

# DANCING CHALLENGE PLAYMAT



YQ3310 □



YQ3311 □

## Function Setting:

Use voltage 6V, dual channel power amplifier output; 2 digital display; Bluetooth function, dance mat game function; Potentiometer control volume;  
Power on music:digital display8-88 then return to 0-00 after flashing with sound.

● Mode 1: Demo mode, short press the music/Bluetoothtwo mode loop switching; In this mode, press the corresponding key to light up with the music,digital display: 1-01 or 1-02, press START to start the game.

1- Music mode, press START to start the game, 10 musicplay continuously (IC built-in music), each music's playing time is about 30 seconds; 10 music finish playing then the game is over (digital flash display scorere turn to zero after 2-3 seconds); Digital display: 1-01, the game starts, digital display 1-00 (return to 00 after -99 and restart counting)

2- Bluetooth mode (under Bluetooth connection),digital display: 1-02,press START to start the game, the game starts, digital display 1-00 (return to 00 after -99 and restart counting)

● Mode 2: Game mode, short press to select 1- Beginner mode /2- Professional mode, two mode loop switching;  
Digital display: 2-01 or 2-02;

1- Beginner Mode: After entering the game mode, press LV1-5 to select the corresponding speed level, and then press the START key to start the game with the prompt light.Digital display:number of the current level .Game pass (30 times per level is hit correctly) automatically transferred to the next level, the count is cumulative,the game is passed after playing the winning sound effect after level 5; Pass or failure (3 times per level, including 3 errors are judged as failure) ,Game over (after displaying levels and final scores 2-3 seconds) Return to the initial entry state of the current mode (2-01)

2-professional mode: Enter the game mode and press LV1-5 to select the corresponding speed level, and then press the START button to START the gamewith the prompt light. Digital Display: 2-00(return to 00 after -99 and restart counting) ; game pass (hit each level correctly for 30 times) automatically turn to the next level, the count is cumulative.The fifth level game pass then end with victory sound ; Pass or fail (3 times including 3 times errors game failed).Game over(showing the level and final scorein 2-3 seconds ) thenreturn to the initial entry state of professional mode (2-02)

● Mode 3: Memory Mode, short Press Memory Mode, digital Display: 3-00( if counts up to 99 then game over) ; And then press the START button to START the gamewith the prompt light. A set of correct answer counts + 1; Displaying levels and final scores in 2-3 seconds and then return to the current mode initial entry state (3-00)

● Mode 4, music mode (connect the Bluetooth,Bluetoothis automatically connected after entering the mode) , short press to select 1-beginner mode/2-professional mode, two modes cycle switch (same as game mode 2) ; digital display: 4-01 or 4-02;

1-beginner mode: Enter the game mode press LV1-5 to select the corresponding speed level, and then press the START button, with the prompt light to START the game. Digital Display: 4-01(to 99,after 99 return to zero and re-counting) ; game pass and automatically turn to the next level, counting accumulation,the fifth level game pass then end with victory sound ; Pass or failure (3 times including 3 times errors game failed). After game over, it will return to the initial entry state of the current mode (4 -01)

2 - Professional mode: After entering the game mode, press LV1-5 to select the corresponding speed level, and then press START to start the game with the prompt light. Digital display: 4-01 ( scores will count from 01-99, and will be reset to 0 and recount after 99); The game will automatically turn to the next level after passing the current level, and the count will accumulate. After passing the fifth level, the game will end with playing the victory sound effect;Pass or failure:( 3 times -including 3 times errors will be judged as failure).After game over, it will return to the initial entry state of the current mode (4-02)

● LV1-5 : select the corresponding speed level for beginners/professionals (5 levels for each) in game mode 2 and 4;  
Mode 2 level corresponds to each background music (5 for beginners and 5 for professionals, 10 music in total), and mode 4 only selects speed level.

LV1: Speed 1    LV2: Speed 2    LV3: Speed 3    LV4: Speed 4    LV5: Speed 5

● START key: press it to start the game (you can press this key to pause/resume the game during the game).

● 4 game dance keys

Game key - red arrow: corresponding red light;  
Game key - green arrow: corresponding green light;  
Game key - blue arrow: corresponding blue light;  
Game key - yellow arrow: corresponding yellow light;

● Bluetooth switch: press it to turn the Bluetooth function on/off.,which corresponding the Bluetoothindicator light; After entering Bluetooth mode1-2 and mode 4, it will automatically connect the Bluetooth and play music when it is turned on.  
No operation in 3 minutes will enter sleep mode!  
Please refer to the actual object for details!

## FCC Caution

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.

Any 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.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.