Dancing Mat

User Manual

Introduction

Dear user: Thank you for purchasing our dancing mats. Please feel free to contact us if you have any questions.We will provide you with satisfactory service.

1.Reminders

Our Mats are made of non-toxic materials. After opening the package, the dancing mat may face some peculiar smell, please leave it for a while until the peculiar smell dissipates before use.

Service

After reading the instructions, if you have any problems when using the mat, please contact our online customer service .

2. Preparations and Instructions

1. A 2.1m (5.5) soft area around the mat should be kept free of objects a avoid injury when you use the mat.
2. Use the mat with bare feet (wear socks during cold weather). Silk socks may cause slips. Avoid wearing shoes to prevent damaging the mat.
3. Children and the elderly should be supervised by adults when using the mat.
4. Be careful not to use the dancing mat for too long, keep track of time on the mat to avoid overexertion.
5. Keep feet out under the wires to avoid trips and falls.
6. Store the mat in a dry place to prevent corrosion. Excessive folding of the Mat may damage internal components.
7. Follow the operating instructions to ensure normal operation.
8. Use only neutral detergents when cleaning the mat to avoid causing corrosion.

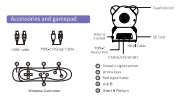
⚠ WARNING

1. Adults take out toys from package and complete installation.
2. To be used under the direct supervision of an adult.
3. Do not wear fin.
4. Please keep it away from oil and dust as much as possible.
5. Non-rechargeable batteries are not to be recharged. (Game controller)
6. Exhausted batteries are to be removed from the toys(Game controller)
7. Rechargeable batteries are to be inserted in the correct polarity (+ and -).
8. Stop charge in case after a fully charge, and do not charge continuously for more than 3 hours.
9. Do not heat, disassemble or modify the battery, and do not place it near a source of ignition.
10. Do not mix old and new batteries.
11. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.

3. Features

1. The HDMI dancing mat is equipped with a four-core chip for smooth pictures on both TV and computer.
2. Modes such as 4-key, 6-key, hands & feet, NTC cartoon, and somatic gameplay are supported.
3. An external micro SD card is used for downloading MP3 format songs and .stomatic game of animation mode classic steps.
4. The somatic game function is available for TV.

Accessories and gamepad



1. Connect the machine with a TV set and the mat

a. Turn on the TV set and find the HDMI 1 or HDMI 2 to plug in the HDMI wire of the machine.

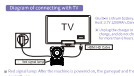
b. Press the button of "Signal Source" on the TV remote and tune it to the connected channel.

Tune the signal source to "HDMI 1" if the port is "HDMI 1".

c. Prepare your own plug adapter and charge the main unit to full battery.

d. After the battery is fully charged, connect the HDMI cable to the main unit. Then, turn on the power switch for the dance mode. The startup screen will appear on the TV.

Diagram of connecting with TV



Wireless Controller: 2 AA batteries (Rechargeable batteries are not recommended)
Dance Mat: 2 CR2032 batteries (Rechargeable batteries are not recommended)
Note: The dancing mat can be used in two ways: TV mode and computer. You need to switch it by stepping the "START" button on the mat. If the signal light flashes, it means that the battery is low, and the battery should be replaced in time.

a. Not signal light: After the machine is powered on, the gamepad and the mat will be in standby mode.

b. Red and Blue mat and remove the battery cover to install two AA batteries. Turn on, the red signal lamp is on and the signal sensor in the machine and the mat are turned on.

TV: Red signal lamp

PC: Blue signal lamp

Note: The dancing mat can be used in two ways: TV mode and PC mode. You need to switch it by stepping the "START" button on the mat. If the signal light flashes, it means that the battery is low, and the battery should be replaced in time.

Q. The keys are insensitive

a. You may feel that the keys are not sensitive due to your proficiency. It is recommended to practice more often.

b. In the difficulty selection interface, press the up, down, left, and right buttons on the mat to see if the buttons are sensitive; you can also use the "game controller" on the computer to check if the buttons are normal.

C. How to open the disco ball

a. Because it is a toy-in switch, you can turn on the light by touching the top of the ball.

D. The dance mat does not work properly

a. Make sure the switch on the battery box is on.

b. Observe whether the red signal light on the dance mat is always on. If the red signal light flashes, it means that the battery is low. Please replace the battery.

c. Try taking out the battery and reinstalling it before turning on the switch.

E.DS does not work when playing games with a controller

a. When playing games with handles, DS is used as the main controller, and DD is used as the auxiliary controller. Some main operation functions can only be controlled by the handle DS.

b. Observe whether the red signal light on the handle is always on. If the red signal light flashes, it means that the battery is low. Please replace the battery in time.

c. The dance blanket must be turned off when folded, otherwise the signal from the handle controller will be disturbed and will not work properly.

F. Cannot exit the game

a. When playing classic games, please use the D1 controller to press and hold the "RETURN" button for more than 3 seconds to exit the games.

b. When playing other types of games, such as camera games, running games, sports games, or puzzle casual games, , press the "START" button to pause the game first, then long press the "RETURN" button to exit the game.

3. Operation of Wireless Gamepad

Need to step on the START button on the mat to wake it up.

A. Preparation

a. Remove the gamepad battery cover and install two AAA batteries (four AAA batteries are required for the two gamepads of a dual-player mat), the signal lamp of gamepad will on.

B. Gamepad connection

a. When the handle is turned on it will connect with the Mat and TV or computer automatically the red light will on. The machine will automatically turn off after standing idle for 5 minutes, press the "START"key to restart.

C. Gamepad operation

a. Vertical grasp: Hold the wireless controller vertically and wave it back and forth when playing somatic dances and games.

b. Horizontal grasp: Hold the wireless controller horizontally and press the keys to control game operations.

4. Operation of Dance Games

Dance Mode

1. Step on "START"button on the mat to enter a game.
2. Tread the left and right arrows to select the cartoon mode or MTV mode, and Step on "START" to confirm.
3. Tread the up and down arrows to select the 4-key 6-key or hands & foot mode, and step on "START" to confirm.
4. Tread the up and down arrows to select a song, and step on "START" to enter the dancing interface.
5. Your score will be displayed after the song finished.

Jump The Mat

During the song playing,arrows pointing in 1 of 4 directions will ave from the bottom of the screen. Step on the arrow key that corresponds with the arrow displayed at the top of the screen. Stepping on the correct arrow scores a point, the first score will display when the song is over.

Dance Mat Music Game

Install batteries in the gamepad and connect it with the machine correctly. Hold D1 with you left hand and D2 right hand , start TV dance game, select the hands & feet mode, step on the "START" key to enter the game.

1. Arrows and palms will rise from the bottom of the screen.
2. When a rising palm coincide with a fixed palm at the top of the screen, waving the gamepad to finish an action.

Note: 1. There may be a slight delay between waving the wireless controllers and the game or dance responding.

Yoga exercise

Yoga/Aerobics/Muscle exercises

Press "START" to enter, choose the exercise according to your need. Press the "START" again to start the exercise. Tread the key according to the instruction, after completing the action, the data will be displayed. Press "SELECT/RETURN" return when playing.

5. Daily running /100m race/Long distance race (In the game, press the "START" button to pause,continue to press the "SELECT/RETURN" button to exit)

Operation

Tread "START" to enter the game, Step on the mat "middle button + left button" or " middle button + right button" alternately to control the character to run. Press the upper left button to move left, press the upper right button to move right, tread the up arrow for jumping. Press "START" to pause, then press "SELECT" to exit the game.

6. Camera Game (In the game, press the "START" button to pause,continue to press the "SELECT/ RETURN" button to exit)

Operation Instructions: Select the camera game, press the "START" button on the game handle to enter the game interface, press the up and down left and right keys on the gamepad to select the game you want to play, press the start key to enter the game. Jalousie mains sure the light is sufficient and stable

Super Fruit

Enter the game,move your hands to touch start button on the screen or press the start button on the handle to start the game, players need to wave their hands to cut various fruits that appear on the screen, do not to touch the bomb,or it will explode and game over.

Underwater Adventure

Enter the game, touch start button on the screen the game operation prompt interface showing,player wave hands to touch Continue button on the screen, or press the start button on the handle to start the game. Player stands in front of the camera and wave head up and down to control submarine up and down, avoid stone pillars and catch treasures, please facethe camera when your body is moving.

Happy Cook

Enter the game,the players can use the game handle to choose to take photos or check the saved photos, you can use the game handle to choose various cartoon hats to taking pictures in the game select interface.

Mathematics

Enter the game, touch start button on the screen,or press the start button on the handle to start the game, a mathematical calculation problem will appear,when four balloons appeared on the screen with four numbers, the player needs to touch screen to choose the correct number.

Delicious Foods

Enter the game, touch start button on the screen, the game operation prompt interface shows,shows more hands to touch continue button on the screen or press the start button on the handle to start the game.player stand in front of the camera and move their foot to stir the food, that appears on the screen ,please make sure your face not move from the camera when moving your body.

Football Games

Stand in front of the camera, control the goalkeeper saves towards left or right by moving your face. Please make sure your face is aligned with the camera when you move your body.

7. Operation of funny games (In the game, press "START" to pause, then press "SELECT/RETURN" to exit the game.)

Step on the arrow keys to select a game, step on the Start key to enter the game.

7.1. Stones

Controller: Wave to control the racket (vertical grasp). Press "START/ CONFIRM" to pause, then press "SELECT/RETURN" to exit the game.Tips: When it's your turn to serve, swing the handle upward to throw the ball and then immediately swing the handle to serve the ball.Support 2-player playing.

7.2. Ping-pong

Controller: Wave to control the racket. (Vertical grasp) Press "START/ CONFIRM" to pause, then press "SELECT/RETURN" to exit the game. Tips: When it's your turn to serve, swing the handle upward to throw the ball and then immediately swing the handle to serve the ball. Support 2-player playing.

7.3 Basketball

Controller: Press ⬅ to bend down to pick up the ball, wait for the energy value on the screen to reach the appropriate height, and press ⬅ to shoot the ball to score.

Dance mat: Step ⬅ to bend down to pick up the ball, wait for the energy value on the screen to reach the appropriate height, and step ⬅ to shoot to score.

7.4 Running

Tread "START" to enter the game. Step on the mat "middle button + ➡ or "middle button + ⬅ alternately to control the character to run. Press "START" to pause, then press "SELECT/RETURN"to exit the game.

7.5 Darts

Hold the wireless controller horizontally, press the arrow keys to choose an item. Press the ⬅ button or wave the controller to throw the dart. Press "START" to pause, then press "SELECT/RETURN" to exit the game.

7.6 Archery

Hold the wireless controller horizontally, press and hold the ⬅ key to draw the bow, aim at the target with the key ⬅ ⬆ ➡⬇, then release the ⬅ key to shoot the arrow.Press "START" to pause, then press "SELECT/RETURN" to exit the game.

7.7 Pop Star

Controller: Hold the wireless controller horizontally, press the arrow keys to move the finger, press ⬅ to wipe out stars. Press "START" to pause, then press "SELECT/RETURN" to exit the game.

7.8 Firework

Hold the wireless controller horizontally, press the left and right arrows to control direction.Press ⬅ or wave the controller to hit the ball. Press "START" to pause, then press "SELECT/RETURN" to exit the game.

7.9 . Little Warrior

Use the arrow keys to control the player to move. There is a picture hidden in the middle of the game screen. When the character walks on the screen, the hidden picture will be displayed on the screen. Sometimes, the displayed picture is a talk show to avoid the monster. Surrounding the monster with pictures will pass the level. The character should pay attention to avoiding monsters when walking, and the shower keys should not touch the monsters, too. Otherwise, will lose 1 life. The game is over if all 3 lives are lost.

7.10 Rope Skipping

Dance mat control: Step the right arrow key to jump, need to master the timing of the jump.

7.11 . Fishing Joy

Enter the game, Left/Right to control the shooting direction of the turret; Up/Down to switch the level of the turret; A to shoot the net.

7.12 . Crazy Fighters

Controller: Hold the wireless controller horizontally, when the enemy approach, press the arrow keys to control the player's movement. Press "START" to pause, then press "SELECT/RETURN"to exit the game.

Dance mat control: when the enemy approach, step the ⬅ ⬆ ➡ ⬇ key to control the player's movement.

7.13 . Whack a Mole

Controller: Hold the wireless controller horizontally. The arrow keys correspond to the four holes.When a mole stretches out its head, you press an arrow key to whack it.

Dance mat control: when the mole stretches out its head, step the ⬅ ⬆ ➡⬇ to whack it. Step the "START" to pause then step "SELECT / RETURN" to exit the game and return to the previous menu.

7.14 . Find Differences

Press the arrow keys to move the cursor, find the differences in the two pictures, and press B to confirm the operation. Press A to view the tips, each game has 3 chances. Press "START" to pause, then press "SELECT/ RETURN" to exit the game.

7.15 . Running Figures

Hold the wireless controller horizontally. Press the arrow keys to control the cursor, and press B to confirm the operation. The player chooses four figures to "OK" and press B, a prompt in the frame of "SAME" will pop up. A means the figure and the position are correct, while B means the figure is correct but the position is incorrect. Press "START" to pause, then press "SELECT/RETURN" to exit the game.

7.16 . Fire in a Flow

Hold the wireless controller horizontally. Press the arrow keys to control the cursor and press B to confirm the position of a chess piece. Press "START" to pause, then press "SELECT/RETURN" to exit the game.

7.17 . Maze

Press the arrow keys to control the movement of the player; Pick up all the apples within the specified time and reach destination to successfully complete the level. Press "START" to pause, then press "SELECT/RETURN" to exit the game.

7.18 . Good Friends

Controller: Press the left key and right key to move horizontally, press the upper key and down key to adjust the shooting angle; Press A to switch the position of the turtle and the rabbit. Press the B key to shoot or swing the stick. When the game is over, press the B key to select "YES" OR "NO" to return or continue, then press "START" to pause, and then press "SELECT / RETURN" to exit the game and return to the previous game menu.

Dance mat control: Step the ⬅ key and ➡ key to move horizontally, step the ⬆ key and ⬇ key to adjust the shooting angle; Step the ⬅ key to shoot or swing the stick. Step the ➡ key to switch the position of the turtle and the rabbit.

7.19 . Gross Cutter

Hold the wireless controller horizontally. Press the arrow keys to control the movement of the hay mower.

7.20 . Catch Pick

Controller: Control the movement with the left arrow and right arrow, press A or wave the controller to catch fish.

Dance mat control: step the left and right to move, wave the controller to catch fish.

7.21 . Solution

Hold the wireless controller horizontally. Press the arrow keys to control the movement of the player to push the boxes.

7.22 . Tank

Hold the wireless controller horizontally. Press the arrow keys to control the movement of the tank and press B to fire.

7.23 . Racing Car

Hold the wireless controller horizontally. Press the left and right arrows to control the movement of the car. Press A to slow down.

7.24 . Switchman

Press the arrow keys to control the cursor and press B to change the rail. The train will start after 20s.

7.25 . Galaxy Defender

Hold the wireless controller horizontally. Press the arrow keys to move the runner, choose a defense battery to be built at a proper place, press B to click the newly built battery to upgrade its attack force or cancel it; wipe out the enemy, defend the base, and win a victory.Press "START" to pause, then press "SELECT/RETURN" to exit the game.

7.26 . Turing Rotation

Press the arrow keys to control the cursor and press B to control the rotation of the objects around the cursor. Each image can be rotated 90 times to make it the same as the reference image.

7.27 Long Jump

Controller: Press the B rapidly and continuously or wave the controller to accelerate, press the upper arrow key to jump.

Dance mat control: Step the ⬅ key rapidly and continuously, step the ⬆ key to throw the jump.

7.28 Javelin Throw

Controller: Press the B rapidly and continuously or waving the controller to accelerate, press the upper arrow key to throw the javelin

Dance mat control: Step the ⬅ key rapidly and continuously, step the ⬆ key to throw the javelin.

7.29 Shot Put

Controller: Press the B rapidly and continuously or wave the controller, when the energy gauge reaches the maximum, press the upper arrow key to throw the shot.

Dance mat control: step the ⬅ key rapidly and continuously, when the energy gauge reaches the maximum, step the ⬆ key to throw the shot.

7.30 Tetris

Hold the wireless controller horizontally. Press the left and right arrows to control the horizontal movement of the blocks; press the down key to accelerate the dropping speed and press A to change the direction of the block.

7.31 Reversi

Press the arrow keys to control the cursor and press B to place a piece. The game is played by flipping each other's pieces and the winner is determined by the number of pieces on the board. A piece must be placed in such a way that it flips the opponent's pieces, otherwise it cannot be placed. All of the opponent's pinned pieces will be flipped over. They can be pinned horizontally, vertically, or diagonally. The pinned squares must have all of the opponent's discs on them, with no spaces.

7.32 Puzzle

Press B to select the block, press up, down, left, right to move to the correct position, then press B to confirm. press A to view the whole image.

7.33 Reaction

Hold the wireless controller horizontally. Press the arrow keys to move the frubbicer; Press "START" to pause, then press "SELECT/RETURN" to exit the game.

7.34 Sudoku

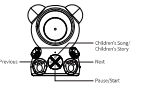
There are 9 cells in the block, each cell can only be filled with one number(1-9), and the numbers can only be used once without repeating. The goal of the game is to fill the blank cell with the right numbers. 1.Or without repeat. Press the select the blank cell, select the number, and then press B to fill in. There are 5 tip opportunities in each game, press the A key on the blank cell to view the tip.

7.35 Hammer (Single-player Games)

Controller: Press the B rapidly and continuously or waving the controller to control the player's stature, press the upper arrow key to throw the hammer. (When playing single-player games, only D1 can work, and D2 can't)

Press "START" to pause, then press "SELECT/RETURN" to exit the game.

8. Storytelling device



8.1.Story modes

We have chosen 18 bedtime stories :

1. A House for Mouse
2. Hattie and the Fox
3. Messy Messy
4. Jack's A Cap
5. If The Dinosaurs Came Back
6. Llama Llama Red Pajama
7. If You Take a Mouse To School
8. The Best Thing About Valentines
9. Mole And Baby Bird
10. The Perfect Pet
11. There's An Alligator Under My Bed
12. I Want Two Birthdays
13. How To Get A Gorilla Out Of Your Bathtub
14. The Music Man
15. Tom Little Bunnies
16. King Rollo And The New Stockings
17. Crayon The Terrible
18. Wash Your Hands

8.2.Song modes

We have chosen 18 classic nursery rhymes:

1. Buffalo Gals
2. Double The Valley
3. How You Ever Seen A Lassie
4. Head Shoulders Knees And Toes
5. If You're Happy And You Know It
6. London Bridges
7. Mary Had A Little Lamb
8. Old MacDonald
9. Blow
10. Ten Little Indians.

NOTE

1. Support for song and MV download updates, Considering the dance steps need to be in sync. Please download the pre-programmed songs from our official website, which are compiled based on specific dance steps and have perfectly synchronized music rhythm and dance steps. You need to use a card reader to connect to the computer and put the downloaded songs into the micro SD card.

2. Our R&D team will continue to upgrade the song library. For more information on how to add new songs, please follow our official website for the latest updates: https://www.fwlsfamily.com

3. The dance mat is equipped with two controllers. Please use the D1 controller when you play as a single person. The D2 controller is only for using the two-player mode.

4. If the dance mat switch is on and the mat is folded, it may interfere with the host and the controller will not work properly. Therefore, please remove the dance mat switch when the mat is folded.

5. If the dance mat is not used for ten minutes, it enters standby hibernation mode. Need to step on the "START" button on the mat to wake it up, or reinstall the battery and turn on the dance pad switch.

6. When you do not use the dance mat for a long time, please take off the battery.

support@fwlsfamily.com

FCC compliance

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note:
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
•Reorient or relocate the receiving antenna.
•Increase the separation between the equipment and receiver.
•Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
•Consult the dealer or an experienced radio/TV technician for help.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.