club. This allows you to begin developing for the Xbox 360.

On your Xbox Dashboard, navigate to the Xbox Live blade.

1. Select Xbox Live Marketplace and press **A**.
2. Select Games and press **A**.
3. Select All Game Downloads and press **A**.
4. Select XNA Creators Club.

At this point, you see a menu of download options for XNA Game Studio Express—you must download the XNA Game Launcher and join the XNA Creators Club.

From the menu, select XNA Game Launcher and press **A**.

- > Select Confirm Download and press 1. Wait for the download to complete, then select Continue, and then press 1.
- > A check mark next to XNA Game Launcher indicates it has been successfully downloaded.
- > From the menu, select Memberships, and then press 1.

NOTE

This guide assumes you have already downloaded Visual C# 2005 Express Edition and XNA Game Studio Express. These products must be installed before connecting to an Xbox 360.

NOTE

As of now, you have two options for XNA membership: a four-month membership or an annual membership, both of which are renewable and cost money (not Microsoft Points).



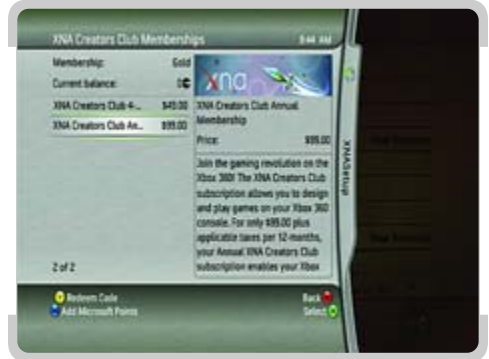
NOTE

The following warning message may appear: “You can only use this item with the full retail version of this game. Do you want to continue downloading this item?” If you encounter this message, dismiss it by selecting Continue and pressing **A**.

> A list of membership options for XNA Creators Club is displayed. Select the option you wish to purchase, and press **1**. Confirm your payment choice when asked.

> A check mark next to the membership choice you selected indicates you have enrolled in the XNA Creators Club.

After you download the XNA Game Launcher and join the XNA Creators Club, you can start the XNA Game Launcher on your Xbox 360 and connect to your Windows computer to begin developing games.



Step 3: Connect Your Xbox 360™ and Windows® Computer

When you develop games for your Xbox 360, you develop them first on your Windows computer, then transfer them over your home network to your Xbox 360. This requires that your Windows computer and Xbox 360 share the same subnet. Most home networking layouts support this configuration; if your Xbox 360 and Windows computer share a router or hub, it is likely that the computers share the same subnet.

With your Windows computer and Xbox 360 on the same subnet, follow these steps to set up a connection between your Windows computer and Xbox 360:



1. On your Xbox Dashboard, navigate to the Games blade.
2. Select Demos and More and press **A**.
3. Select XNA Game Launcher and press **A**.
4. Select Launch and press **A**.

Launch XNA Game Launcher on your Xbox 360; you'll use it to both debug XNA Game Studio Express games on your Xbox 360 and to play games on your Xbox 360 that you've already developed.

Xbox 360™ Handbook

When the XNA Game Launcher appears on your screen, you see three menu options:

- > **My XNA Games:** Allows you to play games you have developed for your Xbox 360.
- > **Connect to Computer:** Allows you to connect to your Windows computer and receive new games as you develop them.
- > **Settings:** Allows you to set a connection key, which is required before you begin sending games to your Xbox 360.

The next step is to generate a connection key. To do so, use the Settings option:

- > Select the Settings option, and press **A**.
- > The Generate Connection Key option appears. Select it, and press **A**.
- > A panel appears showing you a key—a string of 25 letters and numbers that you must enter into XNA Game Studio Express on your Windows computer. *Do not accept the key yet.* Leave it on the screen so you can refer to it in the next set of steps.

At this point, before accepting the key, you must enter the key into XNA Game Studio Express on your computer:

- > On your Windows computer, open the Start menu, navigate to All Programs, then the Microsoft XNA Game Studio Express folder, and then XNA Game Studio Express.
- > Visual C# 2005 Express Edition launches. When it appears, select the Tools menu, then Options.
- > From the Options dialog box that appears, choose the XNA Game Studio Xbox 360 option from the selections on the left. If you do not see this option, be sure to check the Show All Settings check box in the bottom-left corner of the Options dialog box.
- > Click the Add button.
- > In the dialog box that appears, type a name into the Xbox 360 Name field to identify your Xbox 360 console. The name can be any combination of letters and numbers you like.
- > Type the connection key from your Xbox 360 into the Connection Key field, and then click OK. When entering the key, do not enter any spaces or hyphens.
- > Click OK in the Options dialog box to save and close the connection key.
- > On your Xbox 360, select Accept New Key and press **A**.

You're ready to connect to your Windows computer and deploy a game. You do not have to generate another connection key every time you want to



NOTE

The connection key generated by XNA Game Studio Express allows one computer to communicate with one signed-in Xbox Live profile on a single Xbox 360.

deploy a game; the connection between your computer and your Xbox 360 is saved, even if you turn the Xbox 360 off or shut down your computer.

Step 4: Create and Deploy an Xbox 360™ Project

Try out the Xbox 360 by deploying a simple, blank XNA Game Studio Express game to it:

- > On your Windows computer, at the main Visual C# 2005 Express Edition screen, click the File menu, and then click New Project.
- > From the list of templates displayed, select Xbox 360 Game. Type a name for the project and a path, and then click OK. The project is generated, and the game code appears on the screen.

At this point, you must prepare the Xbox 360 to receive games from the Windows computer:

- > On your Xbox 360, at the XNA Game Launcher main screen, select the Connect to Computer option and press **A**.
- > A screen appears stating that the Xbox 360 is waiting for a connection from your Windows computer.

Back to your computer for the final step:

- > On your Windows computer, with your new project open, press **(F5)**.
- > The project builds, deploys necessary files to the Xbox 360, and runs.



NOTE

If the deployment fails, check your network settings to make sure your Xbox 360 is still connected to your computer or local area network.

At this point, you'll get just a blue screen on your Xbox. If you see this screen, you have successfully deployed a game to your Xbox 360. You can now deploy and play any game you create on your Xbox 360!

To stop the game and return to the main XNA Game Launcher, either press **ESC** or stop debugging on your computer by pressing **(Shift)+(F5)**.

What Now?

You have successfully deployed your first Xbox 360 game. This game, like every game you deploy, now appears in the "My XNA Games" section of the XNA Game Launcher on your Xbox 360. Using the XNA Game Launcher, you can play any of the games you have deployed to your Xbox 360. From the XNA Game Launcher, you can also delete games you do not want to keep.

Now try some of the tutorials. The code used in the tutorials works on both Windows and Xbox 360, so you can try either platform to get a feel for how to develop for both.



YOUR FIRST GAME: MICROSOFT XNA GAME STUDIO EXPRESS IN 2-D

This section leads you through the steps necessary to create a very simple sprite-based game by using XNA Game Studio Express.

Step 1: Install Your Software

Before you begin, make sure that you have installed all the necessary software, including Visual C# 2005 Express Edition and XNA Game Studio Express.

Step 2: Create a New Project

1. From the Start menu, click All Programs, then the Microsoft XNA Game Studio Express folder, and finally XNA Game Studio Express.
2. When the Start page appears, click the File menu, and then click New Project.
3. In the dialog box that appears, choose Windows Game or Xbox 360 Game and type a title for your project (such as “MyFirstXNAGame”) in the Name field. In the Location field, type a path where you’d like to save your project. Then click OK.

After creating a new project, you’ll see the code view of your game.

Step 3: View the Code

Some of the hard work has already been done for you. If you build and run your game now, the graphics device manager handles setting up your screen size and rendering a blank screen. Your game runs and updates all by itself. It’s up to you to insert your own code to make the game more interesting.

Much of the code to start and run your game has already been written for you, and it includes places for you to insert your code:

- > Initialize method: Initialize any assets that do not require a graphics device to be initialized.
- > LoadGraphicsContent method: Load any graphical assets such as models and textures.
- > UnloadGraphicsContent method: Release any graphical assets. Normally, no extra code is required here, because assets are released automatically when no longer needed.
- > Update loop: Update your game logic here. Move objects around, take player input, decide the outcome of collisions between objects, and so on.
- > Draw loop: Render all of your objects and backgrounds on the screen here.

Step 4: Add a Sprite

The next step is to add a graphic that can be drawn on the screen. Use a small graphics file, such as a small .bmp or .jpg. Be creative—you can even make your own.

1. Make sure you can see the Solution Explorer for your project on the window's right side. If you cannot see it, select the View menu, and then select Solution Explorer. When it appears, files associated with your project appear in a tree structure.
2. Right-click on your project in Solution Explorer, click Add, and then click Existing Item. Browse to your graphic. If you can't see any files, make sure you change the Files of Type Selection field to read Content Pipeline Files. Click the graphic file, then click Add. An entry for the graphic file appears in Solution Explorer.
3. When you add a graphic file, it is automatically added to the XNA Framework Content Pipeline, which allows you to quickly and easily load the graphic in your game.
4. Click the entry for the graphic in the Solution Explorer. In the Properties window below Solution Explorer, look for the "Asset Name" property (in the example below, the asset name is "mytexture"). You'll use the name in your code to load the graphic so it can be displayed in your game. If the Properties window isn't visible, press **F4**, or select the View menu, then the Properties Window.
5. Now, you must write code that loads and displays the sprite on the screen.

Back in the code view of your game, find the LoadGraphicsContent method, and add the following lines in and above the method so it looks similar to this:

C# Code

```
//this is a texture we can render
Texture2D myTexture;

//coordinates to draw the sprite at
Vector2 spritePosition = Vector2.Zero;

//this is the object that will draw the sprites
SpriteBatch spriteBatch;

protected override void LoadGraphicsContent(bool loadAllContent)
{
    if (loadAllContent)
    {
        myTexture = content.Load<Texture2D>("mytexture");
        spriteBatch = new SpriteBatch(graphics.GraphicsDevice);
    }
}
```

Make sure the call to ContentManager.Load is using the "Asset Name" you saw in the Properties window in Step 4. This code loads and prepares your graphic to be drawn and reloads your graphic if the graphics device is reset (for example, if the game window is resized).

6. Now, add code to the Draw loop so it looks like this:

C# Code

```
protected override void Draw(GameTime gameTime)
{
    graphics.GraphicsDevice.Clear(Color.CornflowerBlue);
    //draw our sprite
    spriteBatch.Begin(SpriteBlendMode.AlphaBlend);
    spriteBatch.Draw(myTexture, spritePosition, Color.White);
    spriteBatch.End();

    base.Draw(gameTime);
}
```

This code draws the sprite on the screen each frame.

7. Build and run your game. The sprite appears. Now, it's time to give it some motion.

Step 5: Make the Sprite Move and Bounce

Change the lines of code in and above the Update method to read this way:

C# Code

```
//store some info about the sprite's motion
Vector2 spriteSpeed = new Vector2(50.0f, 50.0f);

protected override void Update(GameTime gameTime)
{
    // Allows the default game to exit on Xbox 360 and Windows
    if (GamePad.GetState(PlayerIndex.One).Buttons.Back == ButtonState.Pressed)
        this.Exit();

    //move the sprite around
    UpdateSprite(gameTime);

    base.Update(gameTime);
}

void UpdateSprite(GameTime gameTime)
{
    //move the sprite by speed, scaled by elapsed time
    spritePosition += spriteSpeed * (float)gameTime.ElapsedGameTime.TotalSeconds;
```

C# Code

```

int MaxX = graphics.GraphicsDevice.Viewport.Width—myTexture.Width;
int MinX = 0;
int MaxY = graphics.GraphicsDevice.Viewport.Height—myTexture.Height;
int MinY = 0;

//check for bounce
if (spritePosition.X > MaxX)
{
    spriteSpeed.X *= -1;
    spritePosition.X = MaxX;
}

else if (spritePosition.X < MinX)
{
    spriteSpeed.X *= -1;
    spritePosition.X = MinX;
}

if (spritePosition.Y > MaxY)
{
    spriteSpeed.Y *= -1;
    spritePosition.Y = MaxY;
}

else if (spritePosition.Y < MinY)
{
    spriteSpeed.Y *= -1;
    spritePosition.Y = MinY;
}
}

```

This code moves the sprite around each frame and cause it to change direction if it hits the edges of the game window.

Step 6: Explore!

From here, you can do just about anything. Here are some more ideas to extend this sample:

- > Experiment with the call to `SpriteBatch.Draw`. Change the `Color` parameter to tint the sprite.
- > Add a second sprite and use `BoundingBox` objects to allow the sprites to collide with one another.
- > Use the keyboard, mouse, or controller to make the sprite respond to movements of an input device.
- > Create some audio events so that the sprite makes sounds as it moves.
- > Instead of a sprite, use a 3-D primitive that moves around in 3-D space.

The Complete Example

C# Code

```
#region Using Statements
using System;
using System.Collections.Generic;
using Microsoft.Xna.Framework;
using Microsoft.Xna.Framework.Audio;
using Microsoft.Xna.Framework.Content;
using Microsoft.Xna.Framework.Graphics;
using Microsoft.Xna.Framework.Input;
using Microsoft.Xna.Framework.Storage;
#endregion

public class Game1 : Microsoft.Xna.Framework.Game
{
    GraphicsDeviceManager graphics;
    ContentManager content;

    public Game1()
    {
        graphics = new GraphicsDeviceManager(this);
        content = new ContentManager(Services);
    }

    protected override void Initialize()
    {
        base.Initialize();
    }

    //this is a texture we can render
    Texture2D myTexture;

    //coordinates to draw the sprite at
    Vector2 spritePosition = Vector2.Zero;

    //this is the object that will draw the sprites
    SpriteBatch spriteBatch;

    protected override void LoadGraphicsContent(bool loadAllContent)
    {
        if (loadAllContent)
```

C# Code

```

{
    myTexture = content.Load<Texture2D>("mytexture");
    spriteBatch = new SpriteBatch(graphics.GraphicsDevice);
}
}

protected override void UnloadGraphicsContent(bool unloadAllContent)
{
    if (unloadAllContent == true)
    {
        content.Unload();
    }
}

//store some info about the sprite's motion
Vector2 spriteSpeed = new Vector2(50.0f, 50.0f);

protected override void Update(GameTime gameTime)
{
    // Allows the default game to exit on Xbox 360 and Windows
    if (GamePad.GetState(PlayerIndex.One).Buttons.Back == ButtonState.Pressed)
        this.Exit();

    //move the sprite around
    UpdateSprite(gameTime);

    base.Update(gameTime);
}

void UpdateSprite(GameTime gameTime)
{
    //move the sprite by speed, scaled by elapsed time
    spritePosition += spriteSpeed * (float)gameTime.ElapsedGameTime.TotalSeconds;

    int MaxX = graphics.GraphicsDevice.Viewport.Width - myTexture.Width;
    int MinX = 0;
    int MaxY = graphics.GraphicsDevice.Viewport.Height - myTexture.Height;
    int MinY = 0;

    //check for bounce
    if (spritePosition.X > MaxX)

```

C# Code

```
{
    spriteSpeed.X *= -1;
    spritePosition.X = MaxX;
}

else if (spritePosition.X < MinX)
{
    spriteSpeed.X *= -1;
    spritePosition.X = MinX;
}

if (spritePosition.Y > MaxY)
{
    spriteSpeed.Y *= -1;
    spritePosition.Y = MaxY;
}

else if (spritePosition.Y < MinY)
{
    spriteSpeed.Y *= -1;
    spritePosition.Y = MinY;
}
}

protected override void Draw(GameTime gameTime)
{
    graphics.GraphicsDevice.Clear(Color.CornflowerBlue);

    //draw our sprite

    spriteBatch.Begin(SpriteBlendMode.AlphaBlend);
    spriteBatch.Draw(myTexture, spritePosition, Color.White);
    spriteBatch.End();

    base.Draw(gameTime);
}
}
```

GOING BEYOND—3-D MODELS

Introduction

In the “Your First Game: Microsoft XNA Game Studio Express in 2-D” section, you saw a simple example that used the XNA Framework Content Pipeline to load a sprite (represented by a `Texture2D` object) and that used the XNA Framework APIs to draw it on the screen. This tutorial goes beyond that simple sample and introduces you to many concepts that XNA Game Studio Express makes easy, so you can focus on creating fun, interactive games.

This first tutorial introduces you to the Content Pipeline in a little more detail and some of the XNA Framework API calls you'll use to draw 3-D objects on the screen. When you complete this tutorial, you'll have a 3-D model with textures and lighting. Let's get started!

Step 1: Create a Spacewar Project

Before you start coding, you'll need some art assets to play around with. In this case, we want a 3-D model and an associated texture file so that the model has some detail. These assets are loaded into your game using the XNA Framework Content Pipeline, which is a feature built right into the Visual C# 2005 Express Edition user interface.

With XNA Game Studio Express, there is a rich source of art right at your fingertips, in the Spacewar Starter Kit. We want only the art, not all the prebuilt code for the Spacewar game, so your first step is to isolate the art. Let's begin by creating a Spacewar Starter Kit project.

- > On your Windows computer, open the Start menu and navigate to All Programs, then Microsoft XNA Game Studio Express folder, and then XNA Game Studio Express.
- > Visual C# 2005 Express Edition launches. When it appears, click the File menu, then click New Project.
- > From the list of templates that appears, click on either Spacewar Windows Starter Kit or Spacewar Xbox 360 Starter Kit, depending on whether you're developing on the Xbox 360 or Windows. Either way, the art assets are the same.
- > Type a path that you can remember into the Location field—you'll be copying art from this location.
- > Leave the rest of the fields at their default values. The dialog box should look similar to the screen below.



- > Click OK.

The Spacewar project is populated at the path you typed into the Location field. Once the project code opens on the screen, click the File menu, and then click Close Solution. We don't need the Spacewar solution anymore.

Step 2: Create a New Project and Use the Spacewar Model

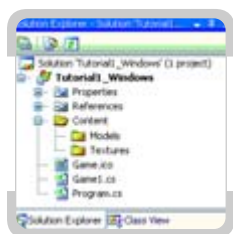
Now that you have the art assets, let's create the actual code project that you'll be writing:

- > Click the File menu, then click New Project... to create a new project.
- > From the list of templates that appears, click either Windows Game or Xbox 360 Game, depending on whether you're developing on the Xbox 360 or Windows. If you develop for Xbox 360, be sure you have a subscription to the XNA Creators Club; otherwise, you will not be able to play your game!
- > Type a name for your game into the Name field, and in the Location field, type the path to where you want the game files stored.
- > Click OK.

The code for your new game appears. The project already contains many of the methods that are needed to start and run a game. Right now, however, we need to make sure our art assets are being loaded; then we can modify the game to display them on the screen. Let's get some art into our project:

- > Make sure you can see the Solution Explorer for your project on the window's right side. If you cannot see it, click the View menu, and then click Solution Explorer. When it appears, you see files associated with your project in a tree structure.
- > In the Solution Explorer, right-click on the Project icon (one level below the Solution icon), click Add, and then click New Folder. Name this folder "Content." This is the root folder for our art. We must add two more folders underneath this one.
- > Right-click on the Content folder you just created, click Add, and then click New Folder. This creates a new folder underneath Content. Name this folder "Models."
- > Repeat the last step, creating a new folder under Content. This time, call the folder "Textures."

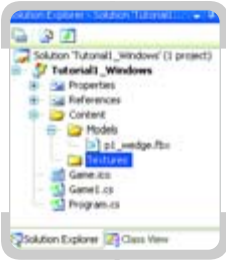
Your project structure should look similar to the screen below.



We need two pieces of art. The first is the 3-D model that goes into this new Content\Models folder; the second is a texture that is drawn on the 3-D model and is in the Content\Textures folder. The files we need are back in the path you placed the Spacewar project in. Let's go get them:

- > Right-click on the Models folder in the Solution Explorer, click Add, and then click Existing Item. Using the dialog box that appears, browse to the path you placed the Spacewar project in, and find the Contents\Models folder. Select p1_wedge.fbx. If you can't see any files, change the Files of Type Selection field to read Content Pipeline Files. Click OK.
- > Now, copy the textures associated with the model into the Textures folder. To do this, open Windows Explorer and browse to the Spacewar project path and the Content\Textures folder. Copy wedge_p1_diff_v1.tga, and then browse to your project folder, and then into the Content\Textures folder. Paste in the .tga you just copied.

Your project structure should now look similar to the screen at the top of the next page.



Note that you don't see the texture you added in the Solution Explorer. When you add a model, the textures that the model uses do not need to be added to the Content Pipeline. If you need to add textures that you will access manually (such as textures used for 2-D sprite drawing), do this via the Solution Explorer. Otherwise, you can simply copy the texture files to the appropriate folder.

When the files are added to the project, the Content Pipeline automatically identifies them as content files and set the appropriate processors to run when you build your project.

At this point, we're ready to code!

NOTE

Model files contain path information for the textures they use. All models in the Spacewar Starter Kit find their textures in a "Textures" folder that exists alongside the folder the models are in. For this tutorial, and any time you intend to use Spacewar content, you must replicate the folder structure in the Solution Explorer noted in this tutorial. Models you create or retrieve from other sources may have different path requirements and therefore may require different folder setups.

You can determine the correct texture paths by examining the model files, or by compiling the model as part of your game using XNA Game Studio Express and noting any Content Pipeline pathing errors that are returned.

Step 3: Load the Model Using the Content Pipeline

Look at the code for Game1.cs; it should still be on your screen from opening your project. You'll see a lot already done for you. Each of the methods already in the code is waiting for you to drop in your own calls to the XNA Framework. For now, we'll start by modifying the LoadGraphicsContent method:

- > Double-click the Game1.cs file in Solution Explorer to bring up the code for your game.
- > In the code, find the LoadGraphicsContent method.
- > Modify the code (including adding the lines shown above the method) to look like what's in the box to the right:

In that step, you told the Content Pipeline to load your model into your game when LoadGraphicsContent is called at your game's start. Note how you have to pass in the path to the asset relative to your project folder. Also note that there is no longer an extension on the asset. The asset's name can be anything you want, but by default is the name of the asset file minus its extension.

The code now loads the model. Let's get it showing on the screen!

C# Code

```
//3d model to draw
Model myModel;

protected override void LoadGraphicsContent(bool
loadAllContent)
{
    if (loadAllContent)
    {
        myModel =
content.Load<Model>("Content\\Models\\p1_
wedge");
    }
}
```


Step 4: Display the Model Onscreen (and Make It Rotate)

We'll want to modify two of the methods in our Game1.cs file:

- > In the Draw method, we will draw the model on the screen with texture and lighting.
- > In the Update method, we will make the model change its orientation based on time, so it appears to rotate over time.

Let's do the harder work first: drawing the model. We have to use some XNA Framework methods to set up the model's position and lighting to draw the model on the screen:

- > In the code, find the Draw method.
- > Modify the code (including adding the lines shown above the method) to look like this:

C# Code

```
//Position of the model in world space, and rotation
Vector3 modelPosition = Vector3.Zero;
float modelRotation = 0.0f;

//Position of the camera in world space, for our view matrix
Vector3 cameraPosition = new Vector3(0.0f, 50.0f, 5000.0f);

//Aspect ratio to use for the projection matrix
float aspectRatio = 640.0f / 480.0f;

protected override void Draw(GameTime gameTime)
{
    graphics.GraphicsDevice.Clear(Color.CornflowerBlue);

    //Copy any parent transforms
    Matrix[] transforms = new Matrix[myModel.Bones.Count];
    myModel.CopyAbsoluteBoneTransformsTo(transforms);

    //Draw the model; a model can have multiple meshes, so loop
    foreach (ModelMesh mesh in myModel.Meshes)
    {
        //This is where the mesh orientation is set, as well as our camera and projection
        foreach (BasicEffect effect in mesh.Effects)
        {
            effect.EnableDefaultLighting();
            effect.World = transforms[mesh.ParentBone.Index] * Matrix.CreateRotationY(modelRotation)
                * Matrix.CreateTranslation(modelPosition);
            effect.View = Matrix.CreateLookAt(cameraPosition, Vector3.Zero, Vector3.Up);
            effect.Projection = Matrix.CreatePerspectiveFieldOfView(MathHelper.ToRadians(45.0f),
                aspectRatio, 1.0f, 10000.0f);
        }
        //Draw the mesh; will use the effects set above.
        mesh.Draw();
    }
}
```

This code uses helper methods provided by the XNA Framework to set up the necessary 3-D math and lighting to display the model on the screen. Use the World matrix to change the position of the model in the world, the View matrix to change the position and direction of the camera (your eye), and the Projection matrix to control how the view of the 3-D world is turned into a 2-D image (projected) on your screen.

The call to `CopyAbsoluteBoneTransformsTo` and associated code inside the setup of the World matrix is not strictly necessary for this model, but when using more complicated models—which often use hierarchical structure (where mesh positions, scales, and rotations are controlled by “bones”)—this code ensures that any mesh is first transformed by the bone that controls it, if such a bone exists. The mesh is then transformed relative to the bone transformation.

If you compile and run your code now, you see your model onscreen! It is a spaceship with detail texture. But if you can resist the urge to compile your project and run, we can very easily make the model rotate in real-time so you can see all of it:

> In the code, find the `Update` method.

> Modify the code (including adding the lines shown above the method) to look like this:

C# Code

```
protected override void Update(GameTime gameTime)
{
    if (GamePad.GetState(PlayerIndex.One).Buttons.Back == ButtonState.Pressed)
        this.Exit();

    modelRotation += (float)gameTime.ElapsedGameTime.TotalSeconds;

    base.Update(gameTime);
}
```

And that's it. Compile and run your project by pressing **(F5)** or by clicking the Debug menu, and then clicking Start Debugging.

Congratulations!



You did it. There's a lot to making games, but you've taken the first step—a 3-D model with lighting and movement in real time. From here, there's no limit to where you can go!

For simplicity's sake, we took some shortcuts that can be optimized for better performance. An obvious improvement is to precalculate the View and Projection matrices instead of calculating them every time `Draw` is called, since they do not change. Try out this optimization as a first step.

Ideas to Expand

Got the urge to tinker with the project a bit? Try these ideas:

- > Modify the lighting parameters in the Draw call. Look at BasicEffect for an idea of what you can modify.
- > Instead of looking at a blue background, try adding an image as your background. (Hint: Make sure you use a call to SpriteBatch.Draw that allows you to specify a layerDepth parameter, and set that depth to 1.0f.)

The Complete Example

C# Code

```
#region Using Statements
using System;
using System.Collections.Generic;
using Microsoft.Xna.Framework;
using Microsoft.Xna.Framework.Audio;
using Microsoft.Xna.Framework.Content;
using Microsoft.Xna.Framework.Graphics;
using Microsoft.Xna.Framework.Input;
using Microsoft.Xna.Framework.Storage;
#endregion

public class Game1 : Microsoft.Xna.Framework.Game
{
    GraphicsDeviceManager graphics;
    ContentManager content;

    public Game1()
    {
        graphics = new GraphicsDeviceManager(this);
        content = new ContentManager(Services);
    }

    protected override void Initialize()
    {
        base.Initialize();
    }

    //3d model to draw
    Model myModel;

    protected override void LoadGraphicsContent(bool loadAllContent)
    {
        if (loadAllContent)
        {
            myModel = content.Load<Model>("Content\\Models\\p1_wedge");
        }
    }
}
```

C# Code

```

}

protected override void UnloadGraphicsContent(bool unloadAllContent)
{
    if (unloadAllContent == true)
    {
        content.Unload();
    }
}

protected override void Update(GameTime gameTime)
{
    if (GamePad.GetState(PlayerIndex.One).Buttons.Back == ButtonState.Pressed)
        this.Exit();

    modelRotation += (float)gameTime.ElapsedGameTime.TotalSeconds;

    base.Update(gameTime);
}

//Position of the model in world space, and rotation
Vector3 modelPosition = Vector3.Zero;
float modelRotation = 0.0f;

//Position of the camera in world space, for our view matrix
Vector3 cameraPosition = new Vector3(0.0f, 50.0f, 5000.0f);

//Aspect ratio to use for the projection matrix
float aspectRatio = 640.0f / 480.0f;

protected override void Draw(GameTime gameTime)
{
    graphics.GraphicsDevice.Clear(Color.CornflowerBlue);

    //Copy any parent transforms
    Matrix[] transforms = new Matrix[myModel.Bones.Count];
    myModel.CopyAbsoluteBoneTransformsTo(transforms);

    //Draw the model; a model can have multiple meshes, so loop
    foreach (ModelMesh mesh in myModel.Meshes)
    {
        //This is where the mesh orientation is set, as well as our camera and projection
        foreach (BasicEffect effect in mesh.Effects)
        {
            effect.EnableDefaultLighting();

```

C# Code

```
effect.World = transforms[mesh.ParentBone.Index] * Matrix.CreateRotationY(modelRotation)
    * Matrix.CreateTranslation(modelPosition);
effect.View = Matrix.CreateLookAt(cameraPosition, Vector3.Zero, Vector3.Up);
effect.Projection = Matrix.CreatePerspectiveFieldOfView(MathHelper.ToRadians(45.0f),
    aspectRatio, 1.0f, 10000.0f);
}
//Draw the mesh; will use the effects set above.
mesh.Draw();
}
}
}
```

GOING BEYOND—MAKING YOUR MODEL MOVE USING INPUT

Step 1: Connect Your Xbox 360™ Controller

The first step in this tutorial is making sure you can provide some input to your game. We'll be using the Xbox 360 Controller throughout this tutorial. Designed for use with both a Windows computer and an Xbox 360, the controller features many analog and digital inputs, as well as vibration motors to give the user feedback.

There are other ways to take input—the XNA Framework has support for keyboard and mouse devices. Mouse devices are only supported on Windows.

To follow along with us, connect your Xbox 360 Controller and get ready to code!

Step 2: Create Variables to Turn and Move the Model

We want our ship to move around on the screen, so we need to create some variables to track our model's position and orientation in the world.

Fortunately, from our last tutorial, we have two variables to do just that: `modelPosition`, which is a 3-D vector, and `modelRotation`, which is a floating-point value.

Currently, this system allows three degrees of translation (changing position in the world) but only one degree of rotation (changing orientation). For this demonstration, we use that limitation to simplify our input. In many 3-D games, there are three degrees of translation and three degrees of rotation, but this is a good start.

To make input a little more interesting, what we can do right now is add another vector for velocity. By updating the position with the velocity of each frame, our 3-D model can accelerate and decelerate smoothly. Let's try it:

- > Make sure your project from the “Going Beyond—3-D Models” section is open. If it isn't, open it by clicking **Open Project** on the **File** menu, and then browsing to your project.
- > View the code by double-clicking `Game1.cs` in **Solution Explorer**.
- > In the code, find the `Update` method. Modify it to look like the sample at the top of the next page:

C# Code

```
//Velocity of the model, applied each frame to the model's position
Vector3 modelVelocity = Vector3.Zero;

protected override void Update(GameTime gameTime)
{
    if (GamePad.GetState(PlayerIndex.One).Buttons.Back == ButtonState.Pressed)
        this.Exit();

    //Get some input
    UpdateInput();

    //add velocity to current position
    modelPosition += modelVelocity;

    //bleed off velocity over time
    modelVelocity *= 0.95f;

    base.Update(gameTime);
}
```

The code you've just added to input runs every frame and does a few different things. First, it gets rid of the code that automatically rotates the ship; you'll be controlling that with your controller. Next, it calls a method named `UpdateInput`, which you'll have to create in the next step. Last, it adds our model's velocity to its position, moving it in the world by its velocity, and decays the velocity so that eventually the model slows down.

Step 3: Take Input from the User

Now that the model is set up to move with velocity, you must provide some logic that changes the velocity based on controller input.

A simple system that we can use is an orientation thrust method; in essence, you can point the front of your model in different directions using your controller's stick, then apply thrust in the direction you point with your controller's trigger. By building up thrust in a direction, the model begins to move. This is similar to how the ships in the Spacewar Starter Kit move.

We can map our controls to the game this way:

- > Pressing left or right on the left stick increases or decreases the value of the `modelRotation` variable.
- > Pulling the right trigger adds a vector in the direction of our `modelRotation` variable to our `modelVelocity` vector.
- > Pressing **A** resets the position, velocity, and rotation values of the model to "warp" the ship back to the screen's center.

Let's code it!

NOTE

On the Xbox 360 Controller, both the triggers and the sticks are analog controls, meaning that they can report their movements in varying amounts, rather than just on or off; all other buttons are digital.

Xbox 360™ Handbook

- > Find some empty space in your code below the Update method.
- > Add a new method called `protected void UpdateInput()`.

Modify the method to look like this:

C# Code

```
protected void UpdateInput()
{
    //get the gamepad state
    GamePadState currentState = GamePad.GetState(PlayerIndex.One);
    if (currentState.IsConnected)
    {
        //rotate the model using the left stick; scale it down
        modelRotation -= currentState.ThumbSticks.Left.X * 0.10f;

        //create some velocity if the right trigger is down
        Vector3 modelVelocityAdd = Vector3.Zero;

        //find out what direction we should be thrusting, using rotation
        modelVelocityAdd.X = -(float)Math.Sin(modelRotation);
        modelVelocityAdd.Z = -(float)Math.Cos(modelRotation);

        //now scale our direction by how hard the trigger is held down
        modelVelocityAdd *= currentState.Triggers.Right;

        //finally, add this vector to our velocity
        modelVelocity += modelVelocityAdd;

        GamePad.SetVibration(PlayerIndex.One, currentState.Triggers.Right,
            currentState.Triggers.Right);

        //in case you get lost, press [[A]] to warp back to the center
        if (currentState.Buttons.A == ButtonState.Pressed)
        {
            modelPosition = Vector3.Zero;
            modelVelocity = Vector3.Zero;
            modelRotation = 0.0f;
        }
    }
}
```

That method does a lot. Let's take it piece by piece to investigate exactly what you're doing with input and the model:

```
//get the gamepad state
GamePadState currentState = GamePad.GetState(PlayerIndex.One);
```

This call to `GetState` retrieves a `GamePadState` object, which contains the information we need about the controller—in this case, stick and trigger positions.

```
//rotate the model using the left stick; scale it down
modelRotation -= currentState.ThumbSticks.Left.X * 0.10f;
```

Retrieving the *X*-axis value of the left stick (left and right movement) returns a value that is added to the `modelRotation` variable. The value is scaled down so that the rotation isn't too fast.

```
//create some velocity if the right trigger is down
Vector3 modelVelocityAdd = Vector3.Zero;
//find out what direction we should be thrusting, using rotation
modelVelocityAdd.X = -(float)Math.Sin(modelRotation);
modelVelocityAdd.Z = -(float)Math.Cos(modelRotation);
//now scale our direction by how hard the trigger is held down
modelVelocityAdd *= currentState.Triggers.Right;
```

A little math here helps translate the rotation of the ship into a vector. Taking the sine value of the rotation gives us the proper amount of *X* (left and right) movement, and the cosine gives us the *Z* (forward and back) movement. Then, we take the vector and lengthen it by how hard the player pulls the right trigger.

```
//finally, add this vector to our velocity
modelVelocity += modelVelocityAdd;
```

Finally, the created vector is added to the current velocity vector to create the final velocity vector applied to move the model around.

```
GamePad.SetVibration(PlayerIndex.One, currentState.Triggers.Right,
    currentState.Triggers.Right);
```

We're using the right trigger values to give some feedback to the player with the Xbox 360 Controller vibration motors, using `SetVibration`. The Xbox 360 Controller has two motors that run at different speeds, so experiment to find the best combination for the action that's happening in the game.

```
//in case you get lost, press A to warp back to the center
if (currentState.Buttons.A == ButtonState.Pressed)
{
    modelPosition = Vector3.Zero;
    modelVelocity = Vector3.Zero;
    modelRotation = 0.0f;
}
```

This little extra moves the model back to its original position and orientation in case it leaves the screen.

Congratulations!

At this point, your ship moves and gives you feedback through your Xbox 360 Controller. The player is in control of the action.

When you're ready, let's add the final element—audio—to get you on your way. Once you can control the action and can see and hear the results of your actions, you're well on your way to creating a game.

Ideas to Expand

Want to play around some more with input? Try these ideas:

- > Change the game to view your model from the top, as in a top-down arcade game. (Hint: Play with the camera position vector. Note that you can't set it exactly up and down because the camera vector cannot be the same as the "up" vector.)
- > Scale the vibration to occur more powerfully as the ship approaches the viewer. (Hint: Use the distance between `modelPosition` and `cameraPosition`.)
- > Try using a keyboard to control the ship. (Hint: You can plug a USB keyboard into your Xbox 360.)

The Complete Example

C# Code

```
#region Using Statements
using System;
using System.Collections.Generic;
using Microsoft.Xna.Framework;
using Microsoft.Xna.Framework.Audio;
using Microsoft.Xna.Framework.Content;
using Microsoft.Xna.Framework.Graphics;
using Microsoft.Xna.Framework.Input;
using Microsoft.Xna.Framework.Storage;
#endregion

public class Game1 : Microsoft.Xna.Framework.Game
{
    GraphicsDeviceManager graphics;
    ContentManager content;

    public Game1()
    {
        graphics = new GraphicsDeviceManager(this);
        content = new ContentManager(Services);
    }

    protected override void Initialize()
    {
        base.Initialize();
    }
}
```

C# Code

```

}

//3d model to draw
Model myModel;

protected override void LoadGraphicsContent(bool loadAllContent)
{
    if (loadAllContent)
    {
        myModel = content.Load<Model>("Content\\Models\\p1_wedge");
    }
}

protected override void UnloadGraphicsContent(bool unloadAllContent)
{
    if (unloadAllContent == true)
    {
        content.Unload();
    }
}

//Velocity of the model, applied each frame to the model's position
Vector3 modelVelocity = Vector3.Zero;

protected override void Update(GameTime gameTime)
{
    if (GamePad.GetState(PlayerIndex.One).Buttons.Back == ButtonState.Pressed)
        this.Exit();

    //Get some input
    UpdateInput();

    //add velocity to current position
    modelPosition += modelVelocity;

    //bleed off velocity over time
    modelVelocity *= 0.95f;

    base.Update(gameTime);
}

protected void UpdateInput()
{
    //get the gamepad state
    GamePadState currentState = GamePad.GetState(PlayerIndex.One);

```

C# Code

```

if (currentState.IsConnected)
{
    //rotate the model using the left stick; scale it down
    modelRotation -= currentState.ThumbSticks.Left.X * 0.10f;

    //create some velocity if the right trigger is down
    Vector3 modelVelocityAdd = Vector3.Zero;

    //find out what direction we should be thrusting, using rotation
    modelVelocityAdd.X = -(float)Math.Sin(modelRotation);
    modelVelocityAdd.Z = -(float)Math.Cos(modelRotation);

    //now scale our direction by how hard the trigger is down
    modelVelocityAdd *= currentState.Triggers.Right;

    //finally, add this vector to our velocity
    modelVelocity += modelVelocityAdd;

    GamePad.SetVibration(PlayerIndex.One, currentState.Triggers.Right,
        currentState.Triggers.Right);

    //in case you get lost, press ⬅️ to warp back to the center
    if (currentState.Buttons.A == ButtonState.Pressed)
    {
        modelPosition = Vector3.Zero;
        modelVelocity = Vector3.Zero;
        modelRotation = 0.0f;
    }
}

//Position of the model in world space, and rotation
Vector3 modelPosition = Vector3.Zero;
float modelRotation = 0.0f;

//Position of the camera in world space, for our view matrix
Vector3 cameraPosition = new Vector3(0.0f, 50.0f, -5000.0f);

//Aspect ratio to use for the projection matrix
float aspectRatio = 640.0f / 480.0f;

protected override void Draw(GameTime gameTime)
{
    graphics.GraphicsDevice.Clear(Color.CornflowerBlue);

    //Copy any parent transforms

```

C# Code

```

Matrix[] transforms = new Matrix[myModel.Bones.Count];
myModel.CopyAbsoluteBoneTransformsTo(transforms);

//Draw the model; a model can have multiple meshes, so loop
foreach (ModelMesh mesh in myModel.Meshes)
{
    //This is where the mesh orientation is set, as well as our camera and projection
    foreach (BasicEffect effect in mesh.Effects)
    {
        effect.EnableDefaultLighting();
        effect.World = transforms[mesh.ParentBone.Index] * Matrix.CreateRotationY(modelRotation)
            * Matrix.CreateTranslation(modelPosition);
        effect.View = Matrix.CreateLookAt(cameraPosition, Vector3.Zero, Vector3.Up);
        effect.Projection = Matrix.CreatePerspectiveFieldOfView(MathHelper.ToRadians(45.0f),
            aspectRatio, 1.0f, 10000.0f);
    }
    //Draw the mesh; will use the effects set above
    mesh.Draw();
}

base.Draw(gameTime);
}
}

```

GOING BEYOND—AUDIO

Step 1: Get Some Wave Files

Audio in XNA Game Studio Express is created using the Microsoft Cross-Platform Audio Creation Tool (XACT). Wave files (.wav) are assembled into an XACT project and built into wave banks that are loaded into your game.

The first thing to do is get some wave files. This is where the Spacewar project you created in “Going Beyond—3-D Models” comes in handy. Let’s go get the wave files from that project:

- > Make sure your project from “Going Beyond—Making Your Model Move Using Input” is open. If it isn’t, select Open Project from the File menu, and then browse to your project.
- > In the Solution Explorer, right-click on the Content folder, select Add, and then select New Folder. Name this folder “Audio.”
- > Right-click on the Audio folder you just created, select Add, and then select New Folder. Name this folder “Waves.”
- > Open Windows Explorer. Browse to the Spacewar Starter Kit project folder, into its Content\Audio\Waves folder. Inside that folder are several subcategories of folders, containing many sounds for you to use.
- > Drag and drop these two files from the Spacewar Waves folder to the Content\Audio\Waves folder in Windows Explorer: Ships\engine_2.wav, and Weapons\hyperspace_activate.wav.

Step 2: Create an XACT™ Project with Wave Files

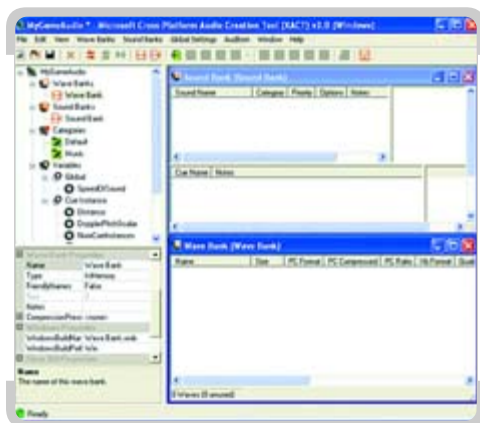
If you've noticed that you don't add wave files like other content files (i.e., via the Solution Explorer), you're right—the Content Pipeline processes XACT projects, which are compilations of wave files and not just the raw wave files themselves. We must now create that compilation using the Microsoft Cross-Platform Audio Creation Tool (XACT).

Let's launch XACT:

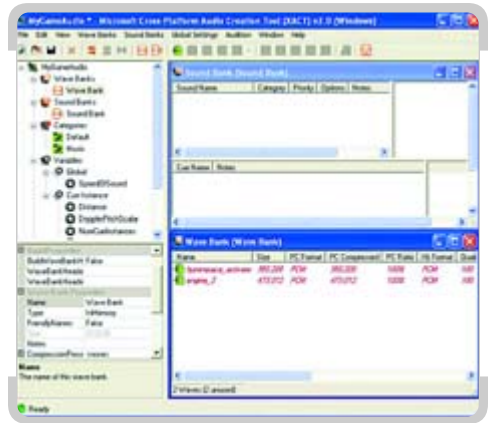
- > From your Start menu, browse to All Programs, then Microsoft XNA Game Studio Express, and then Tools.
- > Click Microsoft Cross-Platform Audio Creation Tool (XACT).
- > XACT launches and immediately opens a new project. Once you see the XACT window, save this new project to your game project folder in the Content\Audio folder:
- > From the XACT window, click the File menu, and then click Save Project As.
- > From the dialog box that appears, browse to your project folder, and then into the Content\Audio folder.
- > Type a name for your project. Use "MyGameAudio."
- > Click OK.

The project is saved in your game project folder under Contents\Audio. Later, we will load this XACT project through the Content Pipeline. First, let's put our wave files in the project so that when the XACT project loads in our game, there are sounds to play:

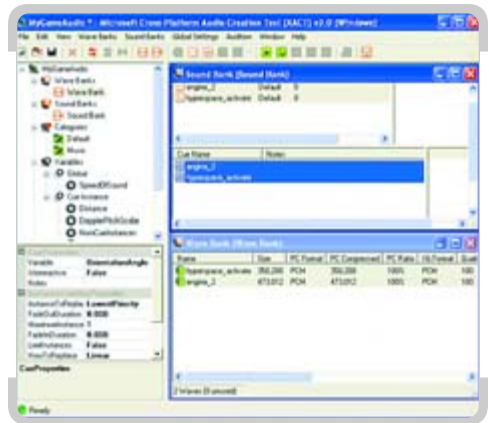
- > The screen contains an empty project. In the empty project, you must create a wave bank by right-clicking Wave Banks, and then clicking New Wave Bank. A new wave bank appears in the tree view under Wave Banks with the default name Wave Bank.
- > Create a new sound bank. To do this, right-click Sound Banks, and then New Sound Bank. A new sound bank appears in the tree view under Sound Banks with the default name Sound Bank.
- > At this point, two new windows have appeared: one for the wave bank and one for the sound bank. To arrange these windows for easier viewing, click Window, and then click Tile Horizontally. The windows should now look similar to the following:



> Add both of your wave files to the wave bank window. Click on the wave bank window to make sure it is active, then right-click Wave Banks, and then click Insert Wave File(s). Browse to your game project folder, and into the Content\Audio\Waves folder. Select both wave files. If you successfully added them, they appear in the wave bank window, which looks similar to the screen directly to the right:



> For each wave listed in the wave bank window, drag the wave from the wave bank window to the sound bank window, and drop it on top of the Cue Name panel. XACT automatically creates a new cue that is linked to a new sound that plays this wave file. It should look similar to the screen to the right:

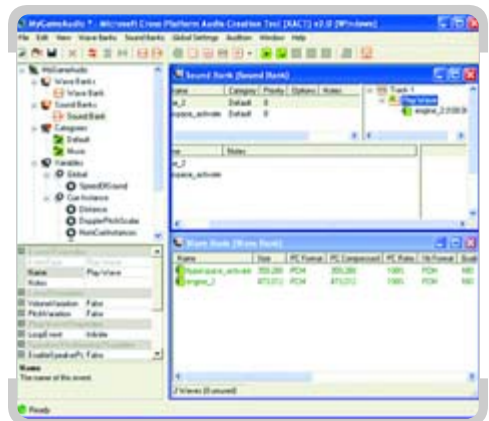


> If the bottom-left corner of the sound bank window does not have any entries, you must add entries by dragging each sound from the sound bank's upper-left panel to its lower-left panel. This action creates cues that correspond to the sounds.

> Before saving, make sure our engine 2 sound loops when we play it; we don't want it to just play once and stop. Click on engine 2 in the sound bank's top-left panel. When you do this, a tree structure appears in the sound bank's top-right panel.

> In the sound bank's top-right panel, click the Play Wave item. Notice that the property pane in the far lower-left panel of your XACT window changes to list a set of properties.

> In this property panel, find the LoopEvent property. Set it to Infinite. It should look something like the screen to the right:



> Save the XACT project by selecting the File menu, and then selecting Save Project.

Step 3: Load the XACT Project through the Content Pipeline

You've just created and saved an XACT project that contains two wave files. The next step is to load this XACT project into the Content Pipeline:

- > Return to Visual C# 2005 Express Edition, and make sure your game project is loaded. If it isn't, click **Open Project** on the **File** menu, and browse to your project.
- > Right-click on the **Content\Audio** folder in the **Solution Explorer**, select **Add**, and then select **Existing Item**. Using the dialog box that appears, browse to your game project's (not *Spacewar's*) **Content\Audio** folder, and then select **MyGameAudio.xap**. If you can't see any files, make sure you change the **Files of Type Selection** field to read **Content Pipeline Files**. Click **OK**.

The Content Pipeline automatically builds the .xap file as part of building your game. Now, all that's left is to load the output files from your XACT project into your game. Let's code!

- > View the code by double-clicking **Game1.cs** in **Solution Explorer**.
- > Find the **Initialize** method. Modify it to look like this:

C# Code

```
AudioEngine audioEngine;
WaveBank waveBank;
SoundBank soundBank;

protected override void Initialize()
{
    audioEngine = new AudioEngine("Content\\Audio\\MyGameAudio.xgs");
    waveBank = new WaveBank(audioEngine, "Content\\Audio\\Wave Bank.xwb");
    soundBank = new SoundBank(audioEngine, "Content\\Audio\\Sound Bank.xsb");
    base.Initialize();
}
```


Notice that you need to load three files for your audio:

- > An **AudioEngine** by passing in the name of the XACT project file with an .xgs extension
- > A **WaveBank** by passing in your **AudioEngine** and the name of the wave bank you created in the XACT project with an .xwb extension
- > A **SoundBank** by passing in your **AudioEngine** and the name of the sound bank you created in the XACT project with an .xsb extension

Once you have done this, you're ready to add the code to play your sounds when game events happen!

Step 4: Play Sounds Using the Audio API

Access the sounds you wish to play in your game via a Cue object, which you can get by calling `GetCue` or play directly by calling `PlayCue`.

In this tutorial, we do both. For our looping engine sound, we call `GetCue` to get and hold the engine cue, and pause and resume the cue as our engines turn on and off when the user pulls the trigger. When the player presses  to warp, we play the hyperspace sound by calling `PlayCue`.

Find the `UpdateInput` method. Modify it to look like this:

C# Code

```
//Cue so we can hang on to the sound of the engine
Cue engineSound = null;

protected void UpdateInput()
{
    //get the gamepad state
    GamePadState currentState = GamePad.GetState(PlayerIndex.One);
    if (currentState.IsConnected)
    {
        //rotate the model using the left stick; scale it down
        modelRotation -= currentState.ThumbSticks.Left.X * 0.10f;

        //create some velocity if the right trigger is down
        Vector3 modelVelocityAdd = Vector3.Zero;

        //find out what direction we should be thrusting, using rotation
        modelVelocityAdd.X = -(float)Math.Sin(modelRotation);
        modelVelocityAdd.Z = -(float)Math.Cos(modelRotation);

        //now scale our direction by how hard the trigger is held down
        modelVelocityAdd *= currentState.Triggers.Right;

        //finally, add this vector to our velocity
        modelVelocity += modelVelocityAdd;

        GamePad.SetVibration(PlayerIndex.One, currentState.Triggers.Right,
            currentState.Triggers.Right);

        //set some audio based on whether we're pulling trigger
        if (currentState.Triggers.Right > 0)
        {
            if (engineSound == null)
            {
                engineSound = soundBank.GetCue("engine_2");
                engineSound.Play();
            }
        }
    }
}
```

C# Code

```

    }

    else if (engineSound.IsPaused)
    {
        engineSound.Resume();
    }
}
else
{
    if (engineSound != null && engineSound.IsPlaying)
    {
        engineSound.Pause();
    }
}

//in case you get lost, press ⬅️ to warp back to the center
if (currentState.Buttons.A == ButtonState.Pressed)
{
    modelPosition = Vector3.Zero;
    modelVelocity = Vector3.Zero;
    modelRotation = 0.0f;

    //make a sound when we warp
    soundBank.PlayCue("hyperspace_activate");
}
}
}

```

Many things are happening here. Here's a breakdown of what we're doing:

```

//Cue so we can hang on to the sound of the engine
Cue engineSound = null;

```

The Cue represents an instance of a sound. In this case, this Cue represents the sound of our engines when we pull the right trigger.

C# Code

```
//set some audio based on whether we're pulling trigger
if (currentState.Triggers.Right > 0)
{
    if (engineSound == null)
    {
        engineSound = soundBank.GetCue("engine_2");
        engineSound.Play();
    }

    else if (engineSound.IsPaused)
    {
        engineSound.Resume();
    }
}
else
{
    if (engineSound != null && engineSound.IsPlaying)
    {
        engineSound.Pause();
    }
}
```

This code manages the engine sound. Since we enter this code once every frame, we have to make sure we don't continually try to play the same sound—we only want to modify the state of the Cue if there's a change, such as the trigger being released. This code uses `GetCue` the first time through the loop to ready the Cue to play and to play it if the trigger is down.

From that point forward, each release of the trigger calls `Pause` and halts playback of the Cue. Subsequently pulling the trigger again will call `Resume`, and playback continues.

In case you get lost, press **A** to warp back to the center

C# Code

```
if (currentState.Buttons.A == ButtonState.Pressed)
{
    modelPosition = Vector3.Zero;
    modelVelocity = Vector3.Zero;
    modelRotation = 0.0f;

    //make a sound when we warp
    soundBank.PlayCue("hyperspace_activate");
}
```

Finally, when the user presses **A** to warp, get and play a sound all at once using `PlayCue`. Since we don't need to stop or pause this sound, but can just let it play, there's no reason to hold on to the sound in a Cue object.

Congratulations!

At this point, you have a spaceship that floats in 3-D space, that moves around when you use your Xbox 360 Controller, and that makes sounds and gives you feedback in your controller. You have created the very beginnings of a 3-D game using XNA Game Studio Express, and you're just getting started. There's so much more to explore!

Ideas to Expand

If you're ready to go further with this sample, try a few of these ideas:

- > Use some of the advanced runtime parameter control functionality of XACT to change the volume and pitch of your engines as you change pressure on your right trigger.
- > Add some background music and try setting volumes using categories.

By this point, you have many of the basic elements you need to build a game: graphics, input, and sound. Even so, you may be wondering, "How do I build a game?"

Games are an expressive process, with plenty of room for creative problem-solving. There is truly no "right way" to make a game. With the example we have created, there are still many missing elements. What does the ship interact with? Does it have a goal? What obstacles prevent the ship from reaching the goal?

Answering these questions will define your game and make it your own. Play some games that inspire you, check out the XNA Team Blog, read up on XNA in the Programming Guide, explore the XNA Framework, and have fun building a game of your own. We hope you enjoy XNA Game Studio Express!

The Complete Example

C# Code

```
#region Using Statements
using System;
using System.Collections.Generic;
using Microsoft.Xna.Framework;
using Microsoft.Xna.Framework.Audio;
using Microsoft.Xna.Framework.Content;
using Microsoft.Xna.Framework.Graphics;
using Microsoft.Xna.Framework.Input;
using Microsoft.Xna.Framework.Storage;
#endregion

public class Game1 : Microsoft.Xna.Framework.Game
{
    GraphicsDeviceManager graphics;
    ContentManager content;

    public Game1()
```

C# Code

```

{
    graphics = new GraphicsDeviceManager(this);
    content = new ContentManager(Services);
}

AudioEngine audioEngine;
WaveBank waveBank;
SoundBank soundBank;

protected override void Initialize()
{
    audioEngine = new AudioEngine("Content\\Audio\\MyGameAudio.xgs");
    waveBank = new WaveBank(audioEngine, "Content\\Audio\\Wave Bank.xwb");
    soundBank = new SoundBank(audioEngine, "Content\\Audio\\Sound Bank.xsb");
    base.Initialize();
}

//3d model to draw
Model myModel;

protected override void LoadGraphicsContent(bool loadAllContent)
{
    if (loadAllContent)
    {
        myModel = content.Load<Model>("Content\\Models\\p1_wedge");
    }
}

protected override void UnloadGraphicsContent(bool unloadAllContent)
{
    if (unloadAllContent == true)
    {
        content.Unload();
    }
}

//Velocity of the model, applied each frame to the model's position
Vector3 modelVelocity = Vector3.Zero;

protected override void Update(GameTime gameTime)
{
    if (GamePad.GetState(PlayerIndex.One).Buttons.Back == ButtonState.Pressed)

```

C# Code

```

    this.Exit();

    //Get some input
    UpdateInput();

    //update audioEngine
    audioEngine.Update();

    //add velocity to current position
    modelPosition += modelVelocity;

    //bleed off velocity over time
    modelVelocity *= 0.95f;

    base.Update(gameTime);
}

//Cue so we can hang on to the sound of the engine
Cue engineSound = null;

protected void UpdateInput()
{
    //get the gamepad state
    GamePadState currentState = GamePad.GetState(PlayerIndex.One);
    if (currentState.IsConnected)
    {
        //rotate the model using the left stick; scale it down
        modelRotation -= currentState.ThumbSticks.Left.X * 0.10f;

        //create some velocity if the right trigger is down
        Vector3 modelVelocityAdd = Vector3.Zero;
        //find out what direction we should be thrusting, using rotation
        modelVelocityAdd.X = -(float)Math.Sin(modelRotation);
        modelVelocityAdd.Z = -(float)Math.Cos(modelRotation);

        //now scale our direction by how hard the trigger is held down
        modelVelocityAdd *= currentState.Triggers.Right;

        //finally, add this vector to our velocity
        modelVelocity += modelVelocityAdd;

        GamePad.SetVibration(PlayerIndex.One, currentState.Triggers.Right,
            currentState.Triggers.Right);
    }
}

```

C# Code

```

//set some audio based on whether we're pulling trigger
if (currentState.Triggers.Right > 0)
{
    if (engineSound == null)
    {
        engineSound = soundBank.GetCue("engine_2");
        engineSound.Play();
    }

    else if (engineSound.IsPaused)
    {
        engineSound.Resume();
    }
}
else
{
    if (engineSound != null && engineSound.IsPlaying)
    {
        engineSound.Pause();
    }
}

//in case you get lost, press ⏮ to warp back to the center
if (currentState.Buttons.A == ButtonState.Pressed)
{
    modelPosition = Vector3.Zero;
    modelVelocity = Vector3.Zero;
    modelRotation = 0.0f;

    //make a sound when we warp
    soundBank.PlayCue("hyperspace_activate");
}
}

//Position of the model in world space, and rotation
Vector3 modelPosition = Vector3.Zero;
float modelRotation = 0.0f;

//Position of the camera in world space, for our view matrix
Vector3 cameraPosition = new Vector3(0.0f, 50.0f, -5000.0f);

//Aspect ratio to use for the projection matrix

```

C# Code

```

float aspectRatio = 640.0f / 480.0f;

protected override void Draw(GameTime gameTime)
{
    graphics.GraphicsDevice.Clear(Color.CornflowerBlue);

    //Copy any parent transforms
    Matrix[] transforms = new Matrix[myModel.Bones.Count];
    myModel.CopyAbsoluteBoneTransformsTo(transforms);
    //Draw the model; a model can have multiple meshes, so loop
    foreach (ModelMesh mesh in myModel.Meshes)
    {
        //This is where the mesh orientation is set, as well as our camera and projection
        foreach (BasicEffect effect in mesh.Effects)
        {
            effect.EnableDefaultLighting();
            effect.World = transforms[mesh.ParentBone.Index] * Matrix.CreateRotationY(modelRotation)
                * Matrix.CreateTranslation(modelPosition);
            effect.View = Matrix.CreateLookAt(cameraPosition, Vector3.Zero, Vector3.Up);
            effect.Projection = Matrix.CreatePerspectiveFieldOfView(MathHelper.ToRadians(45.0f),
                aspectRatio, 1.0f, 10000.0f);
        }
        //Draw the mesh; will use the effects set above.
        mesh.Draw();
    }

    base.Draw(gameTime);
}
}

```

12: What Is Old Is New Again



LOOKING BACK WHILE MOVING FORWARD

Don't think that just because the Xbox 360 is out that the people at Microsoft are resting on their laurels. No way, no how. Each and every day they are still hard at work bringing you titles you've come to grow and love. What is the point, you ask?

Easy backward compatibility is the best way to expand your gaming library almost three hundred fold, right out of the box. Among the Xbox 360's buckets of abilities is its ability to play games for the original Xbox. Attached is a current list of original Xbox titles that are compatible with the Xbox 360.

Did You Know?

In order to take advantage of the Xbox 360's backwards compatibility, you will need a few things.

1. **A hard drive: it contains the emulation software needed for backward compatibility**
2. **Either a high-speed internet connection to download the CD image (and a burner on your PC to burn it to disc), or enough patience to order a CD and wait for it to arrive**
3. **The actual Xbox game disc**

NOTE

The game catalog for the Original Xbox is huge! So it might take some time for more obscure titles to become backward compatible. In the meantime, though, check out the updated list at <http://www.xbox.com/en-US/games/backwardscompatibility.htm>.

Updating with Xbox Live®

This is, by far, the easiest way to get the required updates for your Xbox games. Because it is automatic, all you need to do is pop an original Xbox title on this list into your online-enabled Xbox 360, and it does all the work for you.

You might need to follow a few online prompts, but all the hard work will be done on the Xbox 360's end. Sit back, relax, and enjoy.

NOTE

You can get the updated emulation software through Xbox Live with either a Xbox Silver- or a Xbox Gold-level membership.



Updating Using a Created CD or DVD

To create a CD or DVD with the update software, you will need an Internet connection, a CD or DVD burner, and the necessary burning software.

Follow the listed steps to burn the software update onto a writeable CD or DVD.

TIP

You can create the disc using third-party software. If you do, just burn the xex file as you would with any other data format. Just be sure it is the only data file on the disc.

1. Download the current xex software from <http://www.xbox.com/en-US/games/backwardscompatibility.htm>.
2. Insert a blank CD or DVD into your disk tray.
3. Drag and drop the default.xex over the blank CD/DVD RW and click "Write Files to CD."
4. Follow the onscreen prompts from the burning wizard.

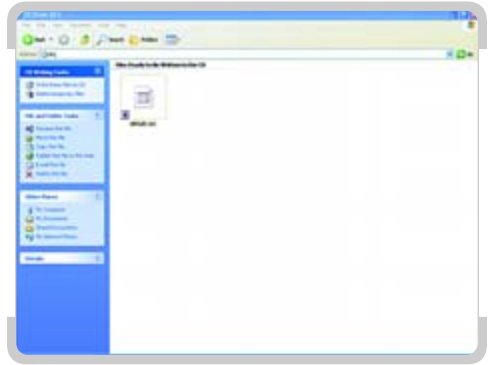
NOTE

It doesn't matter what you name the disc. Just give it a name so you know what it is. Your best option is to use the date of the download as its name.

5. Wait for the disc to finish burning and you're halfway there.
6. Take your created CD or one provided by Microsoft, and insert it into your Xbox 360.
7. The updater will automatically start up. Follow the onscreen prompts and wait for it to complete.
8. Let the Xbox 360 reboot and you're done. Now reach for your Xbox Library.

NOTE

If you could do it on the original Xbox, you can do it on Xbox 360. That means that backward-compatible titles on the Xbox 360 have all the functionality they had on their original home.



TIP

If you don't have a CD or DVD writer, you can also request a disc from Microsoft! Go to <http://www.xbox.com/en-US/games/backwardscompatibility.htm> and click on the order disc button. Place your order and in a few short days, you'll have your disc. If you do choose to order a disc, skip to number six on the instructions list.

Xbox 360™ Handbook

BACKWARD-COMPATIBLE TITLES

4x4 EVO 2

AirForce Delta Storm

Aggressive Inline™

Alias™

Aliens versus Predator™ Extinction

All-Star Baseball™ 2003

All-Star Baseball™ 2005

Amped®: Freestyle Snowboarding

Amped® 2

Aquaman: Battle of Atlantis

Army Men®: Sarge's War™

Atari® Anthology™

ATV: Quad Power Racing 2™

Bad Boys 2

Big Mutha Truckers

Baldur's Gate™: Dark Alliance™ II

Barbarian

Barbie™ Horse Adventures™ Wild Horse Rescue™

Batman Begins™

Battle Engine Aquila

Battlestar Galactica™

BLACK™

BMX XXX™

Brute Force™

Buffy the Vampire Slayer

Buffy the Vampire Slayer™: Chaos Bleeds

Burnout® 3: Takedown™

Cabela's® Big Game Hunter™ 2005 Adventures

Cabela's® Dangerous Hunts™

Cabela's® Outdoor Adventures™ 06

Cabela's® Deer Hunt™ 2004 Season

Cabela's® Deer Hunt™ 2005 Season

Call of Cthulhu®: Dark Corners of the Earth™

Call of Duty™: Finest Hour™

Casino

Catwoman™

Chicago Enforcer

Circus Maximus

Close Combat: First to Fight

Colin McRae Rally 4

Combat Elite: WWII Paratroopers™

Commandos 2: Men of Courage™

Conflict: Desert Storm

Conker™: Live and Reloaded

Constantine™

Counter-Strike™

Crash Twinsanity™

Crash Nitro Kart™2

Crimson Skies®: High Road to Revenge™

Crouching Tiger, Hidden Dragon™

Dark Angel

What Is Old Is New Again

Darkwatch™	FIFA Soccer 2004
Dead or Alive® 3	FIFA STREET
Dead or Alive Ultimate	Fight Night 2004
Dead to Rights®	FlatOut™
Deathrow	Ford Mustang
Destroy All Humans!	Ford vs. Chevy
Digimon® Rumble Arena® 2	Forza Motorsport™
Dinotopia2	Freaky Flyers
DOOM 3®	Frogger Beyond™
Drake™	Futurama™
Dreamfall: The Longest Journey	Fuzion Frenzy®
Dynasty Warriors 4	Gauntlet®: Seven Sorrows™
Egg Mania™: Eggstreme Madness	Genma Onimusha
ESPN Major League Baseball	Goblin Commander™: Unleash the Horde
ESPN MLS ExtraTime 2002	Grabbed by the Ghoulies™
Euro 2004	Grand Theft Auto: The Trilogy
Evil Dead: A Fistful of Boomstick	Grand Theft Auto: Vice City
F1 2001	Grand Theft Auto: San Andreas™
Family Guy	Gravity Games Bike: Street. Vert. Dirt.
Fable®	Grooverider: Slot Car Thunder
Fable®: The Lost Chapters™	Half-Life® 2
Fairly OddParents: Breakin' da Rules	Halo®
Far Cry: Instincts	Halo® 2
Fatal Frame™	Halo® 2 Multiplayer Map Pack
Fatal Frame™ II: Crimson Butterfly DIRECTOR'S CUT	Harry Potter and the Goblet of Fire™
FIFA Soccer 2003	Harry Potter and the Sorcerer's Stone™

Xbox 360™ Handbook

He-Man: Defender of Grayskull	Max Payne™
Hitman: Contracts™	Max Payne® 2
House of the Dead 3	Maximum Chase
I-Ninja	Medal of Honor European Assault™
IHRA Drag Racing Sportsman Edition	Medal of Honor™ Frontline
IHRA Professional Drag Racing 2005™	Medal of Honor™ Rising Sun
Indigo Prophecy	Mega Man® Anniversary Collection
The Incredibles	Metal Arms™: Glitch in the System
IndyCar® Series 2005	MicroMachines
Intellivision Lives	Mike Tyson Heavyweight Boxing
Jade Empire™	Minority Report
James Bond 007™: NightFire™	MLB SlugFest 20-04
Judge Dredd®: Dredd vs. Death™	Monster Garage™
Jurassic Park: Operation Genesis	Mortal Kombat: Armageddon
Kabuki™ Warriors	Mortal Kombat® Deception™
Kelly Slater's Pro Surfer	MotoGP
kill.switch	MTV Music Generator™ 3
Leisure Suit Larry: Magna Cum Laude	MTX: Mototrax™
LEGO® Star Wars®	Murakumo: Renegade Mech Pursuit
LEGO® Star Wars® II: The Original Trilogy	MX Unleashed
Lemony Snicket's A Series of Unfortunate Events™	MX vs. ATV Unleashed
Links® 2004	MX World Tour™: Featuring Jamie Little
LOONS—The Fight for Fame	Namco Museum™
Magatama	Namco Museum 50th Anniversary Arcade Collection
Manhunt	NBA LIVE 2004
Mat Hoffman's Pro BMX™ 2	Need For Speed™ Underground 2

NFL Blitz 2002	Rainbow Six Lockdown
NFL Blitz 2003	Rapala Pro Fishing
NFL Blitz 2004	Rayman Arena
NHL® 2004	Raze's Hell™
NHL Hitz™ 2003	Red Dead Revolver
Ninja Gaiden®	Red Faction® II
Ninja Gaiden® Black	RedCard™ 2003
Open Season	Richard Burns Rally
Outlaw Golf 2	Robotech: Battlecry
Outlaw Tennis	Rocky™ Legends
Outlaw Volleyball	Rogue Ops
Over the Hedge™	Rogue Trooper™
Pariah	Samurai Jack
Phantom Crash™	Samurai Warriors™
Pinball Hall of Fame™	Scarface
Pitfall®: The Lost Expedition™	Scooby Doo!™ Night of 100 Frights
Predator Concrete Jungle™	Scrapland
Prince of Persia: The Sands of Time™	SEGA GT™ 2002
Pro Evolution Soccer 5	Serious Sam
Pro Race Driver™	Shadow The Hedgehog™
Psychonauts	Shamu's Deep Sea Adventures
Pump It Up™: Exceed	Shark Tale
Pure Pinball	ShellShock: Nam '67™
Puyo Pop Fever2	Shenmue II
Quantum Redshift®	Shincho Mahjong
RalliSport Challenge	Sid Meier's Pirates!®

Xbox 360™ Handbook

Silent Hill® 4: The Room	Star Wars® Knights of the Old Republic® II: The Sith Lords™
Smashing Drive	State of Emergency
Sneakers™ 5	Street Racing Syndicate™
Sniper Elite	Stubbs the Zombie™ in Rebel without a Pulse™
Soccer Slam	Super Bubble Pop
Sonic Heroes™	Super Monkey Ball™ Deluxe
Sonic Mega Collection™ Plus	SX Superstar™
Soul Calibur 2	Taz Wanted
Spawn® Armageddon	Tecmo Classic Arcade
Speed Kings™	Teenage Mutant Ninja Turtles™
Sphinx and the Cursed Mummy™	Test Drive®: Eve of Destruction
Spider-Man™	Tetris Worlds™4
Splat Magazine Renegade Paintball	The Great Escape
Splinter Cell: Double Agent	The Hulk™
SpongeBob SquarePants™: Battle for Bikini Bottom	The Incredible Hulk™: Ultimate Destruction
The SpongeBob Square Pants Movie	The Incredibles: Rise of the Underminer
SpyHunter® 2	The Legend of Spyro™: A New Beginning
SpyHunter®: Nowhere to Run™	The Lord of the Rings™: The Return of the King™
Spyro™ A Hero's Tail	The Punisher™
SSX 3	The Simpsons™ Hit and Run™
Stake™	The Simpsons™ Road Rage
Star Wars Battlefront™	The Suffering
Star Wars Battlefront™ II	The Terminator™ Dawn of Fate
Star Wars®: Episode III Revenge of the Sith™	The Thing™
Star Wars® Jedi Knight®: Jedi Academy™	Thief: Deadly Shadows™
Star Wars®: Knights of the Old Republic™	Tom Clancy's Ghost Recon™

What Is Old Is New Again

Tom Clancy's Ghost Recon® 2

Tom Clancy's Ghost Recon™: Island Thunder™

Tom Clancy's Ghost Recon® 2 Summit Strike™

Tom Clancy's Rainbow Six® 3

Tom Clancy's Rainbow Six® 3 Black Arrow™

Tom Clancy's Splinter Cell®

Tom Clancy's Splinter Cell® Chaos Theory™

Tom Clancy's Splinter Cell® Pandora Tomorrow™

Tony Hawk's American Wasteland

Tony Hawk's Pro Skater™ 4

Tony Hawk's Underground 2

Torino 2006™ Winter Olympics

Tork™: Prehistoric Punk™

Toxic Grind

Trigger Man™

True Crime: Streets of LA

Ty the Tasmanian Tiger™

Ty the Tasmanian Tiger™ 2: Bush Rescue™

Ty the Tasmanian Tiger™ 3: Night of the Quinkan

Ultimate Spider-Man

Urban Freestyle Soccer

Vexx™

Vietcong™: Purple Haze

Volvo: Drive for Life

Wakeboarding Unleashed: Featuring Sean Murray

Whacked!®

Winback 2: Project Poseidon

World Soccer Winning Eleven 9

World Series® Baseball 2K3

Worms 4 Mayhem

Worms™ Forts: Under Siege

Wrath Unleashed™

WWE™ Raw™ 2

X2 Wolverine's Revenge

Xiaolin Showdown

XIII

Yoursell!Fitness™

Zapper™

GLOSSARY

You may come across some words and phrases in this book, or while using the Xbox 360, that you might not recognize. If you're lucky, they're listed here.

A

ACHIEVEMENTS: An extra set of challenges included in every Xbox 360 game. They are not intrinsically tied to the game's main objective and instead are supplementary challenges to be achieved.

AI: Artificial intelligence. This refers to the programming of non-playable characters. Also referred to as alien intelligence.

AVOID PLAYER: Allows Xbox Live users to avoid being matched up with particular players on Xbox Live. It is a part of the Xbox Live feedback system.

B

BANDWIDTH: The rate used to measure data transmission to a computer.

BLADE: Any of the four interchangeable sections in the Xbox 360 Dashboard. They are Xbox Live, Games, Media, and Systems.

C

CHAT: Xbox Live function that allows players to, well, chat. Voice communication.

CHAT INVITE: An invite to partake in idle chitchat over Xbox Live.

CHEAT: A code or button sequence that circumvents, adds to, or changes gameplay in some way.

CONNECT BUTTON: A button on the Xbox 360 and Xbox 360 Wireless Controller used to synchronize a connection between the two.

CONSOLE: The Xbox 360 hardware unit.

CONTROLLER: Either wired or wireless. It is used to control the onscreen action.

CUSTOM MATCH: An online match whose specifications were modified to your liking.

D

D-PAD: The circular 8-way directional pad on the bottom left of Xbox 360 controllers.

E

EASTER EGG: A hidden or unlockable "something" in a game. It is usually not clearly accessible or doesn't serve any function.

F

FAMILY SETTINGS: Modifiable settings accessible through the Xbox 360 Dashboard. They are restrictive settings used to monitor content.

FAMILY ZONE: The family-friendly Gamer Zone of Xbox Live. Its focus is on clean language, polite etiquette, and family-friendly gaming habits.

FRIEND: Anyone on your Xbox Live friends list.

FRIEND REQUEST: A request sent to another gamer to join your friends list.

FRIENDS LIST: People on this list comprise your immediate circle of friends online. You can view their recent activity online, and they are typically easier to get ahold of for gaming sessions.

G

GAMER PICTURE: A picture displayed on your gamer card. It can be modified and should reflect something about your interests.

GAMER PROFILE: Your gamer card and achievements combined. A view into your gaming career.

GAMER ZONE: Either Recreational, Pro, Family, or Underground. Your Gamer Zone indicates your style of gaming.

GAMER CARD: Comprised of your gamerscore, gamer picture, and other bits of information like reputation, motto, and Gamer Zone, this is a quick snapshot of your gaming style.

GAMERSCORE: The allotment of every achievement you've acquired.

GAMERTAG: Your name on Xbox Live.

GUI: Game user interface. See HUD.

H

HUD: Heads-up display. A display showing current options, settings, or conditions.

I

IP ADDRESS: Internet Protocol address. A 32-digit number that serves as your Internet connection's name.

L

LAG: The difference between a command and its execution. Often times it is used when online play slows down or a game's frame rate drops due to excessive processing.

LAN: Local area network. A network of computers linked via wireless or hardwire connection.

M

MESSAGES: Chat, video, or text sent from one player to another.

N

NOTIFICATIONS: Brief message bubbles that pop up during gameplay or while idle, notifying player of an achievement, a message received, sign-on status, or friend status.

Xbox 360™ Handbook

P

PERSONAL SETTINGS: A player's preferred settings on a particular game, console, or network setup.

PLAYLIST: A list of songs with a particular theme.

PREFERRED PLAYER: The opposite of "avoid player." On Xbox Live, allows you to prefer particular players to play with. It is a part of the Xbox Live feedback system.

R

RECREATION ZONE: A Gamer Zone dedicated to gamers who just want to relax and play. Winning is not the main objective here, fun is.

REPUTATION: Positive or negative feedback generated during online play. It is represented by a five-star system, with one star being bad, five being good.

RING OF LIGHT: The ring of light around the power button on the Xbox 360. It is separated into four quadrants, each one representing a controller.

S

SWAG: Promotional or branded material, such as T-shirts, backpacks, and hats.

T

TRUESKILL™: A new and innovative way to match players of similar skill levels on Xbox Live.

U

UNDERGROUND ZONE: This is the most competitive Gamer Zone. People who choose Underground as their game zone love to smack talk, play hard, and lose harder.

USB: Universal serial bus. One type of PC (and Xbox 360) connectivity.

USB CABLE: A cable used to connect via USB.

USB PORT: A USB input.

W

WIRELESS DONGLE: A small attachment used as receiver for a wireless device.

XYZ

XBOX: The original Xbox console.

XBOX 360 SYSTEM: The Xbox 360 console with hard drive and chrome accent.

XBOX 360 CORE SYSTEM: The Xbox 360 console without hard drive and chrome accent.

XBOX DASHBOARD: The user interface for your Xbox 360. Separated into four blades, it controls everything the system can do.

XBOX GUIDE: A HUD interface that grants players access to their personal settings, gamer card, music, and Xbox Live.

XBOX GUIDE BUTTON: Large dome-shaped button on Xbox 360 controllers. It activates the Xbox Guide.

XBOX LIVE: The original Xbox and Xbox 360's online component.

XNA™: A set of Microsoft tools that allows its users to create new and original content for Microsoft Windows and Xbox 360.

XBOX.COM'S GLOSSARY OF XBOX LIVE® TERMS

The following terms were supplied by Microsoft and are a great reference for all things wireless, Internet-related, and Xbox Live.

#

802.11 wireless networks: These are the most common types of wireless network, which are also often called Wi-Fi® networks. There are three varieties of 802.11 wireless networks: 802.11a, 802.11b, and 802.11g. This is the type of network that is used to connect to Xbox Live. There are also Bluetooth®-enabled wireless home networks, which offer advantages when connecting computers with smaller devices like printers and cameras. But when people refer to “wireless home network,” odds are they mean one of the flavors of 802.11.

A

ACCESS POINT: Most 802.11 networks, called infrastructure networks, use a central piece of hardware called an access point. Access points, or APs, are sometimes referred to as hubs, routers, or base stations. You'll also see terms like residential gateway or Internet gateway device in documentation. Despite the number of synonyms, they all mean the same thing on a wireless network. All devices on the network, like your Xbox 360 console and your PC, communicate through this piece of hardware. An access point acts as a sort of Grand Central Station that manages every piece of data sent between devices. Also see router; gateway; switch; hub.

AD HOC CONNECTION: A small percentage of 802.11 networks, called ad hoc networks, use direct device-to-device communication. An ad hoc network allows devices to “talk” (send data) directly to and from one another. An ad hoc connection can apply to two or more PCs, or more specifically, two or more consoles connected together for head-to-head play.

ATM: Asynchronous Transfer Mode. A network technology that provides high-speed data transfer—voice, audio, or video, for example—in real time.

B

BANDWIDTH: The maximum rate at which data can be transmitted from your computer over a set period of time. Also see latency.

BRIDGE: A wired network can communicate with a wireless network using a network bridge (usually just called a bridge). If you set up an 802.11 wireless network, you'll probably need to share something on your network that's wired—an Internet connection or a device, such as a printer. Almost every wireless network has a few wired connections in it somewhere. This means you need to translate data from one network to another.

Xbox 360™ Handbook

Traditionally, this work has been done by a piece of hardware called a bridge. Currently, many routers do this work instead, and bridges aren't needed. You might still hear talk of bridges from some salespeople. Windows XP and Windows XP Service Pack 2 both have network bridging capabilities built in.

BROADBAND:

- a. High-speed Internet service.
- b. Non-data cable TV services (for example, AT&T Broadband).

A data connection of greater than 56 kilobytes per second (kps). The most common broadband connections are cable and DSL.

C

CABLE: Length of wires connecting network devices. Also see crossover cable; Ethernet cable; standard cable; USB cable.

CAT5: An Ethernet cable standard defined by the Electronic Industries Association and Telecommunications Industry Association (commonly known as EIA/TIA). CAT5 is the fifth generation of twisted pair Ethernet cabling and the most popular of all twisted pair cables in use today.

CROSSOVER CABLE: An Ethernet cable in which the first and third wires and second and sixth wires are crossed on each end. Also see standard cable.

D

DHCP: Dynamic Host Configuration Protocol. If you have an access point that acts as a router on your wireless network, DHCP enables the router to assign temporary Internet Protocol (IP) addresses to the computers on your network when you go online.

DIAL-UP: Refers to connecting a device to a network or the Internet through a modem and a public telephone network. Dial-up access is a phone connection, except that the parties at the two ends are computer devices rather than people.

DNS: Domain Name Service. An Internet service that translates domain names into Internet Protocol (IP) addresses.

DOMAIN NAME: An easy-to-remember name that identifies a particular Internet host, as opposed to a difficult-to-remember numeric IP address.

NOTE

When you troubleshoot an Internet connection problem or configure your wireless network's Internet connection equipment, you may come across this term.

NOTE

Dial-up is a slower speed connection and cannot be used to access Xbox Live.

NOTE

The Internet is based on IP addresses, so every time you use a domain name, a DNS service translates the name into the corresponding IP address. For example, the domain name <http://www.example.com/> might translate into <http://198.105.232.4/>.

DSL: Digital Subscriber Line. A broad class of technologies that allow broadband Internet access at much higher speeds than dial-up. Most DSL used by consumers is ADSL (Asymmetric Digital Subscriber Line), so you will often see that term used instead of DSL.

DYNAMIC IP ADDRESS: IP address that is assigned on demand every time a user accesses the Internet.

E

ETHERNET: A popular network technology that transmits information between computers at speeds of 10–100 million bits per second (mbps).

ETHERNET IN: The port on a device for Ethernet input. For example, on a router, the Ethernet in connects the router to the modem.

ETHERNET OUT: The port on a device for Ethernet output. On a DSL router, these are the ports that connect to the shared devices (the Xbox 360, the PC).

ETHERNET CABLE: Cable used to transmit data at high speeds over a local area network (LAN). Types of cables include fiber optic, coaxial, and twisted pair. The most common type of Ethernet cable, which is used by the Xbox console, is CAT5e (category 5e) twisted pair.

ETHERNET PORT: The connector to which an Ethernet cable can be attached. The most common type of Ethernet port, the RJ-45, is the port used on the back of the Xbox console.

EXTERNAL MODEM: A modem device that is separate from the computer. The two most common types of high-speed modems are cable and DSL/USB. See also modem.

F

FIREWALL: A security system that acts as a protective boundary between a network and the outside world by blocking network traffic on certain ports. Firewalls can be installed as software in Microsoft Windows (ISA [Internet Security and Acceleration]), or they can be built into NAT (network address translation) routers. Some firewalls may prevent the Xbox console from communicating properly with the Xbox Live.

FIREWIRE: A high-performance networking standard based on a serial bus architecture similar to USB.

FIRMWARE: In a home computer network, firmware is embedded software inside a router. Both wired routers and wireless routers contain firmware. The firmware implements a portion of the network protocols, security mechanisms, and administrative capabilities of the hardware device.

NOTE

Router manufacturers initially install firmware at the factory. However, this firmware is designed to be freely upgraded by homeowners later as enhancements become available. Updating a router's firmware can increase its performance, security, and/or reliability depending on the nature of the enhancements provided. Firmware upgrades generally need to be done infrequently, however.

G

GATEWAY: A gateway integrates a high-speed Internet modem with a router, and can simplify the setup process for your home network while potentially saving you money, since you don't have to buy a router if your Internet service provider (ISP) issued you a gateway. Also see access point; router; switch; hub.

H

HIGH-SPEED: See broadband.

HOME NETWORK: A local area network (LAN) at home consisting of two or more devices connected through a router.

HOST NAME: A human-readable name assigned to a computer or device. In some cases, networking software will display these names to users so that they can access resources on remote computers.

NOTE

Don't confuse host name with a game session host, which is when you host a game session on Xbox Live.

HUB: A common connection point that provides multiple Ethernet ports for devices in a network. For example, an Ethernet hub that has four ports will allow you to connect four Xbox consoles together using four CAT5e Ethernet cables. Also see access point; router; gateway; switch.

I

ICS: Internet Connection Sharing. A feature included in recent versions of Microsoft Windows that allows multiple computers and other devices to share an Internet connection without the use of a router. Used with a Windows ICS connection to connect to Xbox Live.

INFRASTRUCTURE NETWORK: In an infrastructure network, a wireless access point, wireless gateway, or wireless router distributes your Internet connection to your wireless home computer and devices. This is the standard type of home network, and the kind that's used with a connection to Xbox Live.

IP: Internet Protocol. Several sets of rules that computers use to communicate with each other over the Internet.

IP ADDRESS: The identity of a PC or other device connected to the Internet. It is to the Internet what a telephone number is to the telephone network. The format of an IP address is a 32-bit numeric address written as four numbers separated by periods. Each number can be between 0–255. (For example, 1.160.10.240 could be an IP address.) A static IP address is a number assigned to a computer by an Internet service provider (ISP) as its permanent address on the Internet. The user must configure a computer manually to use a static IP address, in contrast to a dynamic IP address, which is assigned to a computer automatically by the ISP via DHCP with no user intervention.

ISDN: Integrated Services Digital Network. Also known as dial-up. An international communications standard that allows access to a network or the Internet through both digital and regular telephone lines. See broadband.

NOTE

ISDN is a slower-speed connection and cannot be used to access Xbox Live.

ISP: Internet Service Provider. A company that provides access to the Internet. Xbox Live works with a set of partnered high-speed ISPs.

L

LAN: Local Area Network. A computer network connecting devices that are geographically close together (for example, in the same building). A network you set up in your house to connect your PC in the den and your Xbox console in the living room is a LAN.

LATENCY: Latency is the time a computer spends waiting before a download (or other data request) starts. It's slightly different from bandwidth. Bandwidth is the time required to move the data. If you have a low-latency or "low ping" connection, your downloads start sooner. If you have a high-bandwidth connection, your downloads finish sooner. Think of a garden hose versus a fire hose: if the garden hose starts running sooner, it has lower "latency" than the fire hose. But the fire hose moves more water, so its "bandwidth" is higher.

M

MAC, MAC address: Media Access Control. A hardware address that uniquely identifies each device on a network, such as an Xbox console, a PC, and a printer. While this sounds similar to an IP address, it's not the same thing. A MAC address applies only to Ethernet-based networks and is set when a device is manufactured. IP addresses are assigned by an ISP. Every Ethernet device in the world has a MAC address, and they are all different.

MODEM: Short for modulator-demodulator. A modem is a device that enables a computer to transmit data over, for example, telephone or cable lines. Computer information is stored digitally, whereas information transmitted over telephone lines is transmitted in the form of analog waves. A modem converts between these two forms.

NOTE

Modems for cable and DSL service are often referred to as digital modems and those used for traditional dial-up networking as analog modems. Cable and DSL modems use broadband signaling techniques to achieve dramatically higher network speeds than traditional modems. Also see external modem; PCI modem.

NOTE

MTU: Maximum Transmission Unit. The MTU is a limit, expressed in bytes, on the size of data sent over a network.

N

NARROWBAND: Bandwidth for voice communications that operates at less than 64 KB. See also dial-up.

NAT: Network Address Translation. Also known as Network Address and Port Translation (NAPT). A method used by many home routers and Windows Internet Connection Sharing (ICS) that allows a local area network (LAN) to share a single "public" or "global" IP address between multiple devices in the home.

NIC: Network Interface Card. The Ethernet adapter installed on a computer or other network device used for connecting to a LAN. The NIC is one of the pieces in your computer that sends and receives information over the network.

NOTE

Narrowband is a slower speed connection and cannot be used by Xbox Live.

NOTE

NICs can be installed on a PC by the manufacturer. They can also be installed by a user either as a PCI adapter card or a USB device.

P

PCI CARD: Peripheral Component Interconnect (PCI) and Universal Serial Bus (USB) connections are two ways to plug equipment into your computer.

PCI MODEM, INTERNAL PCI MODEM: An expansion card that provides analog (dial-up) modem, cable modem, or DSL modem functionality.

PCI SLOT: Slot on the main board inside the computer specifically for PCI cards.

PORT: The jack or connection point for a cable.

PPP: Point-to-Point Protocol. The protocol used for transmitting data between your computer and the Internet.

PPPOA: Point-to-Point Protocol over ATM (Asynchronous Transfer Mode). Similar to PPPoE. A protocol used by an internal modem rather than an Ethernet cable to access the DSL network.

PPPOE: Point-to-Point Protocol over Ethernet. The name of a protocol used by many DSL providers to accept a username and password from a computer that allow it to access the DSL network. See also PPPoA.

PROTOCOL: A set of rules created to enable computers to connect and exchange information with each other with little error. See also PPPoE, PPPoA.

R

RESIDENTIAL GATEWAY: See gateway.

RJ-11 CONNECTOR: A standard telephone cable modular connector. On a local area network (LAN), you can have cables with RJ-11 connectors that connect to the routers.

RJ-45 CONNECTOR: A standard modular connector that is often used on Ethernet networks. It looks similar to the RJ-11 connector used for telephones, but is a bit larger. If you are connected to a local area network (LAN), most likely the cable running out of the back of your PC is an Ethernet cable with RJ-45 connectors.

ROUTER: A router is the device used to connect to the Internet in most networks. In some cases (especially certain 802.11 wireless devices), routers have networking functionality built in. Routers allow Internet communications (such as Web surfing, file downloading and uploading, sending and receiving e-mail) to flow both ways, while helping to keep your network activity private from the outside world.

NOTE

Routers usually come with a firewall built in. This should be used in addition to the firewalls on the computers on your network.

TIP

For many people, using a router is an ideal solution for sharing a high-speed Internet connection with an Xbox 360 console and one or more PCs. Also see access point; gateway; switch; hub.

S

SERVER: A computer or device on a network that manages network resources. For example, you connect to Xbox Live servers when you sign in to Xbox Live.

SSID: An SSID is the name of a wireless local area network (WLAN). All wireless devices on a WLAN must employ the same SSID in order to communicate with each other.

STANDARD CABLE: Also known as a straight-through cable. An Ethernet cable that has an identical sequence of colored wires on each end. Also see crossover cable.

SUBNET MASK: A 32-bit number used to separate the network and host sections of an IP address. The subnet mask tells your computer or Xbox 360 what other IP addresses are “close” to it compared to the IP addresses that are on a network further away.

NOTE

A subnet mask subdivides an IP network into smaller pieces.

SWITCH: A switch is a connection device that enables data to move to and from several computers on your network at the same time. A switch costs more than a hub, but it can move data much more quickly when several people are using the network at once. In smaller networks (usually, fewer than four computers), you can use a hub where you'd use a switch if cost is a concern. Also see access point; gateway; router; hub.

T

T1: A dedicated phone connection to the Internet that provides a high-speed bandwidth of 1.544 MB per second. See also T3.

T3: A dedicated phone connection to the Internet that provides a high-speed bandwidth of 44.746 MB per second. See also T1.

TCP/IP: Transmission Control Protocol (TCP) and Internet Protocol (IP) are two distinct network protocols, technically speaking. TCP and IP are so commonly used together, however, that TCP/IP has become standard terminology to refer to either or both of the protocols. The average person on the Internet works in a predominately TCP/IP environment. Web browsers, for example, use TCP/IP to communicate with Web servers. Also see IP; IP address.

U

USB: Universal Serial Bus (USB) is the alternative to Peripheral Component Interconnect (PCI) connectivity. Every computer on a network needs the right kind of network card to communicate with the network. You can usually get the right kind of card for your network in either PCI or USB form.

TIP

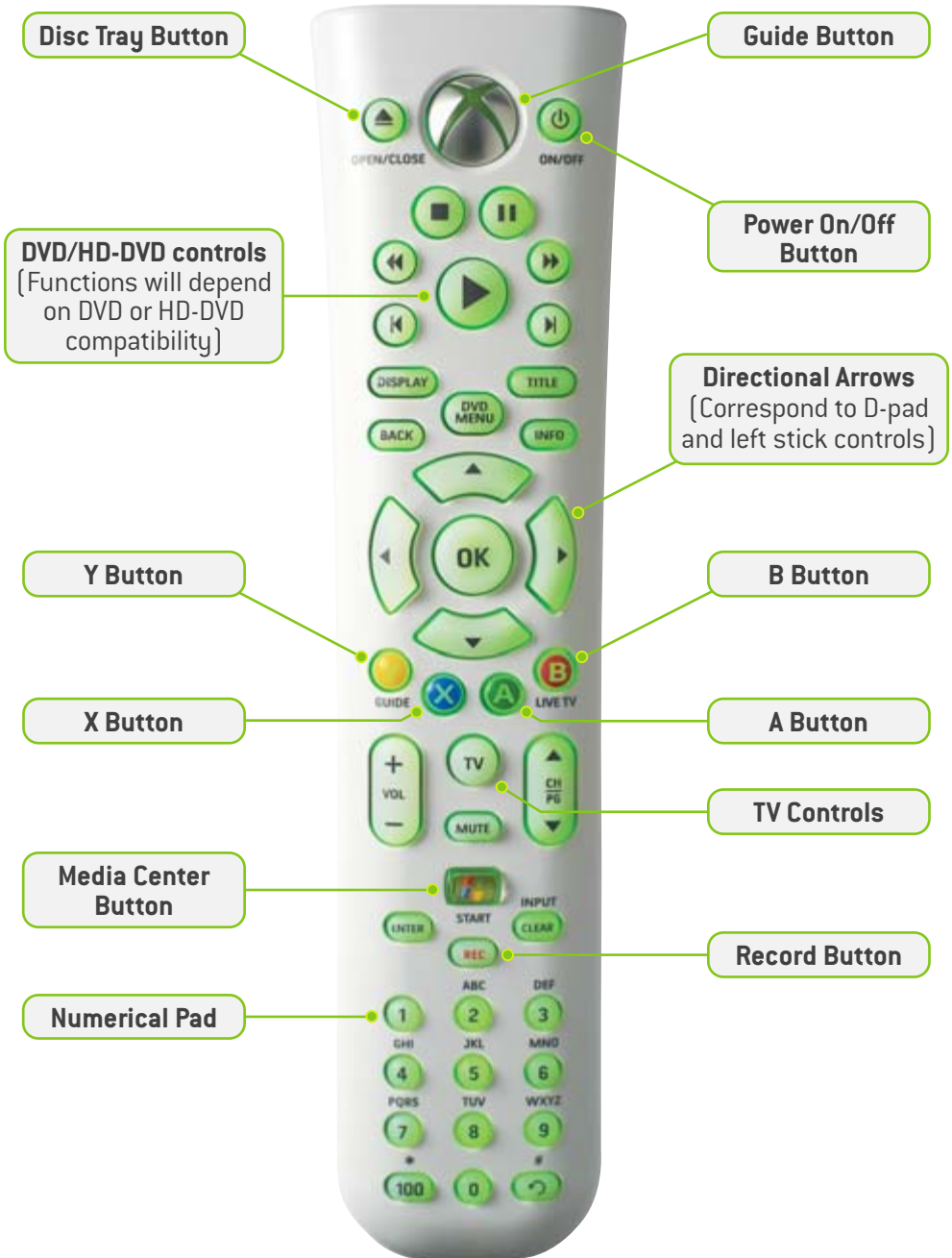
The great thing about USB connections is how easy they are to use—most new computers have USB slots right on the front, and maybe many more on the back. You just plug in the jack and you're nearly done.

W

- WAN:** Wide Area Network. A network that covers a large area by interconnecting multiple LANs.
- WEP:** Wired Equivalent Privacy (WEP) is the old standard for security and data protection on a wireless network. The current standard is WPA, which is much stronger but is not yet supported on all devices.
- Windows Media Center:** Windows Media Center offers the ultimate integration of gaming and room-to-room entertainment—including watching or recording TV shows, viewing your digital photos, and listening to your digital music library—from a Windows Media Center–based PC to any TV in your home. When you connect your Xbox 360 console to the same network as your Windows Media Center–based PC, the experience is delivered to your Xbox 360 video game and entertainment system. (You can connect up to five consoles to a Windows Media Center–based PC.) To learn more about Windows Media Center for Xbox 360, go to www.microsoft.com/extender.
- Windows Media Connect:** Windows Media Connect lets your Xbox 360 console stream music and pictures stored on your Windows XP–based PC anywhere in your home. To learn more about Windows Media Connect, go to www.xbox.com/media.
- WIRELESS:** When people say “wireless networking,” they are usually referring to one of the flavors of 802.11 wireless networking.
- WPA:** Wi-Fi® Protected Access (WPA) is the current standard for security and data protection on a wireless network. It helps prevent unauthorized users from connecting to your network.
- NOTE**

Wireless networks enable you to move data without having to run wires from device to device. Wireless networks have good range, so even with relatively large spaces between devices you can get good performance from them.

TAKE CONTROL





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