Wireless Dancing Mat



Introduction

contact us if you have any questions. We will provide you with satisfactory service.

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

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

- 1. A 12 to 15 sq ft area around the mat should be kept free of objects o avoi injury when you use the mat.
- may cause slips. Avoid wearing shoes to prevent damaging the mat.
- 4. Be careful not to use the dancing mat for too long, keep track of time on
- 5. Keep feet out under the wires to avoid trips and falls.
- 7. Follow the operating instructions to ensure normal operation.
- 8. Use only neutral detergents when cleaning the mat to avoid causing

Dear user: Thank you for purchasing our dancing mats. Please feel free to

1.Reminders

2. Preparations and Instructions

- 2. Use the mat with bare feet (wear socks during cold weather). Silk socks
- 3. Children and the elderly should be supervised by adults when using the
- the mat to avoid overexertion.
- 6. Store the mat in a dry place to prevent corrosion. Excessive folding of the Mat may damage internal components.

1. Adults take out toys from package and complete installation. 2. To be used under the direct supervision of an adult. 3. Do not near fire.

4. Please keep it away from oil and dust as much as possible. 5. Non-rechargeable batteries are not to be recharged.

6. Do not mix old and new batteries. 7. Do not mix alkaline, standard (carbon-zinc), or re-chargeable batterio 8. Exhausted batteries are to be removed from the toy. 9. Batteries are to be inserted with the correct polarity (+ and -)

1. The HDMI dancing mat is equipped with a four-core chip for smooth pictures on both TV and computers. 2. Modes such as 4-key, 6-key, hands & feet, MTV, cartoon, and somatic

- gamepad are supported. 3. An external micro SD card is used for downloading MP3 format songs
- and utomatic genre of animation mode dance steps. 4. The somatic game function is available for TV.

HDMI cable Somatic signal senso ② Arrow keys ③ Red signal lamp 4 A&B Wireless Controller ⑤ Start & Return

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,

a line will be drawn. Draw a rectangle to display the hidden picture. The

attention to avoiding monsters when walking, and the drawn lines should

not touch the monsters, too. Otherwise, will lose 1 life. The game is over if

Dance mat control: when the enemy approach, step the $\leftarrow \uparrow \downarrow \rightarrow$ key to

 $\uparrow \downarrow \longleftrightarrow$ to whack it. Step the "START" to pause then step "SELECT /

RETURN" to exit the game and return to the previous menu.

displayed picture is a safe place to avoid the monster. Surrounding the

monster with pictures will pass the level. The character should pay

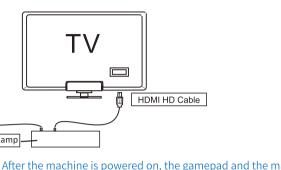
1. Connect the machine with a TV set and the mat

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

if possible. d. Connect the power plug and HDMI cable plug to the machine, and turn b. If there is interference from a set top box or other electronic on the power switch of the machine; the startup screen appears on the TV.



🛪 Red signal lamp: After the machine is powered on, the gamepad and the mat will be e. Roll out 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 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.

E: The disco ball light is not on

a. Turn the disco ball half a turn so that the 2 poles on the bottom line up with the contacts on the base.

red signal light flashes, it means that the battery is low. Please replace

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

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.

a. When playing classic games, please use the D1 controller to press and hold

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.

the "RETURN" button for more than 3 seconds to exit the game.

F. The dance mat does not work properly B. The TV has snowflakes, interference stripes, and noise.

- a. Make sure the switch on the battery box is on. a. Check whether the port is loose, rusty or dusty, or use another port b. Observe whether the red signal light on the dance mat is always on. If the
- the battery. equipment, please turn them off to make sure the mat works. c. Try taking out the battery and reinstalling it before turning on the

C. A system halt or a black screen appears a. The internal chip may be overheated, turn the mat off for 10

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

- G. D2 does not work when playing games with a controller minutes to allow the chip to cool down, then restart. It is a. When playing games with handles, D1 is used as the main controller recommended to shut down and rest after continuous use for and D2 is used as the auxiliary controller. Some main operation functions can only be controlled by the handle D1.
- b. Pull out and reinsert the micro SD card, it may lose connection due to looseness.

D. The keys are insensitive

A. No TV signal or a black screen appears.

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

about 2 hours.

2. FAQ (TV)

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

Controller: Control the movement with the left arrow and right arrow.

Hold the wireless controller horizontally. Press the arrow keys to control

Hold the wireless controller horizontally. Press the arrow keys to control

Hold the wireless controller horizontally. Press the left and right arrows

Hold the wireless controller horizontally. Press the arrow keys to move the

cursor; choose a defensive battery to be built at a proper place; press B to

out the enemy, defend the base, and win a victory; Press "START" to pause,

click the newly built battery to upgrade its attack force or cancel it; wipe

press B or wave the controller to catch fish.

3. Operation of Wireless Gamepad Need to step on the START button on the mat to wake it up.

A. Preparations

a. Remove the gamepad battery cover and install two AAA batteries (fou 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 o 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 th keys to control game operations.

4. Operation of Dance Games



- Tread the up and down arrows to select the 4-key 6-key or hands & feet
- enter the dancing interface.
- 5. Your score will be displayed after the song finished.

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 score will display when the song is over.

- In the dual mode, the left blanket uses the D1 handle, and the right blanket uses the D2 handle. User the single dance carpet:
- Install batteries in the gamepad and connect it with the machine correctly.



- 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.
- mode, and step on "START" to confirm.
- 4. Tread the up and down arrows to select a song, and step on "START" to

During the song playing, arrows pointing in 1 of 4 directions will rise from

User the double dance carpet:

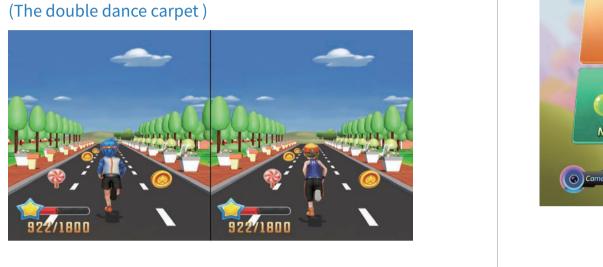
- Hold D1 with your left hand and D2 right hand, start TV dance game, select the hands & feet mode, step on the "START" key to enter the game.

1. Arrows and palms will rise from the bottom of the screen. 5. Daily running /100m race/Long distance race (In the game, 2. When a rising palm coincide with a fixed palm at the top of the screen, press the "START" button to pause, continue to press the waving the gamepad to finish an action. "SELECT/RETURN" button to exit)





running. Press the left button to move left, press the upper right button to move right, and tread the up arrow to jump. Step on 'START' to pause, and then step on 'SELECT' to exit the game.



Enter the game, wave 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.

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

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.

Enter the game, touch start button on the screen, the game operation in front of the camera and move their face to eat thefoods that appears on the screen ,please make sure your face not move from the camera when moving your body.

camera when you move your body.

Enter the game, touch start button on the screen, the game operation

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.

prompt interface shows, players wave hands to touch continue button on the screen or press the start button on the handle to start the game.player stand



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

7. Operation of funny games (In the game, press "START"



7.1 Tennis Controller: Wave to control the racket.(Vertical grasp) Press "START/

When it's your turn to serve, swing the handle upward to throw the ball playing.

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

and then immediately swing the handle to serve the ball. Support 2-player 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

Tread 'START' to enter the game. Step on the mat 'middle button + Press "START" to pause, then press "SELECT/RETURN" to exit the game.

an item. Press the B button or wave the controller to throw the dart. Press "START" to pause, then press "SELECT/RETURN" to exit the game. 7.6 Archery

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

7.5 Darts

7.7 Pop Star

7.8 Pokemon

7.4 Running

Hold the wireless controller horizontally, press and hold the B key to draw the bow, aim at the target with the key ' $\leftarrow \uparrow \downarrow \rightarrow$ ', then release the B key to shoot the arrow.Press "START" to pause, then press "SELECT/RETURN" to

value on the screen to reach the appropriate height, and step 🔼 to

Dance mat: Step 1 to bend down to pick up the ball, wait for the energy

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.

all 5 lives are lost.

7.10 Rope Skipping

timing of the jump.

7.9 Little Warrior

control the player's movement.

Hold the wireless controller horizontally, press the arrow keys to choose

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

7.3 Basketball

Controller: Press 1 to bend down to pick up the ball, wait for the energy value on the screen to reach the appropriate height, and press B to shoot

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.

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

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.

Hold the wireless controller horizontally. Press the arrow keys to control

A means the figure and the position are correct, while nB"means the

figure is correct but the position is incorrect; Press "START" to pause, then

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 "XAXB" will pop up;

press "SELECT/RETURN" to exit the game. Dance mat control: Step the right arrow key to jump, need to master the 7.16 Five-in-a-Row 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

7.15 Guessing Figures

"START" to pause, then press "SELECT/RETURN" to exit the game. 7.17 Maze

the apples within the specified time and reach destination to successfully to control the movement of the car. Press A to slow down. 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

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

Dance mat control: Step the ☐ key and ☐ key to move horizontally,

step the
 key and
 key to adjust the shooting angle;

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

Press the arrow keys to control the movement of the player; Pick up all

Step the key to shoot or swing the stick. Step the key to switch the position of the turtle and the rabbit.

7.19 Grass Cutter

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

7.20 Catch Fish

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

the movement of the player to push the boxes. 7.22 Tank

the movement of the tank and press B to fire. 7.23 Racing Car

7.25 Galaxy Defender

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

then press "SELECT/RETURN" to exit the game. 7.26 Funny 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 50 times to make it the same as the reference image.

7.27 Long Jump

★ key to throw the jump.

7.28 Javelin Throw

7.31 Reversi

key to throw the javelin.

the battery in time.

H. Cannot exit the game

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

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 **■**

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.

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.

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

7.33 Roadman

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.

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

7.34 Sudoku number(1-9), and the numbers can only be used once without repeatedly. Each row and each column also needs to use up all numbers 1-9 without repeat. Press B to select the blank cell, select the number, and then press B to fill in. There are 5 tip opportunities

Controller: Press the B rapidly and continuously or waving the controller

to control the player's rotation, press the upper arrow key to throw the

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

in each game, press the A key on the blank cell to view the tip.

hammer. (when playing single-player games, only D1 can work, and D2

7.35 Hammer (Single-player Games)

songs into the micro SD card.

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

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.fwfxfamily.com

4. When using the single dance mode of the double dance carpet, both the left and right mats are applicable in the 4-key and 6-key modes, only the left mat can be used in the hands & feet mode.

controller when you play as a single person. The D2 controller is only for

the host and the controller will not work properly. Therefore, please remove

the battery and turn off the dance mat switch when the mat is folded.

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

6. 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.

support@fwfxfamily.com

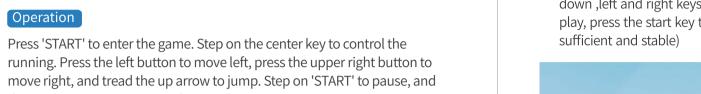
3. The dance mat is equipped with two controllers. Please use the D1

5. If the dance mat switch is on and the mat is folded, it may interfere with

Press "START" to enter, choose the exercise according to your need. Pres the "START" again to start the exercise. Tread the key according to the instruction, after completing the action, the data will be displayed. Press

(The single dance carpet)







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 arow 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. (please make sure the light is



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

using the two-player mode.

that to which the receiver is connected.

Note: 1. There may be a slight delay between waving the wireless controllers

2. When using the single dance mode of the double dance carpet, both the ϵ

and right mats are applicable in the 4-key and 6-key modes, only the left mat

and the game or dance responding.

can be used in the hands & feet mode.

Yoga exercise (The single dance carpet)

Yoga exercise (The double dance carpet)

"SELECT/RETURN" return when playing.

(2) this device must accept any interference received, including interference that may cause undesired operation.

- 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

transmitter.

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 nstalled 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 aparticular installation. If this equipment does cause harmful interference to radio ortelevision 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:

-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 anyother antenna or