**01_select_mode.jpg**

Mode selection
- Multiplayer Mode lets you choose individual songs, difficulties and modifiers
- Playlist Mode allows for continuous songs, customizable for variable minute sessions or endless play

SELECT A SONG

Davno Hotel
Dependance
Dream Recorder
Earth
Echoes of Summer

Elder God Shrine
E-Racer
Sort: Version

Emilie de Ravin
Epic City
Exciter
Fatal Surface
Fly by the Universe

Length: 1:39   BPM: 138

4
Steps	40	Mines	0	Rolls	0
Jumps	9	Mine areas	0	Stops	0
Holds	22	Hands	0	Scroll	x1.0

6
Steps	94	Mines	0	Rolls	0
Jumps	11	Mine areas	0	Stops	0
Holds	0	Hands	0	Scroll	x1.0

9
Steps	138	Mines	0	Rolls	0
Jumps	27	Mine areas	0	Stops	0
Holds	16	Hands	0	Scroll	x1.5

18
Steps	372	Mines	12	Rolls	0
Jumps	11	Mine areas	0	Stops	0
Holds	7	Hands	0	Scroll	x2.5

21
Steps	513	Mines	8	Rolls	0
Jumps	34	Mine areas	0	Stops	0
Holds	14	Hands	0	Scroll	x3.0

Start Game

1 — 4
2 — 21
3 — 21
4 — 6
5 — 4
6 — 4
7 — 21
8 — 6

9 — 21
10 — 6
11 — 4
12 — 6
13 — 6
14 — 4
15 — 6
16 — 21

Press ⬆⬆ or ⬇⬇ to choose your difficulty.

02_songselection_a.jpg

Song Selection screen (song selection active)
- 101 Songs are available in iDANCE
- Various artists from many music genres
- This screen has two main parts that can be highlighted (song list selection and song difficulty group selection)
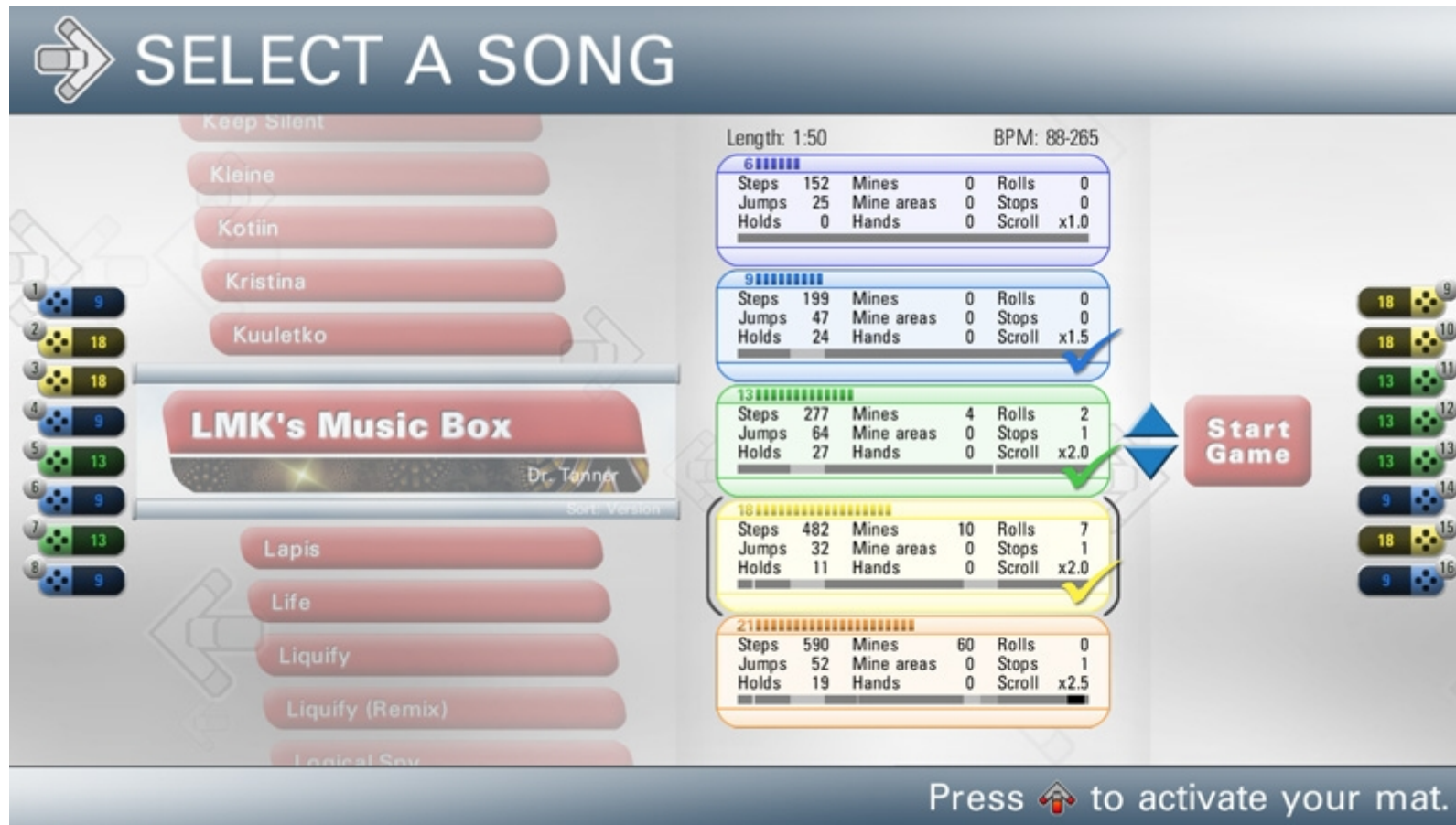
03_songselection_b.jpg

Song Selection (difficulty selection active)
- Five total difficulty groups for each song
- Difficulty rating on a scale from 1 to 25 each with a specific color for each difficulty
- Up to three difficulty groups can be chosen for playing
- Active dance mats are displayed on left & right side of the screen, colored in the chosen difficulty
- Players can select their level of difficulty by pressing up-up or down-down on the dance mat
- Detailed arrow information shows "step chart" construction (number of steps, jumps, etc)
- Arrow speed indication line shows changes of "scroll speed" within some songs (slow beats colored white, fast beats colored black)
- Independent "scroll speeds" and "speed changes" for during a song on different difficulties
- Automatic "speed mods" for comfortable playing (configurable in modifier menu)

04_ingame_1difficulty.jpg

In Game
- Gameplay with one selected difficulty
- Player boxes on the left & right side of the screen displays the timing of each step, the current score percentage, the current combo, and each active panel the player is stepping on.
- Each step shows a "star rating" (gold = best, green = good, blue = close, red = miss.
- Real-Time-Scoring shows the average score by percentages after each step.
- Alignment of one and two star rating shows the player if the step was to early (aligned left) or to late (aligned right).
- A song length progress bar is shown at the top which also indicates when arrow slow downs, speed ups, and stops occur during the song.

05_ingame_2difficulties.jpg

Ingame
- Gameplay with two selected difficulties.
- Player boxes also organize themselves by displaying on the side of which difficulty has been chosen by the player.

06_ingame_3difficulties.jpg

In Game
- Gameplay with three selected difficulties.
- Mines are displayed on the right chart, stepping on these will cause a negative loss of score percentage.
- Hold arrows are time based and add to your percentage throughout its length. Holds can also be reactivated.

Sunburn In Cyprus

Difficulties 3 9

1
Early
Timing
Late
Combo | 9 | 8 | 15 | | 20 |

12 MAT 12 — 91.9%
★	★	★	☆
40	21	0	0
Steps	Combo	TC	
61	61	196	

3 MAT 3 — 81.2%
★	★	★	☆
53	65	20	0
Steps	Combo	TC	
138	20	27	

8 MAT 8 — 90.1%
★	★	★	☆
81	56	1	0
Steps	Combo	TC	
138	83	192	

7 MAT 7 — 81.6%
★	★	★	☆
22	32	7	0
Steps	Combo	TC	
61	17	27	

14 MAT 14 — 87.8%
★	★	★	☆
33	25	3	0
Steps	Combo	TC	
61	27	30	

4 MAT 4 — 89.4%
★	★	★	☆
76	62	0	0
Steps	Combo	TC	
138	138	271	

10 MAT 10 — 82.3%
★	★	★	☆
54	68	16	0
Steps	Combo	TC	
138	32	59	

9 MAT 9 — 88.8%
★	★	★	☆
32	29	0	0
Steps	Combo	TC	
61	61	129	

16 MAT 16 — 91.9%
★	★	★	☆
40	21	0	0
Steps	Combo	TC	
61	61	194	

5 MAT 5 — 88.1%
★	★	★	☆
73	61	4	0
Steps	Combo	TC	
138	54	64	

13 MAT 13 — 87.0%
★	★	★	☆
64	72	2	0
Steps	Combo	TC	
138	69	69	

11 MAT 11 — 80.9%
★	★	★	☆
24	27	10	0
Steps	Combo	TC	
61	14	24	

2
Hold Losses	0
Roll Losses	0
Mines Hit	0
Early vs. Late	35%/64%

6 MAT 6 — 86.4%
★	★	★	☆
73	53	12	0
Steps	Combo	TC	
138	21	31	

15 MAT 15 — 78.0%
★	★	★	☆
40	73	25	0
Steps	Combo	TC	
138	25	25	

1.	91.9% MAT 12	5.	81.6% MAT 7	2.	89.4% MAT 4	6.	83.8% MAT 2
1.	91.9% MAT 16	6.	81.1% MAT 1	3.	88.1% MAT 5	7.	82.3% MAT 10
3.	88.8% MAT 9	7.	80.9% MAT 11	4.	87.0% MAT 13	8.	81.2% MAT 3
4.	87.8% MAT 14	1.	90.1% MAT 8	5.	86.4% MAT 6	9.	78.0% MAT 15

75

Press OK to continue.

07_resultscreen.jpg

Result Screen
- Three result overviews are displayed (general percentage and step count, graph displaying each step throughout the song, and advanced data).
- Each player can switch the information in the result box by pressing left or right on their dance mat.
- The Graph is the most useful for viewing a complete overview of each step and the timing grade from the song.
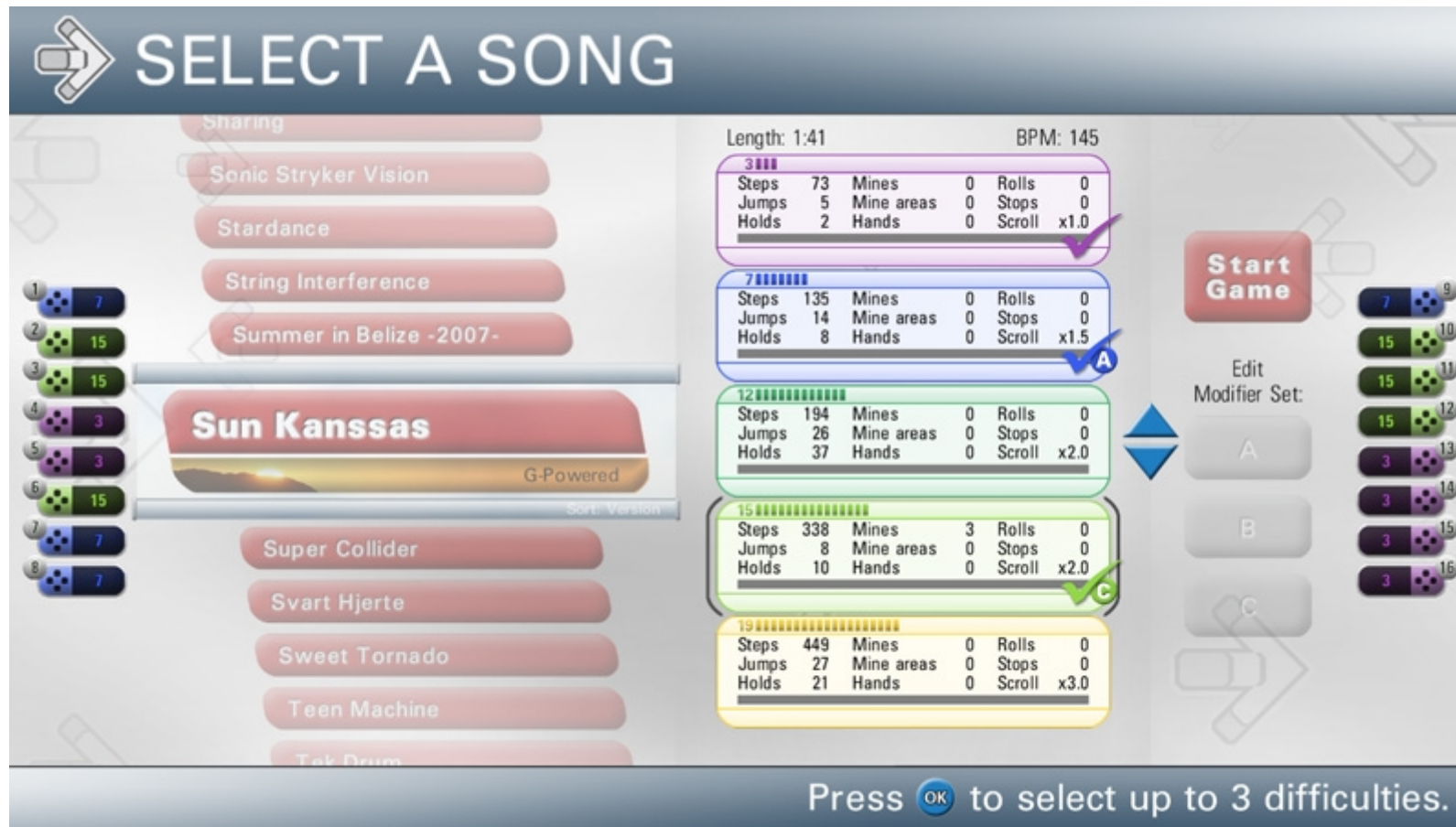
08_songselection_mods.jpg

Song selection (difficulty selection with activated modifier sets active)
- Up to three separate difficulty groups can select independent arrow modifiers.
- Each difficulty group can be assigned to any modifier set represented by letters A, B or C.

09_modifiermenu_noteskins.jpg

Modifier selection ("note skin" selection active)
- Three different arrow "note skins" are available which change the look of each arrow.
- A default "note skin" can be preselected in the System Settings.

10_modifiers_ingame_noteskin.jpg

In Game (Note Skin comparison)
- "PG" Note Skin (left)
- "Frame" Note Skin (middle)
- "Strong" Note Skin (right)

11_modifiermenu_speed_a.jpg

Modifier selection ("Scroll speed" selection active)
- Arrow "scroll speeds" can be selected from a range of x0.5 to x8 in increments of "0.5".
- Beats Per Minute is recalculated when selecting a scroll speed.
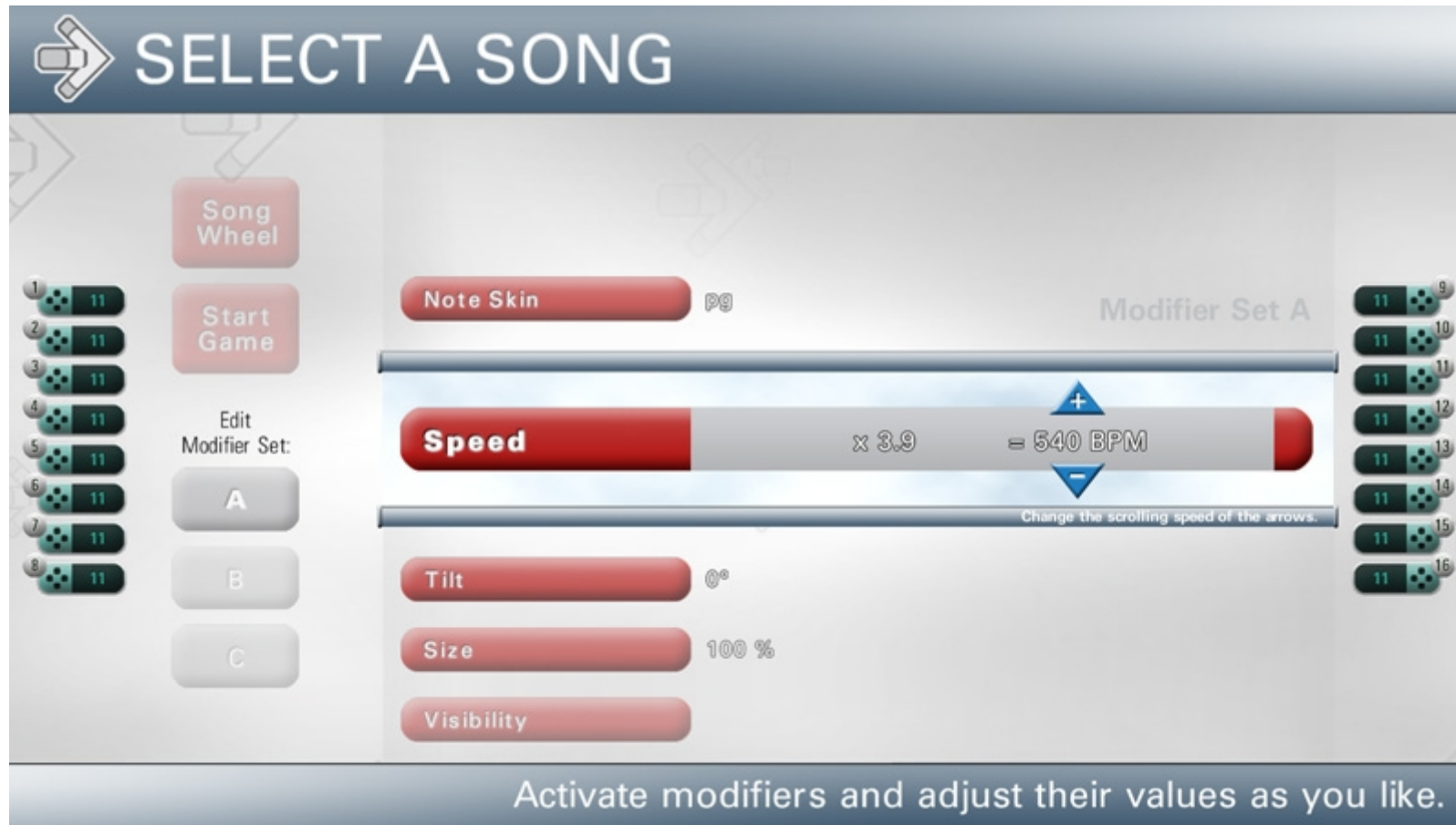
12_modifiermenu_speed_b.jpg

Modifier selection (Scroll speed selection active)
- Alternative way to select scroll speed
- Scroll speed selectable as bpm in steps of 10bpm
- Calculated multiplier displayed

13_modifiermenu_tilt.jpg

Modifier selection (Tilt selection active)
- Choose your view perspective by changing the view angle.
- Selectable ranges from -60° to +60° in increments of 10°.

14_modifiers_ingame_tilt.jpg

In Game (Tilt comparison)
- Positive and negative tilt with different angels in game.

SELECT A SONG

Note Skin — pg

Song Wheel

Speed — x 2 = 306 BPM

Start Game

Tilt — 0°

Modifier Set A

Edit Modifier Set:

A

Size — + 130 % ▽

Change the size of the arrows.

B

Visibility

C

Hide

Direction

Press ⬆ to activate your mat.

15_modifiermenu_size.jpg

Modifier selection (Size selection active)
- Choose the size of the arrows in a range from 50% to 200% in increments of 10%.

16_modifiers_ingame_size.jpg

In Game (Incremented Size)

17_modifiermenu_spin.jpg

Modifier selection (Spin selection active)
- Let the arrows spin around their own axis.
- Spinning for each axis can be turned on or off.

18_modifiers_ingame_spin_a.jpg

Ingame (Spin activated)
- Examples for spin modifiers.

19_modifiers_ingame_spin_b.jpg

Ingame (Spin activated)
- Examples for spin modifiers.

SETUP QUICK PLAYLIST

Show song results	Yes	No
Difficulty range	4-7	8-11	12-15
Select goal	Songs	
Number of songs	5	10	15
Start game		
Return to Main Menu		

Press ◀▶ to change the value.

20_playlist_mode.jpg

Playlist Mode setup menu
- Widely customizable mode ranges
- Plays until a goal is reached: Minutes, Songs (individually selected) and Endless.

21_minefield.jpg

In Game
- Minefield, a new arrow type where the player is not allowed to activate a panel on the dance mat until the minefield has passed.