


Wireless Dancing Mat

User Manual



A870 II

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 have 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

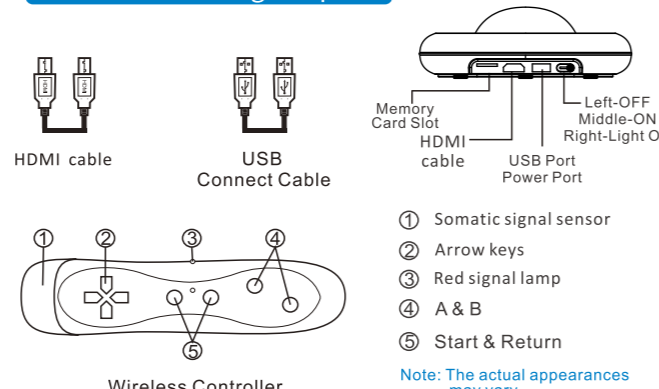
- A 12 to 15 sq ft area around the mat should be kept free of objects to avoid injury when you use the mat.
- Use the mat with bare feet (wear socks during cold weather). Silk socks may cause slips. Avoid wearing shoes to prevent damaging the mat.
- Children and the elderly should be supervised by adults when using the mat.
- Be careful not to use the dancing mat for too long, keep track of time on the mat to avoid overexertion.
- Keep feet out under the wires to avoid trips and falls.
- Store the mat in a dry place to prevent corrosion. Excessive folding of the Mat may damage internal components.

- Follow the operating instructions to ensure normal operation.
- Use only neutral detergents when cleaning the mat to avoid causing corrosion.

3. Features

- The HDMI dancing mat is equipped with a four-core chip for smooth pictures on both TV and computers.
- Modes such as 4-key, 6-key, hands & feet, MTV, cartoon, and somatic gamepad are supported.
- An external micro SD card is used for downloading MP3 format songs and automatic genre of animation mode dance steps.
- The somatic game function is available for TV.

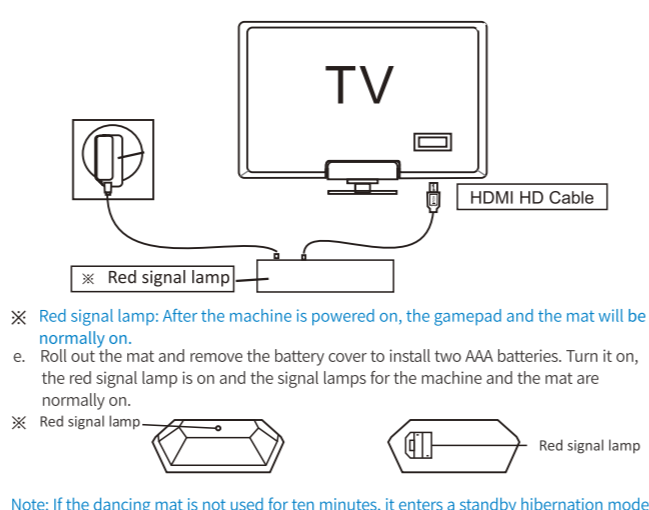
Accessories and gamepad



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

- Turn on the TV set and find the HDMI 1 or HDMI 2 to plug in the HDMI wire of the machine.
- 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";
- Insert the adaptor of the machine into a socket.
- Connect the power plug and HDMI cable plug to the machine, and turn on the power switch of the machine; the startup screen appears on the TV.

Diagram of connecting with TV



2. FAQ (TV)

A. No TV signal or a black screen appears.

- Check whether the HDMI port corresponds to the TV channel.
- The TV has snowflakes, interference stripes, and noise.
 - Check whether the port is loose, rusty or dusty, or use another port if possible.
 - If there is interference from a set top box or other electronic equipment, please turn them off to make sure the mat works.

C. A system halt or a black screen appears

- The internal chip may be overheated, turn the mat off for 10 minutes to allow the chip to cool down, then restart. It is recommended to shut down and rest after continuous use for about 2 hours.
- Pull out and reinsert the micro SD card, it may lose connection due to looseness.

D. The keys are insensitive

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

3. Operation of Wireless Gamepad

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

A. Preparations

- 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

- 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

- Vertical grasp: Hold the wireless controller vertically and wave it back and forth when playing somatic dances and games.
- Horizontal grasp: Hold the wireless controller horizontally and press the keys to control game operations.

4. Operation of Dance Games



Dance Master

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

Using The Mat

During the song playing, 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 score will display when the song is over.

Dancing With Hands and Feet

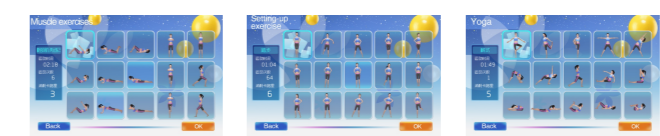
In the dual mode, the left blanket uses the D1 handle, and the right blanket uses the D2 handle. Install batteries in the gamepad and connect it with the machine correctly. Hold D1 with your left hand and D2 right hand, start TV dance game, select the hands & feet mode, step on the "START" key to enter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

- Arrows and palms will rise from the bottom of the screen.
- 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.
2. In single player mode, 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 and feet' mode.

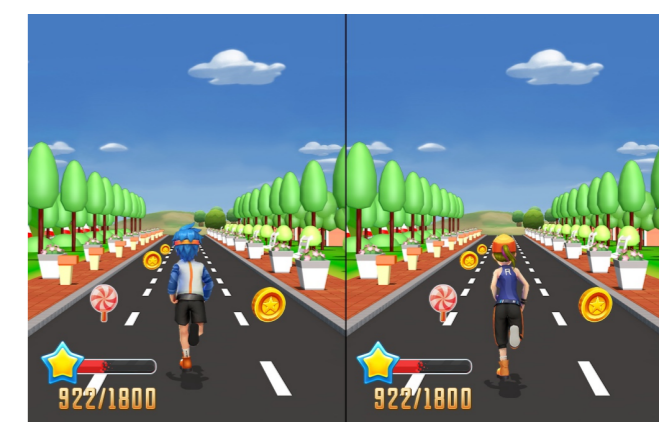
Yoga exercise



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

For a two players mat, step on the center key and left/right arrows to control the running. Step on "START" to pause.

7. 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 sufficient and stable)



Super Fruit

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 touch the bomb, or it will explode and game over.

Undersea Adventure

Enter the game, touch start button on the screen, the game operation prompt interface shows, 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 move head up and down to control submarine up and down, avoid stone pillars and catch treasures, please face the camera when your body is moving.

Happy Click

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.

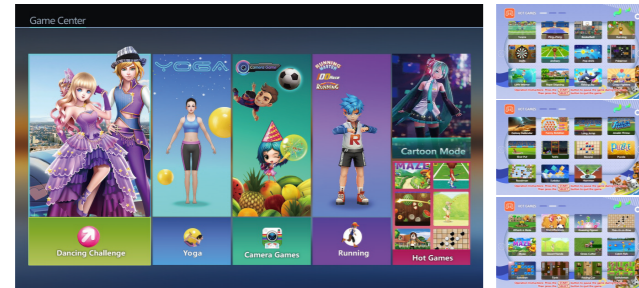
Delicious Foods

Enter the game, touch start button on the screen, the game operation prompt interface shows, players wave 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 face to eat methods that appears on the screen, please make sure your face not move from the camera when moving your body.

Football Game

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.

8. 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.

8.1 Tennis

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.

8.2 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.

8.3 Basketball

Controller: Press **[F]** 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 the ball to score. Dance mat: Step **[F]** to bend down to pick up the ball, wait for the energy value on the screen to reach the appropriate height, and step **[B]** to shoot to score.

8.4 Running

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

8.5 Darts

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

8.6 Archery

Hold the wireless controller horizontally, press and hold the B key to draw the bow, aim at the target with the key **[←]** **[↑]** **[→]**, then release the B key to shoot the arrow. Press "START" to pause, then press "SELECT/RETURN" to exit the game.

8.7 Pop Star

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.

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

8.9 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, a line will be drawn. Draw a rectangle to display the hidden picture. The displayed picture is a safe place 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 drawn lines should not touch the monsters, too. Otherwise, will lose 1 life. The game is over if all 5 lives are lost.

8.10 Rope Skipping (Single-player Games)

Controller: Hold the wireless controller horizontally, press and hold the right arrow when the rope is down release the arrow to make the player jump. (when playing single-player games, only D1 can work, and D2 can't)

Dance mat control: Step the right arrow key of the left side to jump, need to master the timing of the jump. (when playing single-player games, only left side of the dance mat work)

8.11 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.

8.12 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.

8.13 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.

8.14 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.

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 "XAXB" 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.

8.16 Five-in-a-Row

Controller: 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.

8.17 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.

8.18 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 **[C]** key and **[D]** key to move horizontally, step the **[↑]** key and **[↓]** key to adjust the shooting angle; Step the **[B]** key to shoot or swing the stick. Step the **[A]** key to switch the position of the turtle and the rabbit.

8.19 Grass Cutter

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

8.20 Catch Fish

Controller: Control the movement with the left arrow and right arrow, press B or wave the controller to catch fish. Dance mat control: step the left and right to move, wave the controller to catch fish.

8.21 Sokoban

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

8.22 Tank

Hold the wireless controller horizontally. Press the arrow keys to control the movement of the tank 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. Press A to slow down.

8.24 Switchman

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

8.25 Galaxy Defender

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 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.

8.26 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.

8.27 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 **[B]** key rapidly and continuously, step the **[↑]** key to throw the jump.

8.28 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 **[B]** key rapidly and continuously, step the **[↑]** key to throw the javelin.

8.29 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.

8.30 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.

8.31 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.

8.32 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.

8.33 Roadman

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

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

8.35 Hammer (Single-player Games)

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 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.

Warranty and After-sales Service

Our company's products comes with 12-month warranty and lifetime technical support. If you're not 100% satisfied with the product, please feel free to contact us, we will get back to you as soon as possible and offer a satisfactory solution. Thanks for your understanding!

Note:

- Considering the dance steps need be in sync, our dance mat doesn't support to download own songs. Please download the programmed songs from our official website, which are compiled based on specific dance steps, and the music rhythm and dance steps are exactly synchronized. You need to use a card reader to connect to the computer and put the downloaded songs into the micro SD card.
- 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 information, <https://www.fwxfamily.com>
- The dance mat is equipped with 2 controllers, when playing single-player games, only D1 can work, and D2 can't.
- Some games can be played with the controller or controlled by stepping on the dance mat.
- If the dance mat switch is on and folded state, the dance mat will interfere with the host, so the controller will not work. So when the dance mat is folded, please remove the battery and turn off the dance mat switch.
- In single-player dance mode, 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 and feet mode.
- If the dance mat is not used for ten minutes, it enters a standby hibernation mode. Need to step on the "START" button on the mat to wake it up.

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