

XBOX ONE AND KINECT SENSOR PRODUCT MANUAL

IMPORTANT PRODUCT SAFETY AND WARRANTY INFORMATION

⚠ This symbol identifies safety and health messages in this and other product manuals.

Read this guide for important safety and health information for the product that you have purchased.

⚠ WARNING: Failure to properly set up, use, and care for this product can increase the risk of serious injury, death, property damage, or damage to the product or related accessories. Read this manual and keep all printed guides for future reference. For replacement guides, go to xbox.com/xboxone/support/manual.

USE AND CARE OF YOUR XBOX ONE CONSOLE

⚠ WARNING: Do Not Attempt Repairs

Do not attempt to take apart, open, service, or modify the product, accessories, or power supply. Doing so could present the risk of electric shock, fire or other hazard, or damage to your Xbox One. Any evidence of any attempt to open and/or modify this device, including any peeling, puncturing, or removal of any of the labels, will void the Limited Warranty and render the Xbox One ineligible for authorized repair. Modifying your console can result in a permanent ban from Xbox Live, which is required for game play and some other console uses.

Usage and Cleaning

Use in accordance with these instructions:

- Do not use near any heat sources.
- Only use attachments/accessories specified by Microsoft.
- Use alkaline (not rechargeable) batteries for best performance.
- Disconnect the console power supply from electrical power to prevent the console from being turned on and off or the disc tray from being ejected during cleaning.
- Clean the outside of the Xbox One only. Make sure that no objects are inserted into ventilation openings.
- Use a dry cloth—do not use abrasive pads, detergents, scouring powders, solvents (for example, alcohol, gasoline, paint thinner, or benzene), or other liquid or aerosol cleaners.
- Do not use compressed air.
- Do not use DVD head cleaner devices.
- Do not attempt to clean connectors.
- Clean the console feet and the surface on which the Xbox One rests with a dry cloth.
- Clean the surface on which the sensor rests with a dry cloth.
- Do not allow the console or sensor to become wet. To reduce the risk of fire or shock, do not expose the console or sensor to rain or other types of moisture.

Avoid Smoke and Dust

Do not use the console in smoky or dusty locations. Smoke and dust can damage the console, particularly the DVD drive.

Disc Use

Make sure the disc is held in place by the tabs on the disc tray so that it doesn't fall out.

To avoid jamming the disc drive and damaging discs or the console:

- Remove discs before moving the console or tilting it between the horizontal and vertical positions.
- Never use cracked discs. They can shatter inside the console and jam or break internal parts.
- When the console is vertical, do not use discs that are smaller than standard DVDs and CDs.

Always return discs to their storage containers when they are not in the disc drive. Do not store discs in direct sunlight, near a heat source, or on your Xbox One. Always handle discs by their edges. To clean Xbox One game discs, DVDs or audio CDs:

- Hold discs by the edges; do not touch the disc surface with your fingers.
- Clean discs using a soft cloth, lightly wiping from the center outward.
- Do not use solvents; they can damage the disc. Do not use disc-cleaning devices.

Metallic Objects and Stickers

Do not place metallic items or stickers near or on the Xbox One, as they can interfere with controller, networking, and eject and power buttons.

Adhesive Mounting

Some devices use adhesive tape to mount components in your workspace. DO NOT mount on antiques, heirlooms, or other valuable or irreplaceable items. After mounting, removing the adhesive may damage the cosmetic coating and/or leave an adhesive residue.

Important

Stationary images in video games can “burn” into some TV screens, creating a permanent shadow. Consult your TV owner’s manual of manufacturer before playing games. Do not connect the console through a VCR. Video signals fed through VCRs may be affected by copyright protection systems and the picture will be distorted on the TV.

PLAY SPACE

Make sure you have enough space to move freely

Gameplay with your Kinect sensor may require varying amounts of movement. Before playing:

- Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip on.
- Make sure your play space is far enough away from windows, walls, stairs, etc.
- Make sure there is nothing you might trip on—toys, furniture, or loose rugs, for example. Also, be aware of children and pets in the area. If necessary, move objects or people out of the play space.
- Don’t forget to look up. Be aware of light fixtures, fans, and other objects overhead.

While playing:

- Stay far enough away from your TV to avoid contact.
- Keep enough distance from other players, bystanders, and pets. This distance may vary between games, so take account of how you are playing when determining how far away you need to be.
- Stay alert for objects or people you might hit or trip over. People and objects can move into the area during play, so always be alert to your surroundings.

Make sure you always have good footing while playing:

- Play on a level floor with enough traction for game activities.
- Make sure to use proper footwear for gaming or are barefoot, if appropriate. Do not wear high-heels, flip-flops, etc.

Don’t overexert yourself

Gameplay with the Kinect sensor may require varying amounts of physical activity.

Consult a doctor before using the sensor if you have any medical condition or issue that affects your ability to safely perform physical activities, or if you:

- are or may be pregnant,
- have heart, respiratory, back, joint, or other orthopedic conditions,
- have high blood pressure,
- have difficulty with physical exercise, or
- have been instructed to restrict physical activity.

Consult your doctor before beginning any exercise routine or fitness regimen that includes using the Kinect sensor.

Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Take breaks periodically

- Stop and rest if your muscles, joints, or eyes become tired or sore.
- If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY and consult a doctor.

Do not use unlicensed accessories or unauthorized props or other objects with the Kinect sensor

Use of these accessories or objects may result in injury to yourself or others and/or in damage to the sensor or other property. Using unauthorized accessories violates the Software License and may void your Limited Warranty.

Avoid Glare

To minimize eyestrain from glare, try the following:

- Position yourself at a comfortable distance from your television or monitor and the Kinect sensor.
- Place your television or monitor and Kinect sensor away from light sources that produce glare, or use window blinds to control light levels.
- Choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity.
- Adjust your television or monitor brightness and contrast.

ELECTRICAL SAFETY

WARNING

As with many other electrical devices, failure to take the following precautions can result in serious injury or death from electric shock, fire, or damage to the Xbox One console or Kinect sensor.

AC-Powered Devices

Select an appropriate power source for your Xbox One console:

- Use only the power supply unit and AC power cord that came with your console or that you received from an authorized repair center. If you are not sure if you have the correct power supply unit, compare the model number on the power supply unit with the model number specified on your console. If you need a replacement power supply unit or AC power cord, you can find Xbox Customer Support contact information at xbox.com/support.
- Confirm that your electrical outlet provides the type of power indicated on the power supply unit (in terms of voltage [V] and frequency [Hz]). If you are not sure of the type of power supplied to your home, consult a qualified electrician.
- Do not use non-standard power sources, such as generators or inverters, even if the voltage and frequency appear acceptable. Use only AC power provided by a standard wall outlet.
- Do not overload your wall outlet, extension cord, power strip, or other electrical receptacle. Confirm that they are rated to handle the total current (in amps [A]) drawn by the Xbox One console (indicated on the power supply unit) and any other devices that are on the same circuit.

CAUTION: Cables

- To reduce potential trip hazards or entanglement hazards, arrange any cables and cords so that people and pets are not likely to trip over or accidentally pull on them as they move around or walk through the area and do not allow children to play with cables and cords.

To avoid damaging the power cords and power supply:

- Protect power cords from being walked on or crushed.
- Protect cords from being pinched or sharply bent, particularly where they connect to the power outlet, the power supply unit, and the console.
- Do not jerk, knot, sharply bend, or otherwise abuse power cords.
- Do not expose power cords to sources of heat.
- Keep children and pets away from power cords. Do not allow them to bite or chew on them.
- When disconnecting power cords, pull on the plug, do not pull on the cord.

If a power cord or power supply unit becomes damaged in any way, stop using it immediately. Visit xbox.com/support for Xbox Customer Support contact information.

Unplug your Xbox One console during lightning storms or when unused for long periods.

Rechargeable Wireless Devices

As with other electrical devices, failure to take the following precautions can result in serious injury or death from fire or damage to wireless devices:

- Use only an approved charging cable.
- Do not allow a wireless device or charging cable to get wet.
- Unplug charging cable during lightning storms or when unused for long periods.
- To prevent damage, avoid sitting or stepping on a wireless device, its cable, or the cable plug or connector.

⚠ WARNING: Battery Safety

This device contains a lithium polymer battery, improper use of which may result in serious injury, death, property damage, or damage to the product or related accessories due to fire or explosion.

- Do not heat, open, puncture, mutilate, or dispose of the product in fire.
- Do not leave the device in direct sunlight for an extended period of time, or on dash of car in summer.
- Do not immerse the battery in water or allow it to get wet.
- Do not connect the battery directly to wall outlets or car cigarette-lighter sockets.
- Do not put the battery into a fire or apply direct heat to it.
- Do not attempt to connect to the battery terminals unless using a Microsoft approved host device.
- Do not carry or put the battery together with necklaces, hairpins or other metal objects.
- Do not strike, throw, step on, or subject the battery to sever physical shock.
- Do not pierce the battery casing in any manner.
- Do not attempt to disassemble or modify the battery in any way.
- Do not recharge the battery near a fire or in extremely hot conditions.
- If a battery leaks, remove all batteries by reversing the installation steps provided for this product, being careful to keep the leaked fluid from touching your skin or clothes. If fluid from the battery contacts skin or clothes, flush skin with water immediately. Before inserting new battery pack, thoroughly clean the battery compartment with a dry cloth, or follow the battery manufacturer's recommendations for cleanup.

⚠ WARNING: Do Not Use Near Fluids

To reduce the risk of fire or explosion, do not use a rechargeable battery pack if it has become wet and do not attempt to dry a battery pack with a hair dryer, conventional oven, or a microwave oven.

⚠ WARNING: Risk of Explosion

There is a risk of explosion if a battery is replaced with an incorrect type. Use Microsoft approved battery packs only and replace only with the same type and rating as the batteries provided.

⚠ WARNING: Use the Correct Battery Charger

Charge batteries only with the recharger provided with the product. Using an improper charging method may result in fire or explosion. Unplug the charging cable during lightning storms or when unused for long periods.

⚠ WARNING: Environmental Conditions

In order to reduce the risk of fire or explosion, use of batteries and storage conditions for batteries should not exceed their temperature ratings as shown in the Regulatory Information section of this document.

⚠ WARNING: Wireless Devices aboard Aircraft

Before boarding any aircraft or packing a wireless device in luggage that will be checked, remove the batteries from the wireless device or turn the wireless device off (if it has an on/off switch). Wireless devices can transmit radio frequency (RF) energy, much like a cellular telephone, when batteries are installed and the wireless device is turned on (if it has an on/off switch).

⚠ CAUTION: Personal Medical Devices

Radio-frequency emissions from electronic equipment can negatively affect the operation of other electronic equipment, causing them to malfunction. Although the device is designed, tested, and manufactured to comply with regulations governing radio frequency emission in countries such as the United States, Canada, the European Union, and Japan, the wireless transmitters and electrical circuits in the device may cause interference in other electronic equipment. Always take the following precautions:

Persons with pacemakers:

- The Health Industry Manufacturers Association recommends that a minimum separation of 15 cm (6 inches) be maintained between a wireless device and a pacemaker to avoid potential interference with the pacemaker.
- Wireless devices should not be carried in a breast pocket.
- If you have any reason to suspect that interference is occurring, turn the device off immediately.

Other medical devices

If you use any other personal medical device, contact the medical device manufacturer or your physician to determine whether it is appropriate for you to use other electronic devices near your medical device.

PLAY HEALTHY

⚠ WARNING: Important Health Warnings about Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye, or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit or stand farther from the TV screen.
- Use a smaller TV screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.
- If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Musculoskeletal disorders

Use of game controllers, keyboards, mice, or other electronic input devices may be linked to serious injuries or disorders.

When playing video games, as with many activities, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. However, if you experience symptoms such as persistent or recurring discomfort, pain, throbbing, aching, tingling, numbness, burning sensation, or stiffness, **DO NOT IGNORE THESE WARNING SIGNS. PROMPTLY SEE A QUALIFIED HEALTH PROFESSIONAL**, even if symptoms occur when you are not playing a video game. Symptoms such as these can be associated with painful and sometimes permanently disabling injuries or disorders of the nerves, muscles, tendons, blood vessels, and other parts of the body. These musculoskeletal disorders (MSDs) include carpal tunnel syndrome, tendinitis, tenosynovitis, vibration syndromes, and other conditions.

While researchers are not yet able to answer many questions about MSDs, there is general agreement that many factors may be linked to their occurrence, including medical and physical conditions, stress and how one copes with it, overall health, and how a person positions and uses their body during work and other activities (including playing a video game). Some studies suggest the amount of time a person performs an activity may be a factor.

Some guidelines that may help you work and play more comfortably and possibly reduce your risk of experiencing an MSD can be found in the Healthy Gaming Guide at xbox.com/xboxone/playhealthy. These guidelines address topics such as:

- Positioning yourself to use comfortable, not awkward, postures.
- Keeping your hands, fingers, and other body parts relaxed.
- Taking breaks.
- Developing a healthy lifestyle.

If you have questions about how your own lifestyle, activities, or medical or physical condition may be related to MSDs, see a qualified health professional.

⚠ WARNING: Choking Hazard

This device may contain small parts that may be a choking hazard to children under 3. Keep small parts away from children.

Make Sure Children Play Safely

Make sure children using any Xbox One accessory together with the Xbox One console play safely and within their limits, and make sure that they understand proper use of the system.

⚠ CAUTION: Hearing Safety

Extended exposure to high sound volumes when using a headset may result in temporary or permanent hearing loss. **To reduce the risk of hearing loss**, set the volume loud enough to hear clearly in quiet surroundings, and no louder.

- Do not increase the volume after you start listening. Your ears can adapt over time so that high volume sounds normal, but the high volume may still damage your hearing.
- Do not increase the volume to block out outside noise. The combination of outside noise and sound from your headphones can damage your hearing. Sealed or noise-canceling headphones can reduce outside noise so that you don't have to turn up the volume.
- If you can't understand someone nearby speaking normally, turn down the volume. Sound that drowns out normal speech can damage your hearing. Even with sealed or noise canceling headphones, you should be able to hear nearby people speak.

Minimize your time listening to loud sound

The more time that you spend exposed to high sound volumes, the more likely you are to damage your hearing. The louder the sound, the less time that is required to damage hearing.

- Minimize your time listening to loud sound. At maximum volume, listening to music on the device with headphones can permanently damage your hearing in 15 minutes.
- Even lower volumes can damage hearing if you are exposed to it for many hours.
- All of the sound that you are exposed to during a day adds up. If you are exposed to other loud sound, it takes less time listening at high volumes to cause hearing damage.
- To safely use the device without a time limit, keep the volume low enough that you can carry on a conversation with people nearby.

Prevent the console from falling

If the Xbox One falls and hits someone, especially a small child, it could cause serious injury. To reduce the risk of such injuries and damage to the Xbox One console, set up the Xbox One according to these instructions. Place the console on a surface that:

- Is flat and level.
- Is stable and not likely to tip over.
- Allows all four feet of the console to be in contact with the surface.
- Is not likely to allow the console to slip or slide off.
- Is clean and free of dust and debris.

If the surface or console feet become dirty or dusty, clean them with a dry cloth. If the console is positioned vertically, put it on a surface where it is not likely to fall if it tips over.

If you change your console's orientation, make sure it's turned off with no disc in the tray. Make sure to not block any ventilation openings or the IR receiver.

Prevent the console from overheating

Do not block any ventilation openings on the console or power supply. Do not place the console or power supply on a bed, sofa, or other soft surface that may block openings. Do not place the console or power supply in a confined space, such as a bookcase, rack, or stereo cabinet, unless the space is well ventilated.

Do not place the console or power supply near any heat sources, such as radiators, heat registers, stoves, or amplifiers.

Using the Xbox One in an environment where the external temperature varies widely and quickly might damage the console. When moved to a location with a temperature difference of 20 degrees or more from the previous location, allow the console to come to room temperature before turning it on. The console's operating temperature is 41 °F to 95 °F.

ONE-YEAR LIMITED WARRANTY WITH ARBITRATION CLAUSE AND CLASS ACTION WAIVER

Microsoft warrants that your Xbox One console and Kinect sensor will not malfunction under normal use conditions for 1 year from the date you purchased it. The warranty excludes normal wear and tear, and damage caused by accident or abuse. **Other exclusions and limitations apply, including merchantability.** To obtain service, call Microsoft at (800) 4MY-XBOX (469-9269) or go to xbox.com/xboxone/support. Please read the entire Limited Warranty, including more information about obtaining service, at xbox.com/xboxone/warranty. You may read and email a copy to yourself during product registration.

If you live in the United States, Section 9 of the Limited Warranty contains a binding arbitration clause and class action waiver, available at xbox.com/xboxone/warranty/arbitration. The arbitration clause affects your rights about how to resolve a dispute with Microsoft. Please read it. Parts of the arbitration clause are described below.

Any dispute not resolved by informal negotiation or in small claims court will be resolved only by individual binding arbitration under the Federal Arbitration Act before a neutral arbitrator whose decision will be final—not before a judge or jury, and not in a class action lawsuit or a class, representative, or private attorney general proceeding of any kind. The American Arbitration Association will conduct the arbitration under its Commercial Arbitration Rules. The Limited Warranty's arbitration clause contains the rest of the terms, instructions, and forms for notifying Microsoft of a dispute or commencing arbitration.

REGULATORY INFORMATION

- Not intended for use in machinery, medical or industrial applications.
- Any changes or modifications not expressly approved by Microsoft could void the user's authority to operate this device.
- This product is for use with NRTL Listed (UL, CSA, ETL, etc.), and/or IEC/EN 60950-1 compliant (CE marked) Information Technology equipment.
- No serviceable parts included.
- This device is rated as a commercial product for operation at +41°F to +95°F.

This Class B digital apparatus complies with, as applicable, Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

To comply with RF exposure requirements, the following operating configurations must be satisfied: the antenna has been installed by the manufacturer and no changes can be made. The wireless devices must not be co-located or operating in conjunction with any other antenna or transmitter. Except for headset and handheld devices, wireless devices must be at least 20 cm between the antenna of the wireless device and all persons.

For 802.11a devices only

This product is restricted to indoor use only to reduce any potential for harmful interference with licensed operation in the 5.15 to 5.25 GHz frequency range.

Microsoft Corporation; One Microsoft Way; Redmond, WA 98052-6399; U.S.A. United States: (800) 426-9400.

Radio and TV interference regulations

The Microsoft hardware device(s) can radiate radio frequency (RF) energy. If not installed and used in strict accordance with the instructions given in the printed documentation and/or onscreen Help files, the device may cause harmful interference with other radio-communications devices (for example AM/FM radios, televisions, baby monitors, cordless phones, etc.). However, there is no guarantee that RF interference will not occur in a particular installation.

To determine whether your hardware device is causing interference to other radio-communications devices, disconnect the device from your computer or remove the device's batteries (for a battery-operated device). If the interference stops, it was probably caused by the device. If the interference continues after you disconnect the hardware device or remove the batteries, turn the computer off and then on again. If the interference stopped when the computer was off, check whether one of the input/output (I/O) devices or one of the computer's internal accessory boards is causing the problem. Disconnect the I/O devices one at a time and see whether the interference stops.

If this hardware device does cause interference, try the following measures to correct it:

- Relocate the antenna of the other radio-communications device (for example AM/FM radios, televisions, baby monitors, cordless phones, etc.) until the interference stops.
- Move the hardware device farther away from the radio or TV, or move it to one side or the other of the radio or TV.
- Plug the computer into a different power outlet so that the hardware device and radio or TV are on different circuits controlled by different circuit breakers or fuses.

If necessary, ask your computer dealer or an experienced radio-TV technician for more suggestions. For more information about interference issues, go to the FCC website at: fcc.gov/cgb/consumerfacts/interference.html. You can also call the FCC at 1-888-CALL FCC to request Interference and Telephone Interference fact sheets.

Laser Specifications

Caution

Use of controls or adjustments, or performance of procedures other than those specified herein may result in hazardous radiation exposure.

This device complies with International Standard IEC 60825-1:2007 for a Class 1 laser product. This device also complies with 21 CFR 1040.10 and 1040.11 except for deviations pursuant to Laser Notice No. 50, dated June 24, 2007.

The following Class 1 laser label is located on the bottom of the sensor.



Disposal of waste batteries and electrical & electronic equipment



This symbol on the product or its batteries or its packaging means that this product and any batteries it contains must not be disposed of with your household waste. Instead, it is your responsibility to hand this over to an applicable collection point for the recycling of batteries and electrical and electronic equipment. This separate collection and recycling will help to conserve natural resources and prevent potential negative consequences for human health and the environment due to the possible presence of hazardous substances in batteries and electrical and electronic equipment, which could be caused by inappropriate disposal. For more information about where you should drop off your batteries and electrical and electronic waste, please contact your local city/municipality office, your household waste disposal service, or the shop where you purchased this product. Contact weee@microsoft.com for more information about WEEE and waste batteries.

This product may use Lithium, NiMH, or alkaline batteries. This product is for use with NRTL-listed (UL, CSA, ETL, etc.) and/or IEC/EN 60950 compliant (CE marked) Information Technology equipment.

Visit xbox.com/xboxone/regulations for more information.

COPYRIGHT

Information and views expressed in this document, including URL and other Internet Web site references, may change without notice. This document does not provide you with any legal rights to any intellectual property in any Microsoft product. You may copy and use this document for your internal, reference purposes.

© 2013 Microsoft Corporation. All rights reserved. Microsoft, Windows, Xbox, Xbox One, Xbox 360, Xbox Live, Kinect, the Xbox logos, and the Xbox Live logo are trademarks of the Microsoft group of companies.

This product incorporates copyright protection technology that is protected by method claims of certain U.S. patents and other intellectual property rights owned by Macrovision Corporation and other rights owners. Use of this copyright protection technology must be authorized by Macrovision Corporation, and is intended for home and other limited viewing uses only unless otherwise authorized by Macrovision Corporation. Reverse engineering or disassembly is prohibited.

Manufactured under license from Dolby Laboratories. "Dolby" and the double-D symbol are trademarks of Dolby Laboratories. Confidential Unpublished Works. Copyright 1999–2007 Dolby Laboratories. All rights reserved. HDMI, the HDMI logo, and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing, LLC.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

United States and/or international patents pending.

CUSTOMER SUPPORT

For answers to common questions, troubleshooting steps, and Xbox Customer Support contact information, visit xbox.com/xboxone/support.