HDMI Wireless Dancing Mat

User Manual

Introduction

Dear user: Thank you for purchasing our dancing mats. Please feel free to contact us if you have any question. We will be at your service round the clock.

1. Reminders

Our Mats are made of no-toxic materials. After opening the shipping container the material may have a harmless odor which will go away with use.

Service

After reading the instructions if you have any problems using the Mat please contact our online customer service or call us.

2. Preparations and Instructions

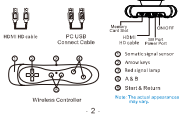
1. A 12 to 15 sq.ft area around the Mat should be kept free of objects to help prevent injury when stepping off the mat.
2. Use the Mat with bare feet (wear socks during cold weather). Silk socks may cause slips. Avoid wearing shoes to prevent damaging the Mat.
3. Children and the elderly should be supervised by an adult while using the Mat.
4. Know your limit, keep track of time on the mat to avoid over exertion.

5. Keep feet out under the arms to avoid trips and falls.
6. Place 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.

3. Features

1. This Mat dancing mat is equipped with a flow-resistant pad for smooth pictures on both TV and computers.
2. Modes such as 4-key, 5-key, hands & feet, MTV, cartoon, and somatic gamepad are supported.
3. An external TF card is used for downloading songs and automatic game of dance steps.
4. The somatic game function is available for TV.

Accessories and gamepad

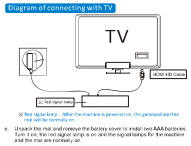


Note: The actual appearance may vary.

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 "Signal source" on the remote controller and tune it to the connected channel.
Tune the signal source to "HDMI 1". If the port is "HDMI 1.
c. Insert the adapter of the machine into a socket.
d. Connect the power plug and the HDMI wire plug with the machine and turn it on; the TV will show the startup picture.

Diagram of connecting with TV



※ Red signal lamp: After the machine is powered up, the gamepad and the mat will be normally on.

e. Unpack the mat and remove the battery cover to install two AAA batteries. Turn it on, the red signal lamp is on and the signal lamps for the machine and the mat are normally on.

※ Red signal lamp

Note: The mat will start the sleep mode if it is idle for ten minutes. You need to awaken it by pressing the key "START".

2. FAQ (TV)

A. No TV signal or a black screen appears

a. Check whether the HDMI port corresponds to the TV channel.

B. The TV has cloudiness, interference stripes, and noise

a. Check whether the port is loose, rusty or dusty, or use another port if possible.
b. If there is interference from a cell phone or other electronic equipment turn it off to ensure operation of the Mat.

C. A system fault or a black screen appears

a. The internal chip may be overheated, turn the Mat off for 10 minutes to allow the chip to cool down, then restart. The Mat should be turned off after two hours of operation.
b. Unplug and re-plug the memory card, it may have lost contact due to vibration.

D. The keys are too sensitive

a. You may feel the keys are insensitive due to proficiency. And you may practice every 10 frequently.
b. On the Mat step on the arrow keys to check if they work or use The Wireless Controller on a computer if it works. See Page 17 "Ways To Test Keys" for details.

3. Operation of Wireless Gamepad

A. Preparations

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 gamepad signal lamp is on and it is normally on after connecting with the machine.

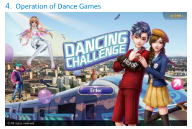
B. Gamepad connection

a. After the machine is turned on it will automatically connect with the Mat and TV or computer, the red light will flik minute. The machine will automatically turn off after being idle for 30 minutes, press the Start key 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 confirm game operations.

4. Operation of Dance Games



Healthy mode Cartoon mode

Dance Master

1. On the Mat step on Start 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, 5-key or hands & feet 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 is finished.

Using The Mat

At the beginning of a dance arrows pointing in 1 of 4 directions will rise 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 final scores displayed when the song is over.

Dancing With Hands and Feet

Initial setup is in the gamepad and connect it with the machine correctly. Group Gamepad 1 and Gamepad 2 with your left and right hands respectively, go to 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 corresponds with a fixed palm at the top of the screen finish the move by waving either wireless controller.

Tread the icons

Gamepad waving, tread the icons

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

5. Daily running

Operation

On the Mat step on Start to enter the game. Step on the two center arrows to control the running; the left arrow to move left, right arrow to right. Step on the up arrow to jump. On the wireless controller press Start to pause And SELECT to return to the game.

6. 100m race

For a one player Mat step on the two center arrows to control the running.

For a two player Mat step on the Center key and left/right arrows to control the running. Step on Start to pause.

7. Camera Game

Select the Camera Game, press the wireless controller Start button to enter the game list, Use the Up, Down, Left, Right keys to choose the game you want to play. Press the Start key to start the game. Keep the room light stable during the game.

Cut Fruit

Wave hands to touch the Start button on the screen or press the Start button on the wireless controller to start the game. While looking at the camera a player waves their hands to cut various pieces of fruit appearing on the screen. Don't touch the bomb, touching the Bomb ends the game.

Treasure Hunt In the Bottom of the Sea

Wave your hands to touch the Continue button on the screen, or press the Start button on the wireless controller to start the game. Looking at the camera a player stands in front of the computer camera and controls submarine up and down movement by waving their hands. Avoid the bombs, collect treasure, avoid being hit by the cannon ball and pick up treasures, make sure the players face is toward the computer camera.

Submarine Battle

Enter the game, wave hands to touch the Start button on the screen. Look at the game operation prompt, wave your hands to touch Continue button on the screen or press the Start button on the wireless controller to start the game. A player stands in front of the computer camera and controls the submarine up and down movement by bending or raising the head causes the warship to launch a bomb. Make sure you are facing the computer camera directly when making a movement.

Happy to Clip hand

Enter the game, players can use wireless controller to take photos or check the saved photos. The Game Select interface can be used to choose cartoon tools for taking pictures.

Bubble Numbers Game

Enter the game, touch the Start button on the computer screen or press Start on the wireless controller. The game will solve a mathematics problem with four answers appearing in balloons. Touch the balloon with the correct answer.

Delicious Foods

Enter the game, wave your hands to touch start button on the screen, and you will look the game operation prompt interface. Use player wave hands to touch start button on the screen or press the start button on the handle to start the game, when are look screen interface the player stand in front of the camera and move their hands to eat the food that appears on the screen Basic rule eat the food when the mouth is open, Avoid eating the food when the mouth is closed, up, down, left and right, making sure that the face is facing the camera.

FCC Statement

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.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 a 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.

8. Operation of funny games

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

8.1 Tennis ball

Operation of wireless gamepad: (Vertical grasp)

Holding the wireless controller vertically hits upa tennis ball by pressing button B. To hit the ball press button B or wave the wireless controller. Press the Start button to pause, use the up and down arrows to choose other options.

8.2 Pingpong Ball

Operation of wireless gamepad: (Vertical grasp)

Holding the wireless controller vertically hits a tennis ball by pressing button B. To hit the ball press button B or wave the wireless controller. Press the Start button to pause, use the up and down arrows to choose other options.

8.3 Basketball

Choose an interface and step on the arrow keys to pick one item, step on Start to confirm. Step on the left and right arrows to control movement of the player. Step on the up arrow to get the ball and step on the upper left arrow to throw the ball.

8.4 Running

For a one or two player Mat step on the two center arrows to control the running. Step on Start to pause, step on the up and down arrows to choose other options.

8.5 Darts

Holding the wireless controller horizontally, press the arrow keys to choose an item. Press the left button or wave the controller to throw the dart. Press Start to pause, press Select to return to game.

8.6 Gym Action

Hold the wireless controller horizontally, press and hold B to have the archer draw back the bow. Press the arrows to aim at the target, release B to shoot the arrow.

8.7 Hot Moo

Hold the wireless controller horizontally, press B or wave the controller to slice the fruit. Press Start to pause, press Select to return to game.

8.8 Pop Gun

Hold the wireless controller horizontally, press the arrow keys to move the finger, press B or wave out stars. Press Start to pause, press Select to return to game.

8.9 Pokemon

Hold the wireless controller horizontally, press the left and right arrows to control direction. Press B or wave the controller to hit the ball. Press Start to pause, press Select to return to game.

8.10 Cross Fire

Hold the wireless controller horizontally, press the arrow keys to control players movement. Press Start to pause, press Select to return to game.

8.11 Jump Rope

Hold the wireless controller horizontally, press and hold the right arrow, when the rope is down release the arrow to make the player jump.

8.12 Crazy Fighters

Hold the wireless controller horizontally, press the arrow keys to control players movement. Press Start to pause, press Select to return to game.

8.13 Attack a Mole

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

8.14 Find Differences

Hold the wireless controller horizontally. Press the arrow keys to move the cursor, find the differences in the two pictures, and press B to confirm the operation; each time will be deducted if the answer is wrong; press A for a limited prompt, and press "Start" for a pause, and press the "Select" to return.

8.15 Guessing 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 form of "1A4B" 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" for a pause, and press the "Select" to return.

8.16 Catch a Crow

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" for a pause, and press the "Select" to return.

8.17 Video Adventure

Hold the wireless controller horizontally. Press the arrow keys to control the movement of the planes; press "Start" for a pause, and press the "Select" to return.

8.18 Good Friends

Hold the wireless controller horizontally. Press the left and right arrows to control the horizontal movement of the player; press B or wave the gamepad vertically twice to press A to change the standing or covering positions of the plane.

8.19 Sky Mower

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

8.20 Catching Fish

Hold the wireless controller horizontally. Press the left and right arrows to control the horizontal movement, and press B or wave the controller to launch the fish spear.

8.21 Solitaire

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

8.22 Battle City

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

8.23 Racing Car

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

8.24 Sand Jumper

Hold the wireless controller horizontally. Press the arrow keys to control the runner and press B to change the hall.

8.25 Galaxy Defender

Hold the wireless controller horizontally. Press the arrow keys to move the spaceship, press B or wave the controller to launch a missile, press and hold the steady built-battery to upgrade to attack force or cancel it, wipe out the enemy, defend the base, and win victory, press "Start" for a pause, and press the "Select" to return.

8.26 Funny Rockets

Hold the wireless controller horizontally. Press the arrow keys to control the runner and press B to control the rotation of the objects around the cursor.

8.27 Archery

Hold the wireless controller horizontally. Press the right arrow to shoot arrows.

8.28 Long Jump

Hold the wireless controller horizontally. Press the upper left arrow to accelerate the player's movement and press the up arrow to jump up; press "Start" for a pause, and press the "Select" to return.

8.29 Swim

Hold the wireless controller horizontally. Press the upper left arrow to accelerate the player's movement and press the up arrow to throw the pearls.

8.30 Shot Put

Hold the wireless controller horizontally. Press the upper left arrow to accelerate the player's movement and press the up arrow to throw the shot.

8.31 Boxing

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.

8.32 Reversi

Hold the wireless controller horizontally. Press the arrow keys to control the cursor and press B to place a piece.

8.33 Puzzle

Hold the wireless controller horizontally. Press the arrow keys to control the cursor; press A to choose an image block and move it to another grid and press press B again to swap their positions; press A to view the whole image.

8.34 Roadman

Hold the wireless controller horizontally. Press the arrow keys to move the bulldozer; press Start for a pause, and press the Select to return.

8.35 Sudoku

Hold the wireless controller horizontally. Press the arrow keys to move the cursor, press B to confirm a figure in the blank space and press A at the blank space to see the correct figure for this space.

8.36 Hammer

Hold the wireless controller horizontally. You can keep waving the gamepad or pressing B to control the player's stature and throw the hammer.

Classic Games: For two player games press Select on wireless controller 1 and Select on controller 2 for 3-5 seconds to exit.

1. Install PC games

Visit the website to download games: www.e5w168.com

Go to "Download center" - "PC Downloading".

2. Computer installation FAQ

1. Firewall alert

During installation a "Start game" icon is automatically created on the computer desktop. If any firewall such as 360 security pops up a block box, you can click "Allow", if any virus alert pops up, you can click "Trust", otherwise an installation failure or any operation problem will appear.

2. An English prompt pops up, or the game is in black screen or gets stuck

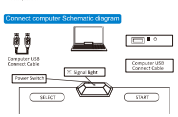
In case the graphics card or audio driver has no required file, 360 Driver or any other software can be used to update the driver. Restart your computer and reinstall the game.

Please contact our online customer service or call us for help if proper installation cannot be made!

3. Connect the mat with your computer

1. Place Mat flat on the floor.
2. Connect Game Box to computer with a USB cable. Start the computer and game box, open installed games. Note: The Dance Mat is not compatible with mainstream OSX systems.

Connect computer Schematic diagram



※ Signal light: After the host and dancing mat are connected to the computer, the signal light will light on.

4. FAQ for computer connection

1. If connecting the mat with a computer of Win7 or Win 8 system, you shall not are it before the driver installation finishes or cut the cable. The driver is installed automatically, the cable can be unplugged after the progress of the lower right corner.
2. Turn on the driver, click "Uninstall" to uninstall and install "USB 2.0 Driver", and retry it after your computer is restarted.
3. Contact our online customer service or call us for help.

2. Cannot control the games or the Mat is insensitive

Open the "Game controller" to check whether the mat is properly connected and whether the keys are functional. The specific methods as follows:

1. Check whether the mat is connected with your computer

XP system

Open "Control Panel" and find "Game controller" (for individual computers, it can be found in "Equipment and Printer only) and open it as shown in Figure 1.

Win7 system

Click "Start" and input "USB" in the search box, click and open "Set USB game controller" as shown in Figure 2.

In case the game controller shows english words (generally USB Gamepad), it means that the mat has been connected with your computer, and one line is shown for one chosen mat and two lines for a two-player mat, in the left and right ones respectively.

Web system

If a keyboard is not equipped with the "Game controller", it's required to test it in the web system. Open the webpage and click the arrows on the left and right arrows to select songs. You can't start a game in the webpage.

2. Check whether the keys are sensitive

Double click "USB Gamepad", open the box testing interface, and step on the keys to check whether the corresponding buttons are act, as shown in Figure 2.

Figure 1 Figure 2

5. Operation of dance games

1. Click to open a game and start the demo mode.
2. Tread "Start" to play the game and step on it again to exit.
3. Tread the left and right arrows to select the 4-key/5-key dance mode, tread "Start" on the right mat for the two-player mode, and step on "Start" to confirm it.
4. Tread the left and right arrows to select song types, and step on "Start" to confirm it.
5. Tread the right mat for more challenge modes and step on "Start" to confirm it.
6. Choose the first one by default and step on "Start" to confirm it.
7. Tread the left and right arrows to select songs and step on "Start" to play a song.
8. Tread the left and right arrows to select songs, rapidly step on the up or down arrow twice to select difficulty and step on "Start" to dance.

Life meter

In case a key is incorrect tread or missed, corresponding life value will be deducted, each miss will be restored if the keys are correctly stepped on. The value will not be restored after it disappears completely. "Game Over" and various scores will be displayed.

Tread the keys

At the beginning of a dance arrows pointing in different directions will rise from the bottom of the screen, step on the corresponding arrow when an arrow is the same as a fixed arrow at the top of the screen. A dancer's score depends on the accuracy and speed of stepping on the correct arrow.