iDANCE 2™

USER'S GUIDE

Version 2.0

POSITIVE GAMING™

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Introduction

Thank you for purchasing the Positive Gaming™ iDANCE Multiplayer System – the most advanced machine dance system to date, designed for schools, youth programs, leisure centers, dance studios and fitness clubs.

The Positive Gaming™ iDANCE Multiplayer System is a fun and challenging group exercise dance game of visual perception and physical skill. It is simple to learn, exciting to play and offers users a wide range of levels to take on and master. It provides a wholesome exercise gaming experience for up to 32 players simultaneously.

Positive Gaming™ iDANCE is addictive, engaging and a great way to get a whole body workout. iDANCE helps improve physical coordination, timing, stamina and visual perception. A wide range of difficulties lets users select songs ranging from one step every couple of seconds to over 15 steps per second. The arrows on the screen, together with the beat of the music, indicate to the player which arrow panel on the dance mat to step on and when.

For many players, the goal is to pass the hardest songs, whether to reach personal goals or because it is impressive to watch. For others, it offers a fun and social way to dance to music and get in shape.

Positive Gaming™ iDANCE is born out of the desire to combat obesity and sedentary lifestyles in people of all ages. The goal is to enrich the quality of people's lives by improving coordination, flexibility and cardiovascular function, thereby reducing the risk of injury in everyday activities.

Positive Gaming™ iDANCE provides a group-friendly workout that is exciting, easy to learn and effective at the same time. So go ahead – Activate Yourself!

1. Safety Summary

Please read the following precautions before using any Positive Gaming™ product.

1.1 Positive Gaming™ iDANCE Multiplayer System
- Refrain from excessive play.
- Take frequent rest breaks.
- Anyone with a history of seizures or epilepsy should consult a doctor before playing.
- If experiencing symptoms of reoccurring or persistent discomfort, pain, throbbing, aching, tingling, numbness, burning sensation, or stiffness occurs, stop immediately and consult a physician immediately.
- Avoid electrical shock by only using the supplied AC cables. Make sure the system has been turned off before unplugging any AC cables from an extension power cord or wall outlet.

1.2 Positive Gaming™ iDANCE Computer Cabinet
- Make sure the iDANCE Computer Cabinet gets enough air circulation if stored in a transport cart or lockable cabinet.

1.3 Positive Gaming™ iDANCE Wireless Platform
- Do not use the dance mat if you have heart, respiratory, foot injuries or any physical impairment that may limit your physical activity.
- If you experience any physical discomfort pain or have doubts about your health condition stop using this product immediately and seek medical advice before continuing.
- Use your dance mat with care to avoid injuries. Positive Gaming AB is not liable for injuries or damage from improper use of the dance mat.

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- Do not use the dance mat under the influence of alcohol, drugs or strong medication, as they may impair your coordination and sense of balance.
- Small children should only use the dance mat under adult supervision.
- Remove the dance mat from playing areas when not in use to avoid injuries.
- Use only the carry holes inside the dance mat for transport.
- Do not use the dance mat if damaged in any way.
- Use only the provided tools (or tools equal in quality) to work on the dance mat. Always use fat pliers to connect or disconnect any electrical connectors inside the dance mat to avoid injuries.

1.4 Positive Gaming™ Transport and Storage Cart

- Store the cart a safe distance away from players.
- Always lock the wheels when the cart is not in use.
- Do not sit, stand, or ride on the cart at any time.

1.5 Positive Gaming™ Multi-Charger

- Do not use outdoors.
- Store in dry areas only.

1.6 Positive Gaming™ Wireless Base Station

- The wireless base station emits radio waves which can cause radio frequency interference with other electronics including cardiac pacemakers. Do not operate the wireless base station near any medical equipment.

2. Setting up your iDANCE Multiplayer System

2.1 Parts List

The iDANCE Multiplayer System consists of the following parts:

- Dedicated computer system
- Power cord for the computer system
- Positive Gaming™ Wireless Base Station
- USB keyboard
- Remote control
- Bluetooth® USB Adapter
- Positive Gaming™ iDANCE Wireless Platforms (up to 32 per system)

Optional parts
- Positive Gaming™ Multi-Charger
- Positive Gaming™ Transport and Storage Cart

2.2 Peripheral Equipment

You will require the following peripheral equipment (not supplied by Positive Gaming):

- A **projector**, **flat screen** or **monitor** that supports one of the following resolutions: 1280x720 (16:9), 1280x800 (16:10) or 1280x960 (4:3). If a projector is used, we recommend using a proper projection screen to ensure a good contrast and readability. You can use either a standard HDMI, DVI or a VGA connection. Depending on the distance between projector and computer, you may need an extra long HDMI, DVI or VGA cable.
- A **sound system** consisting of an amplifier and at least two speakers in stereo configuration.
- A **stereo cable** to connect the computer to the amplifier. The exact type of cable required depends on the amplifier used, but most amplifiers use two RCA jacks. It is important that one end of the cable has a standard 1/8 inch stereo jack (TRS audio connector) that connects to the computer's audio output.
- Optionally, you may want to install the computer and sound system in a **lockable cabinet** or **rack** to safeguard it from abuse or unauthorized use.

2.3 Setup and Assembly

We highly recommend that the installation of the Positive Gaming™ iDANCE Multiplayer System is done by trained personnel.
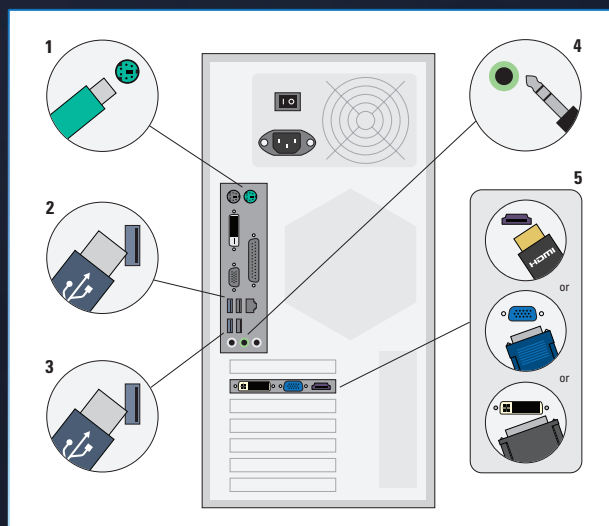

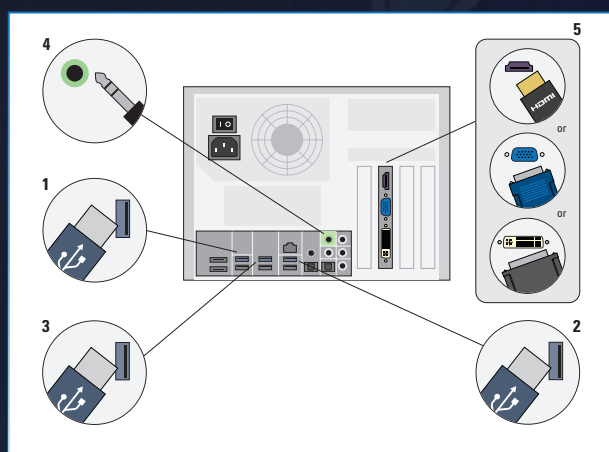Fig. 1   PC type 1

Fig. 2   PC type 2

2.3.1 Connecting the keyboard

Simply plug the connector into any available USB port.

2.3.2 Connecting the wireless base station

Connect the USB connector of the base station into any available USB port on the computer. Depending on the positioning of your computer, you may want to use one of the ports on the front of the computer instead of the back. The base station comes with a 1.8 meter (a little under 5 feet and 11 inches) USB cable. We do not recommend using a USB extension cable as it can pick up interference.

The base station uses radio waves to communicate with the dance mats. It is, therefore, very important to consider the following:

- Place the base station as close to the dance mats as possible.
- If possible, mount the base station in an elevated position, centered and just above the dance mats.
- Place the base station within direct view of the dance mats. Any obstruction can cause the strength of the radio signals to drop dramatically.
- Do not enclose the base station in a metal cabinet or rack.
- Do not place the base station near other electronic devices that emit radio frequencies, such as wireless network (WLAN) routers or cordless phone base stations.

2.3.3 Connecting the Bluetooth® USB adapter

To install the Bluetooth® USB adapter, simply plug it into any vacant USB port. No additional configuration is required.

2.3.4 Connecting a sound system

Connect the amplifier to the green-colored 1/8 inch headphone jack on the back of the computer then turn the amplifier on and make sure the volume is set low before starting the computer. High volumes can potentially damage hearing.

2.3.5 Connecting a projector, flat screen or monitor

Your system comes with HDMI, DVI or VGA outputs on the back of the computer marked Projector / Monitor / TV. The system can be used with either HDMI, DVI or VGA connections. The following is additional information on the different types of connections:

HDMI

HDMI connectors are available on most modern flat screen displays and projectors. HDMI (and DVI) connections provide the best picture quality. The maximum allowed length of a DVI to HDMI cable is 5 meters (a little under 16 feet 5 inches). Longer cables are available but may not work with your system. For distances greater than 5 meters (a little under 16 feet 5 inches), signal repeaters are recommended.

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DVI

DVI (and HDMI) cables provide the best picture quality. The maximum allowed length for DVI cables is 5 meters (a little under 16 feet 5 inches). Longer cables are available but may not work with your system. For distances greater than 5 meters (a little under 16 feet 5 inches) signal repeaters are recommended.

VGA

VGA cables are available in different lengths and qualities. The use of a high quality cable is recommended. Only use VGA connections when DVI or HDMI connections are not possible.

2.3.6 Connecting the computer system to a power outlet

Place the computer system on a stable surface near a power outlet. Connect the supplied power cord to the back of the computer and then plug the power plug into a properly grounded power socket. Turn on the main power switch on the back of the computer.

2.3.7 Placing and connecting the dance mats

Before you lift up a dance mat, make sure the charging cable is not connected. If it is, disconnect it first. Always bend your knees when lifting, carry the dance mats by their handles and keep your back straight to avoid back injury.

The dance mats should be placed on an even and flat surface in such a way that each player has a good view of the projection screen, flat screen or monitor. Ensure each player has enough space to move without hitting another player. Remove objects like chairs and tables to avoid injuries. Make sure the dance mats don't slip around when played on.

2.4 Starting the System for the First Time

When you start the system for the very first time, please do the following steps:

- ❖ Turn on the projector, flat screen or monitor.
- ❖ Turn on the computer system using the power switch located under the front cover.
- ❖ Turn on the sound system.
- ❖ Turn on dance mat 1. You should see the green

LED light up solid and the yellow and red LEDs blink once. For more information see section 3.1 and 3.2.
- ❖ Set the system clock and region, see 2.4.1.
- ❖ Synchronize the system, see 2.4.2.
- ❖ Setup the remote control, see 2.4.3.

2.4.1 Setting the system clock and region

The very first time the iDANCE system is turned on, the instructor will be prompted to do the "basic setup". This basic setup aids the instructor to select the country they are in, as well as set the date and time. The instructor can return to this menu at any time by navigating to the main menu, selecting system setting, then selecting "basic setup".

2.4.2 Recommended: system synchronization

After the basic setup has been completed, the system should be synchronized.

Input Adjustment

Make sure that dance mat 1 is switched on and step on any arrow panel on the dance mat (ID 1) 32 times in a row exactly in beat with the clicking sound. It is recommended to use the left and right arrow panels and to alternate your feet while stepping for maximum consistency.

Video Adjustment

Adjust the value manually to make the arrow appear and disappear exactly in beat with the clicking sound.

2.4.3 Setup the remote control

To avoid interference with other remote control devices, the iDANCE remote has to be registered with the iDANCE system before use the first time.

Enter the "System Settings" menu and select "Register Remote". Select "Register Remote" again and iDANCE will ask for buttons [1] and [2] on the remote to be pressed simultaneously; this will put the remote into discovery mode. Wait until the remote is detected (the LEDs on the remote will blink during this process. This may take up to a few minutes). When the LEDs stop blinking, an indication will be shown on the screen and the registration is complete. After registration, the remote should immediately be able to control the game and the menus. If it still does not react, try

to repeat the registration process. Make sure that, during the registration, only one remote is used. Otherwise, iDANCE will pick a random remote from the remotes in range. There can be only one remote registered with each iDANCE system at a time. You can, however, register the same remote to operate different iDANCE systems.

2.5 Starting the System
To start up the system:

- Turn on the projector, flat screen or monitor. **Note:** The projector, flat screen or monitor has to be turned on before the computer is turned on.
- Turn on the computer system using the power switch located under the front cover.
- Turn on the sound system.
- Turn on all the dance mats. You should see the green LED light up solid and the yellow and red LEDs blink once. For more information see section 3.1 and 3.2.
- Activate remote, see 2.5.1.

Activating the remote control
Activate the remote by pressing [1] and [2] on the remote simultaneously. This will only work if the remote is already registered (see 2.4.3.)

Note: The remote has only to be registered once.

2.6 Shutting Down the System
We recommend you shut down the system in the following order:

- Turn off all dance mats. The green LED on each dance mat should turn off.
- Turn off the sound system.
- Turn off the projector, flat screen or monitor.
- Turn off the computer system by holding the power switch in for five seconds (located under the front cover).

Power saving of the remote control
When iDANCE is shut down, the remote will go into power saving mode. When you turn on the system again activate the remote (see 2.5.1).

3. Positive Gaming™ Wireless Dance Platform

The Positive Gaming™ Wireless Dance Platform is made of a hard plastic composite which makes it very durable and lightweight. In general the batteries last for up to 70 hours of usage before they need to be recharged.

3.1 Turning the Dance Mat On and Off
To turn the dance mat on, simply set the power switch to "**1**". To turn it off, set it back to "**0**".

3.2 Dance Mat LEDs
The dance mat has three LEDs used to signal the following:

- **Steady green** = The dance mat is turned on
- **Yellow and red flash once, shortly** = The dance mat is now connected to the iDANCE system
- **Blinking red** = Low battery

Fig. 3   Mat Power Switch

Fig. 4   Mat Status LEDs

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3.3 Recharging the Dance Mats

The Positive Gaming™ iDANCE Multiplayer System comes with one of the following charger systems:

The Positive Gaming™ Multi-charger (Fig. 5) is an advanced charger, capable of charging up to eight dance mats at the same time. To charge a dance mat (remember to turn off the power switch on the dance mat before charging), simply plug one of the eight charging plugs into the charging contact on the dance mat.

The following is an explanation of the codes displayed on the LCD screen located on the multi-charger:

- **Multi_Charge V.1** = displayed when the multi-charger is powered up
- **" — "** = No dance mats are connected to the multi-charger
- **D** = Discharging (takes up to four hours for a fully charged battery)
- **C** = Charging (takes up to four hours for a fully discharged battery)
- **R** = Ready (the battery is fully charged)

Fig. 7   Multi-charger connected to the dance mats

Important: For a longer life cycle of the batteries, the multi-charger always initially discharges the batteries completely before charging them again. Connecting a dance mat to the multi-charger for a short time will not recharge the battery, but rather discharge it even more. We therefore recommend charging the dance mats overnight to give them enough time to discharge and recharge again. A full discharge and recharge cycle can take up to eight hours. The multi-charger monitors the state of each battery pack individually and has built-in protection against overcharging.

Single chargers (Fig. 6) individually charge each dance mat. To charge a dance mat (remember to turn off the power switch on the dance mat before charging), simply plug the charger plug into the contact on the dance mat. The charger initially checks the status of the battery and then starts the charging cycle if necessary. The charger has a built-in protection against overcharging. A fully discharged battery takes up to four hours to recharge.

The charger has the following LEDs:

- **"Power" (red)** = Charger ready for use
- **"Charge" (red)** = Charging in progress
- **"Ready" (green)** = Battery pack fully charged

Note: The charger goes into a testing cycle as soon as it is connected to the dance mat. During that testing cycle the green LED will flash shortly, after which the red "Charge" LED will light up.

Important: When disconnecting the charging cables, pull the connector, not the charging cable.

3.4 Maintenance of the Dance Mats

When used under normal conditions (indoors and with clean shoes), the Positive Gaming™ Wireless Dance Platform is maintenance free. If the dance mats are used with dirty shoes or in dusty environments, periodical maintenance and cleaning may be necessary. In that case, we recommend you contact your reseller for support.

3.5 ESD – Electrostatic Discharge

Depending on the level of humidity, temperature and the type of floor used, a slight electrostatic discharge (ESD) may occur when touching the charger input of the dance mat. However, ESD may also occur when touching other conductive objects in the room, and have nothing to do with the dance mat itself but rather with the immediate environment, such as the floor, shoes, humidity, incorrect grounding, etc.

4. Using the Transport and Storage Cart

The Positive Gaming™ Transport and Storage Cart comes in either an 8 or 16 dance mats version and can be used for safe transport and storage of the dance mats. The inside of the storage cart is fully carpeted to protect the dance mats.

Fig. 8   Positive Gaming™ Transport and Storage Cart

The cover of the cart consists of two halves, which makes it possible for a single person to lift off and replace the lids without help. The lids are locked to the rest of the cart by the use of butterfly catches.

Fig. 9   Charging Lid

The dance mats can also be recharged while sitting in the cart with the covers closed, using the easily accessible charging lid (Fig. 9).

4.1 Removing the Dance Mats from the Storage Cart

Before removing the dance mats from the storage cart, make sure to disconnect the charging cables. Remove the covers of the cart and pull the dance mats straight out by the handles.

Important: When disconnecting the charging cables, pull the connector, not the charging cable.

4.2 Placing the Dance Mats in the Storage Cart

Once the cart has been opened, the dance mats can easily be lifted into the storage cart. The dance mats fit in both ways but should always be fitted according to the direction indicated on the sticker at the bottom of the cart.

Important: Always replace and lock the covers to secure the dance mats before transportation.

5. Positive Gaming™ iDANCE

5.1 Navigating the Game

The software menus are controlled by using a remote control. In case the remote control shipped with the system is broken or not available, the supplied keyboard can be used instead.

directional pad
Navigate up, down, left, right

A button
Confirm

+ and - button
Volume Up / Down

2 button
Pause

B button
Back

home
Option Menu

1 button
Assist Tick

Fig. 10 & 11

Remote Control

General Navigation			
Function	**Icon**	**Button on Remote Control**	**Key on Keyboard**
Navigate up, down, left, right [UP] [DOWN] [LEFT] [RIGHT]		up, down, left, right	up, down, left, right
Confirm [OK]	OK	A	Enter
Back [BACK]		B	ESC
Volume Up / Down [VOL +] [VOL -]		+ , -	+ , - on numpad
Mute [MUTE]			M (or * on numpad)
Option Menu [OPTION]		home	F1
Additional keys during gameplay			
Assist Tick [TICK]		1	1
Metronome		2	2
Pause [PAUSE]		A	Enter
Fast Forward		right	Right
Rewind		reft	Left

This guide refers to all buttons by their functions (in square brackets). For example, pressing the OK button on the remote control is mentioned as Press [OK]. Additionally, when referring to player input on a dance mat (up, down, left or right), the manual refers to [Mat_UP] [Mat_DOWN] [Mat_LEFT] [Mat_RIGHT].

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5.2 Main Menu

5.2.1 Standard Mode

Up to 32 players can play together, song after song

This game mode starts with the song selection screen where you can choose a song, either by selecting one manually or by using the Random function. After choosing a song, the trainer selects up to three difficulty levels to be used for the song. Each player can then choose one of trainer-selected difficulty levels before the trainer starts the game play, or selects game-enhancing effects.

For instructions on "how to play" this game mode, see section 5.3. For more information on effects, see section 5.3.2.

5.2.2 Quick Start

Up to 32 players can play together using a predefined Non-stop (see section 5.2.3) setup

This mode allows game play to begin with the single push of a button. It does not offer the versatility that the other modes do. It is, however, designed for the instructor that wants to get the game started immediately without having to worry about any options.

All songs to be played will have a difficulty of three to seven. Only one difficulty will be played at a time. The song will be randomly selected and game play will continue until the [BACK] button is pressed (goal endless).

5.2.3 Non-stop Mode

Up to 32 players can play together, until a selected goal is reached.

Important: This game mode does not allow for any effects.
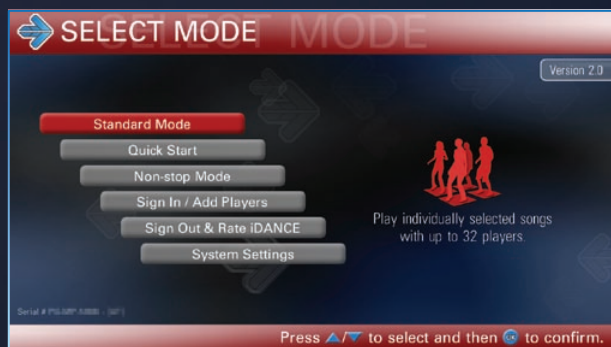
This game mode starts with a setup screen (Fig. 13), where you can setup a play list based on your requirements for a workout unit. For instructions on "how to play" in this game mode, see section 5.3.

Fig. 13   Non-stop Mode setup

charts

Choose how many different difficulties will be played at the same time.

difficulty range

Select the amount of variance in difficulty that will be allowed between songs.

difficulties

Choose the difficulty level that will be played.

show song results

Choose whether to display the Results screen after every song.

select goal

Choose the type of goal to be reached:

Minutes: Play the selected amount of minutes until the workout is over.

Songs: Play the selected number of songs until the workout is over.

Endless: Play for as long as you want with no goal in mind.
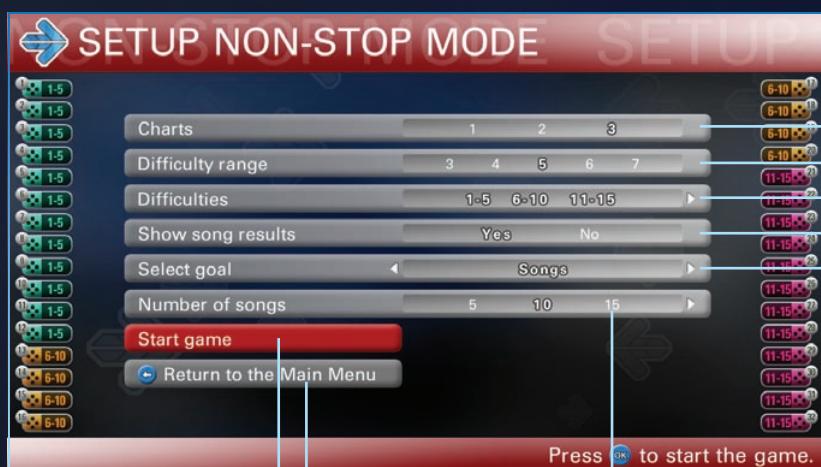
start game

Starts game play; settings will be saved and applied.

return to main menu

This brings you back to the Main Menu. All settings will be lost.

select goal amount

Choose the amount for the selected goal type to reach.

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5.2.4 Sign In (Sign In & Add Players)
The creation and logging in of profiles

Sign In (Fig. 15 & 16)
All classes are listed in order of the time and day these classes meet. Select the class(es) the players are in and enter in the corresponding 6-digit password(s). Doing so will take the instructor to the player log-in screen. The players should then find their profiles and log into them. Once all the players have logged select "Finished" to complete the sign-in process. The instructor will then be returned to the Main Menu where any game mode can be selected to begin playing.

Create / delete teachers (Fig. 17)
The creation and/or deletion of teacher profiles can be done within this menu.

The first option is **"Create a teacher".** By selecting this, the instructor can create and confirm their password for their teacher profile. After doing this, a teacher name will be assigned to them. Be sure to write down the teacher name and password.

The second option is **"Delete a teacher".** This will take the instructor to a list of all teacher profiles stored on the iDANCE system. After selecting which teacher profile to delete, the instructor will be asked to enter the selected teacher's password. Lastly, the instructor must confirm this deletion is what they really wish to do.

Note: a teacher cannot be deleted until all of their classes are deleted first.

Create / edit / delete classes (Fig. 18)
This menu will allow a instructor to create classes, view existing classes, edit existing classes as well as delete classes.

Create a class (Fig. 19)
This menu will allow the creation of classes. First, the instructor will be presented a list of all the teacher profiles stored on the iDANCE system. After selecting their teacher profile, the instructor will then be asked to enter in their password. Next they are taken to the actual create class screen.

❖ **Hour:** This line allows the instructor to choose which hour the class will begin.

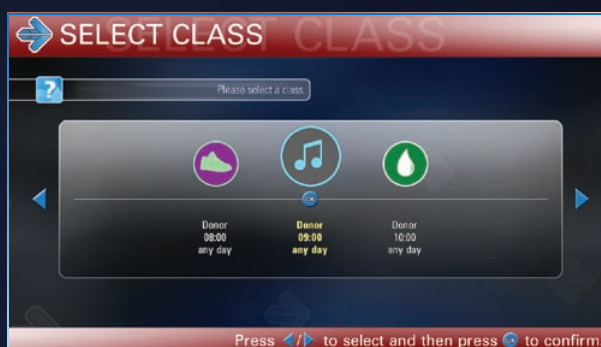Fig. 14   Player Tracking

Fig. 15   Select Class
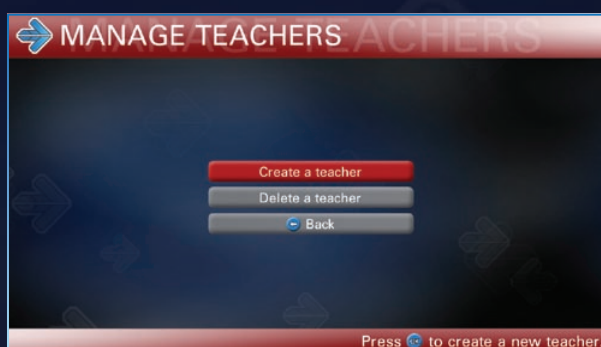

Fig. 16   Profile Selection

Fig. 17   Create Teacher

❖ **Minute:** This line allows the teacher to select the minutes of the class start time. For example, they could choose for a class to start at 8:00 PM or 8:20 PM etc.
❖ **Weekday:** This line allows the instructor to choose

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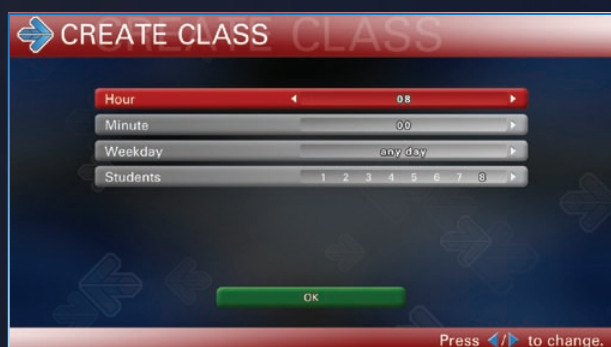
Fig. 19   Create Classes

Fig. 20   View Class

Fig. 21   Delete Class

which day of the week the class will meet. For classes that meet multiple times a week the instructor would select "any day".

❖ **Students:** Numbers from 1 to 64 are listed here. This indicates how many students will be in that one class.

After the class has been created, the instructor will get a look at their class. The class will have one unique, random name for each student.

It is very important the instructor writes down which player is assigned to which random nickname. These nicknames will be the players permanent name for iDANCE. These profiles will record many different statistics that will be of use to the player and the instructor.

View and edit classes   Fig. (20)
This menu will allow the instructor to look at their classes as well as edit existing classes.

First, a complete list of classes will be presented in order of when they meet. After selecting the class to be viewed, the instructor will be asked to enter a password. This password is the one created when making their teacher profile. As the instructor views the class, they will see an option to **"Add more player profiles".** Upon selecting this option, the "Add profiles screen" will appear. Simply select how many players are to be added then select "Add profiles." This will take the instructor back to the view class screen. Again, note the new nicknames and write down which nickname will be permanently assigned to each player.

Delete a class   (Fig. 21)
This menu will allow the deletion of classes.

Upon entering the "delete class menu", a full list of classes will be displayed. Select the class to be deleted and enter the password. Once this is done, the instructor will then view the class. In this view class screen they can select either "delete this class" or "back". After choosing delete class the instructor must then confirm that they do indeed want to delete the class.

Back
Exit the current screen.

Transfer data
Transfer player profile data from iDANCE to an USB Flash Drive.

The "Transfer data" option will allow the instructor to copy all statistical data from all teacher and student profiles to a USB flash drive.

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5.2.5 Sign Out & Rate iDANCE
Sign out all profiles in use and rate your enjoyment of iDANCE

Fig. 22   Rating Screen

After choosing "yes" for confirming to log out, the instructor will be taken to the voting screen. Every player logged in can give feedback of how much they enjoyed iDANCE that day. At anytime during this, the user can select "Finished" to complete the log out. It is recommend that instructors wait until all players have rated iDANCE.

5.2.6 System Settings

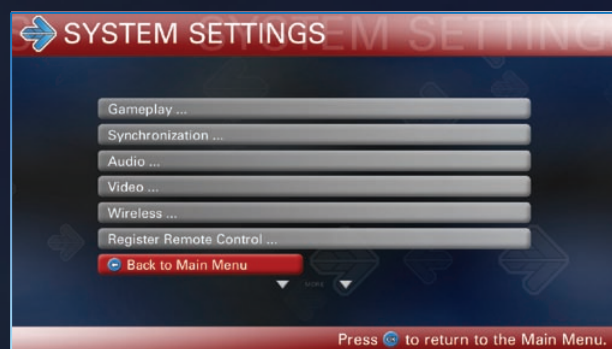Fig. 23   System Settings

Game Play
- ➡ **Score Decimal Places:** Determines how any decimal values are displayed after the comma in the score. Examples: 0 = 95% / 1 = 95.4% / 2 = 95.43%
- ➡ **Menu Timeout (seconds):** Determines how many seconds the program waits before it automatically proceeds to the next screen.
- ➡ **Advice Interval (songs):** Determines after how many songs the advice screen with helpful information is displayed.
- ➡ **Background brightness (percent):** Sets the brightness level of the game background. This is useful for setups where the light source is not optimal. The lower the value, the more visible the arrows become.
- ➡ **Default note skin:** This allow a few different choices as to what the instructor would like the arrows in game to look like by default.

Synchronization
After the basic system installation has been completed, the flow of the arrows to the music and the timing of the arrows must be synchronized.

- ➡ **Audio Adjustment:** Step on any arrow panel on the dance mat (ID 1) 32 times in a row exactly in beat with the clicking sound. It is recommended to use the left and right arrow panels and to alternate your feet while stepping for maximum consistency.
- ➡ **Video Adjustment:** Adjust the value manually to make the arrow appear and disappear exactly in beat with the clicking sound.

Audio
- ➡ **Master volume (%):** Select the overall volume for the game.
- ➡ **Music volume (%):** Select the volume for all playable music in the game.
- ➡ **Menu Music Volume (%):** Select the volume for all menu music in the game.
- ➡ **SFX volume (%):** Select the volume for all special effect sounds in the game.
- ➡ **Assist tick volume (%):** Adjust how loud the assist tick and metronome will be during game play.

Video
- ➡ **Display aspect ratio:** Select the aspect ratio of your display.
- ➡ **Overscan (%):** Adjust the value to compensate cut-off from the display. The number declares how much of the screen will not be used for displaying the game.

Warning: Any changes made in the Video Settings menu will trigger a restart of the game when leaving the system settings.

Wireless
If you are running two Multiplayer systems in the same vicinity, you can prevent the two from interfering with

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each other by switching one of them over to another channel. Please refer to Appendix A1.2 for detailed information.

Register Remote Control
Start Detection: Follow the instructions on the screen to register your remote control with the system. See also section 2.3.6. for more information

Basic Setup
The basic setup will allow the adjustment of date, time and in which country the iDANCE system is being used.

System Maintenance
◆ **Factory Defaults:** Resets all settings to their standard values and forces a restart of iDANCE. **Warning:** All profile data will be irrecoverably deleted and all system settings will be reset to default.

◆ **Copy log files:** This function copies all system-log files to a connected USB stick (flash drive). The USB storage stick (flash drive) needs to be formatted with a FAT32 file system, and you need to make sure enough space is available.

Credits
Displays a list of the people involved in the development of this game.

Back to Main Menu
Exit to Main Menu.

5.3 How to Play
The game screens can look slightly different, depending on how many difficulty levels have been selected (one, two or three arrow columns; each reflecting one selected difficulty level).

5.3.1 Song & Difficulty Level Selection
The following is an explanation of the different elements displayed on the song selection screen (Fig. 24):

info bar at top
This bar shows you where you currently are at in the game. In this case, you are at the Song Selection Screen.

song selection list
With the [UP] and [DOWN] keys, you can navigate through the song list and choose a song. You will hear a preview of the selected song.

info bar at bottom
This bar shows you what you can currently do in this screen and how to navigate.

Fig. 24 — Song Selection Screen

player boxes
These boxes show all dance mats currently connected to the system, and contain the following information:

Dance mat power status: (off: no box is visible, on: box is visible) Unique ID of the dance mat (1-32)

Dance mat assigned status: (unassigned: Box contains one "Up"-Arrow, assigned: Box shows dance mat test area & difficulty level if selected)

Dance mat test area: (to test the functionality of each arrow panel on a dance mat)

Assigned Difficulty level: If the player is logged in the player high score is displayed instead of the difficulty number (Fig.15). The color of the high score matches the color of the selected difficulty level
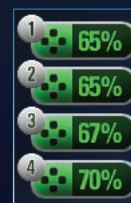

Fig. 25 — High Scores in Player Boxes

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Difficulty selection list (Fig. 26)
This step is done after the song selection. Press [RIGHT] once to move the cursor to the difficulty selection list. Each difficulty level is represented by a box, which contains information about the step chart. You can move the cursor using [UP] and [DOWN], and press [OK] to select or unselect up to three difficulty levels. Selected difficulties are marked with a check mark.

Player difficulty selection
When two or three difficulty levels are selected (Fig.27), players have the possibility to select a difficulty level on their own, using the dance mat's arrow panels. [Mat_UP][Mat_UP] is used for selecting an easier difficulty level, while [Mat_DOWN] [Mat_DOWN] selects a harder difficulty.

The selected difficulty level for a dance mat is visualized by the number in the player's box, which also has the color of the chosen difficulty level.

Game Start / Select Effects
Pressing [OK] on the "Game Start" icon starts the song without effects. Effects can only be started from within the Effects Menu. Please refer to section 5.3.2.

Option Menu (Fig. 28)
Pressing [OPTION] in the Song Selection Screen brings up an options menu, where additional options can be selected:

- **Sort by:** Change the order in which songs are displayed
- **Close Options Menu:** close this options screen
- **Quit Game:** exit to title screen

5.3.2 Effects
Effects change the way the arrows look and the way they move across the screen. They can also alter step charts. They add more fun and challenge to the normal game play.
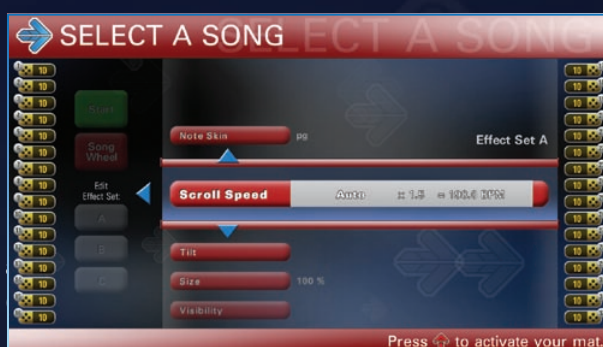
Move to effect set A, B or C and press [OK] to enter the Effects menu (Fig. 29) for selected effect set. Multiple effects can be added to the selected effect set.

Fig. 26   Difficulty Selection

Fig. 27   Multiple Difficulties

Fig. 28   Standard Mode Options

Fig. 29   Effect Menu

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Fig. 30   Difficulties with assigned Effects

Once all effects are chosen, move to the Song Wheel Button and press [OK] to return to the Song Selection Screen.

Next, the effect sets can be assigned to a difficulty level (Fig. 30). Press [OK] to assign Set A to the high-lighted difficulty level. Press [OK] a second time to as-sign group B, a third time to assign group C, and a fourth time to unselect the effects.

Note: Upon exiting multiplayer mode, all effect sets and assigned effects will be deactivated and reset to default.

Description of the different effects

Note Skin	Change the look of the arrows displayed.
Speed	Change the scroll-speed of the arrows related to the song speed, selectable either by "x"- or "BPM"-value.
Tilt	Change the perspective of how the arrows scroll towards the target area.
Size	Change the size of the note-chart.
Visibility	Add effects for the note-chart.
Hide	Hide specific parts of the screen.
Direction	Change the scroll-direction of the arrows.
Spin	Add spinning effects to the arrows.
Movement	Add effects for the note-chart.
Change Chart	Change the note-chart itself.
Add	Add more arrows to a note-chart.
Remove	Remove arrows from the note-chart.

5.3.3 Basic Game Play

The Game Play screen has information that is useful for the instructor, the player, as well as the spectator.

top bar

The bar on top of the screen shows (from left to right):
➡ Song title and artist
➡ Song progression bar for each difficulty
➡ Song duration
➡ Game play duration
➡ Time

player box

The Player box contains specific information for each player:
➡ Timing indicator area (Stars)
➡ Dance mat ID
➡ Dance mat test icons
➡ Real time score display
➡ Combo display

Fig. 31   Gameplay

How to play the game

Arrows, synced in beat with the music, scroll towards a target area. The target area has three colors in it; blue on the top and bottom, green more towards the center, and yellow in the exact center. The arrows scrolling up the screen all have a yellow line passing through the center of them. Step on the arrow panels exactly when the yellow line in an arrow lines up exactly with the yellow portion of the target area. Make sure you step on the correct arrow panel. The arrows scrolling up the screen have a corresponding panel on each dance mat that needs to be activated by stepping. Listening carefully to the music makes it easier to understand, as arrows reach the target area always in beat with the music.

Follow the music to improve your skill. The more exact your timing is, the better your score.

Understanding the timing and star indicators

To receive the maximum score, you have to step perfectly in beat to the music. A perfect step is worth three stars ★★★. If you have been slightly too early, you will receive two stars ★★☆, which are left-side aligned. Slightly too late will result also in a two-star ☆★★ judgment, but this time they are right-aligned in the scoring-box. This indicates if you have stepped too early or too late.

Fig. 32   Gameplay with three difficulty levels at once

A one-star, left-aligned judgment ★☆☆, means you have stepped way too early; a one-star, right-aligned judgment ☆☆★ means you have stepped way too late.

Fig. 33-36   Star indicators: perfect, slighty late, way early, missed

A red background of the timing indicator area indicates a mistake (e.g. stepping when a No-step symbol is displayed, missing a Long Arrow, etc.)

Fig. 37   Penalty indicator

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Special arrow symbols

⟐ **Long Arrow**

A long grey colored arrow requires the player's foot to remain on the corresponding dance mat arrow panel for the complete length of the arrow. If the player's foot does not remain placed on the arrow panel throughout the entire length it will become inactive, causing a loss of score. Long Arrows can be reactivated anytime.

⟐ **Roll**

Rolls appear as long arrows with colorful triangles. The player must continually tap on the corresponding dance mat arrow for the Roll to remain active. If the player's foot does not continually tap on the arrow panel throughout the entire length it will become inactive, causing a loss of score.

Rolls can be reactivated anytime.

⟐ **No-step**

No-steps will be scrolling up the screen along with the arrows. A no-step is a picture of a foot inside a red circle with a line through it. These no-steps will scroll up in one or more of the four arrow columns. As these pass over the target area, the player should not step or stand on the corresponding arrow panel(s) at all. If the arrow is activated even slightly, the player's score will drop somewhat.

⟐ **No-step area**

Some no-steps have tails and look very similar to Long Arrows. These are no-steps areas. The player must avoid activating the corresponding arrow panel until the end of the no-step area has cleared the target area.
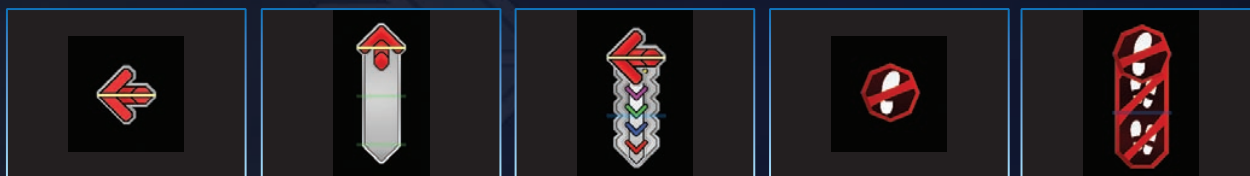
Fig. 38-42

Arrow symbols: Arrow, Long Arrow, Roll, No-step, No-step area

5.3.4 Result Screen

The results screen has a score box for each dance mat. By pressing the left and right arrow panels on the dance mat, players can scroll through three different pages that give information about the song that was just played. If a player does exceptionally well, a fourth page will be added, showing any trophies that were awarded. The results screen is a good tool to stimulate progression for the players and the instructor. The first page is the overview page. The overview page shows each player their overall percentage, the amount of Perfect, Great, Good and Miss steps and their largest combo.

Pressing the right arrow panel on the dance mat will bring the player to the step graph page. The step graph shows every individual step and its score throughout the song. The color of the dots corresponds to the color of the stars on the real-time feedback score box. Dots higher on the graph represent late steps and dots lower on the graph represent early steps. The closer the dot is to the center of the graph, the more accurate the step was. On the same page below the step graph, white bars indicate the location and length of combos achieved. Pressing right again will display the third feedback page.

At the top, the number of long arrows and rolls hit is shown over the total number of long arrows and rolls in the song (note that the goal is to get the top number to equal the bottom number, indicating that the player has hit all the steps). Next, the number of no-steps hit is shown over the total number of no-steps in the song (note that the goal is to keep the top number as small as possible, indicating that the player correctly missed all of the no-steps). Third, this page shows the number of early steps versus the number of late steps in the form of percentages. Finally, "Steps Today" shows the total number of steps that have been scored on that dance mat during that session, spanning all played songs (not just the previous one).

Fig. 43

Result Screen

6. Troubleshooting

Problem: The green LED on the dance mat does not light up when the dance mat is turned on.
Solution Approach:
- The battery pack of the dance mat may be depleted. Try recharging the battery pack. For more information, see section 3.3, "Recharging the Dance Mats".
- The multi-charger may have been used improperly, causing the battery to not recharge properly. The multi-charger always first discharges the battery pack completely before it begins recharging it. So, connecting the battery pack to the multi-charger for a short period only discharges the battery even more. Please refer to section 3.3, "Recharging the Dance Mats".

Problem: The yellow and red LEDs blink continuously.
Solution Approach:
- The dance mat has lost connection with the base station. Reset your dance mat by turning off the dance mat, waiting five seconds and then turning it back on.
- If the problem persists, try changing the placement of the dance mat (closer to the base station).

Problem: A specific wireless dance mat is unresponsive.
Solution Approach:
- If the green LED does not light up, try charging the battery for a full 8 hours. Please refer to section 3.3, "Recharging the Dance Mats".
- The Multiplayer system may need to be reset. Follow the shutdown procedure outlined in section 2.5, "Shutting Down the System", then follow the startup procedure mentioned in section 2.4, "Starting Up the System".

Problem: A specific panel of the dance mat is unresponsive.
Solution Approach:
- The battery pack of a specific dance mat might be defective.
- If you are using a multi-charger, please check if it displays the proper messages for discharging and charging of the battery pack when you connect the dance mat. See section 3.3, "Recharging the Dance Mats" for details. If neither D nor C is displayed on the multi-charger when the dance mat is connected, there may be a problem with the battery pack or the connectors. Contact your reseller for support.
- If using a single charger, check if the red "Charge" LED lights up after connecting the dance mat. If not, please contact your reseller for support.

Problem: All dance mats are unresponsive or behaving erratically.
Solution Approach:
- If you are using two Multiplayer systems in the same vicinity, be sure that each system is set to use a different wireless channel. See section A1.2, "Changing Channels" for details.
- The battery pack may need to be exchanged. Please contact your reseller for support.

Problem: The battery pack dies when the dance mat has been used for a short while.
Solution Approach:
- The battery pack of a specific dance mat might be defective.
- If you are using a multi-charger, please check if it displays the proper messages for discharging and charging of the battery pack when you connect the dance mat. See section 3.3, "Recharging the Dance Mats" for details. If neither D nor C is displayed on the multi-charger when the dance mat is connected, there may be a problem with the battery pack or the connectors. Contact your reseller for support.
- If using a single charger, check if the red "Charge" LED lights up after connecting the dance mat. If not, please contact your reseller for support.

**Problem: The in-game clock shows the wrong time.**
Solution Approach:
- Your system clock needs to be set. Please refer to section 2.3.5, "Setting the System Clock".

Problem: The initial iDANCE loading screen does not appear
Solution Approach:
- Then restart the iDANCE system.
- Wait until the message "Press SPACE to start the text-mode configuration tool" appears. Then press SPACE.
- While inside the text-mode it is possible to change various audio and video settings.
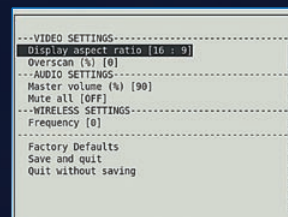
If none of the above measures helped, please contact your reseller for support.

Appendix

The following section contains technical guides for more advanced operations.

A1 DIP Switches

A1.1 Changing ID Numbers of the Mats
Every dance mat has a numeric ID, ranging from 1 to 32, used by the system to identify each dance mat. Each ID number may only be assigned once per system. If more than one dance mat carries the same ID, the system will drop connection with one of them and become unstable. The dance mats come with pre-configured IDs that normally do not need to be changed. However, under certain circumstances, it may be necessary to change an ID. For example, this may apply if a dance mat is being replaced or added to an existing installation.

The IDs are set using the little DIP switches located just underneath the ID label. To access the DIP switches, simply unscrew the two little screws that fix the ID label to the dance-mat. DIP switches 1 through 5 are used to set the ID number.

The following table shows the positions of DIP switches 1 through 5 for each possible dance mat ID number. "1" indicates that the switch must be in the ON position (up). An empty box means that the switch must be in the OFF position (down).

Mat ID	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
DIP Switch 1		1		1		1		1		1		1		1		1
DIP Switch 2			1	1			1	1			1	1			1	1
DIP Switch 3					1	1	1	1					1	1	1	1
DIP Switch 4									1	1	1	1	1	1	1	1
DIP Switch 5																

Mat ID	17	18	19	20	21	22	23	34	25	26	27	28	29	30	31	32
DIP Switch 1		1		1		1		1		1		1		1		1
DIP Switch 2			1	1			1	1			1	1			1	1
DIP Switch 3					1	1	1	1					1	1	1	1
DIP Switch 4									1	1	1	1	1	1	1	1
DIP Switch 5	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

A1.2 Changing Channels
If you are running two Multiplayer systems in the same vicinity, you can prevent the two from interfering with each other by switching one of them over to another channel. Use DIP switch 6 to select between channel 1 (OFF) and 2 (ON).

Important: The channel selection of the dance mats must match that of the base station. If you change the channel on the dance mats you must also change it on the base station.

A2 Customer Support
For customer support, please contact your reseller directly.

If you have other technical questions you would like to take up with the Positive Gaming support team, please write to: service@positivegaming.com

A3 Warranty
Positive Gaming AB warrants all components in the Positive Gaming™ iDANCE Multiplayer System to be free of defects in materials and workmanship for a period of three (3) years from the date of purchase, with the exception of the following parts, which have a one (1) year warranty:

- Battery pack (IPM-EL05)
- Multi-charger (IPM-EL06)
- Charging input (IPM-EL08)
- Single charger (IPM-SC01)
- Notebook computers and notebook peripherals

This warranty does not cover items damaged due to normal wear and tear, subjected to abuse, improperly assembled by the end user, modified, repaired, or operated in a fashion other than that described in the User's Guide.

Positive Gaming AB's liability under this warranty shall be limited to any direct loss proven by the customer to have been suffered by him by Positive Gaming AB's gross negligence or willful misconduct, and which is subject to damages under Swedish law. The liability excludes indirect losses, such as loss of sales, loss of profit or any consequential damage.

If your Positive Gaming™ iDANCE Multiplayer system fails to conform to the above-mentioned warranty, Positive Gaming AB's sole responsibility shall be, at its option, to repair or replace any defective component with a new or re-manufactured component of equal to or greater O.E.M. specification.

Positive Gaming AB will assume no liability whatsoever for costs associated with the customer's labor to replace defective parts or travel time associated therein. The customer is responsible for the shipping of components to Positive Gaming AB.

Positive Gaming AB's obligation will be to ship, free of charge, replacement parts by normal post or other comparable shipping means. Any express mail or overnight shipping expense is at the cost of the purchaser.

Any damage to a Positive Gaming™ iDANCE Multiplayer system that occurs during transportation or shipping must be reported by the customer to Positive Gaming AB within two (2) working days after delivery. Any claims made thereafter by the customer will be denied.

Products will be covered under warranty only when the following are in place:

- The serial number of the defective part, if applicable, is given.
- Defective parts are returned to Positive Gaming AB, shipping pre-paid, in a timely fashion, if requested by Positive Gaming AB.
- A copy of the sales receipt is available as proof of purchase upon request of Positive Gaming AB.

Positive Gaming AB's distributors are independent and privately owned and operated. In their judgment, they may sell parts and accessories other than those manufactured by Positive Gaming AB. We cannot be responsible for the quality, suitability or safety of any non-Positive Gaming AB part, or any modification, including labor, which is performed by such a distributor.

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