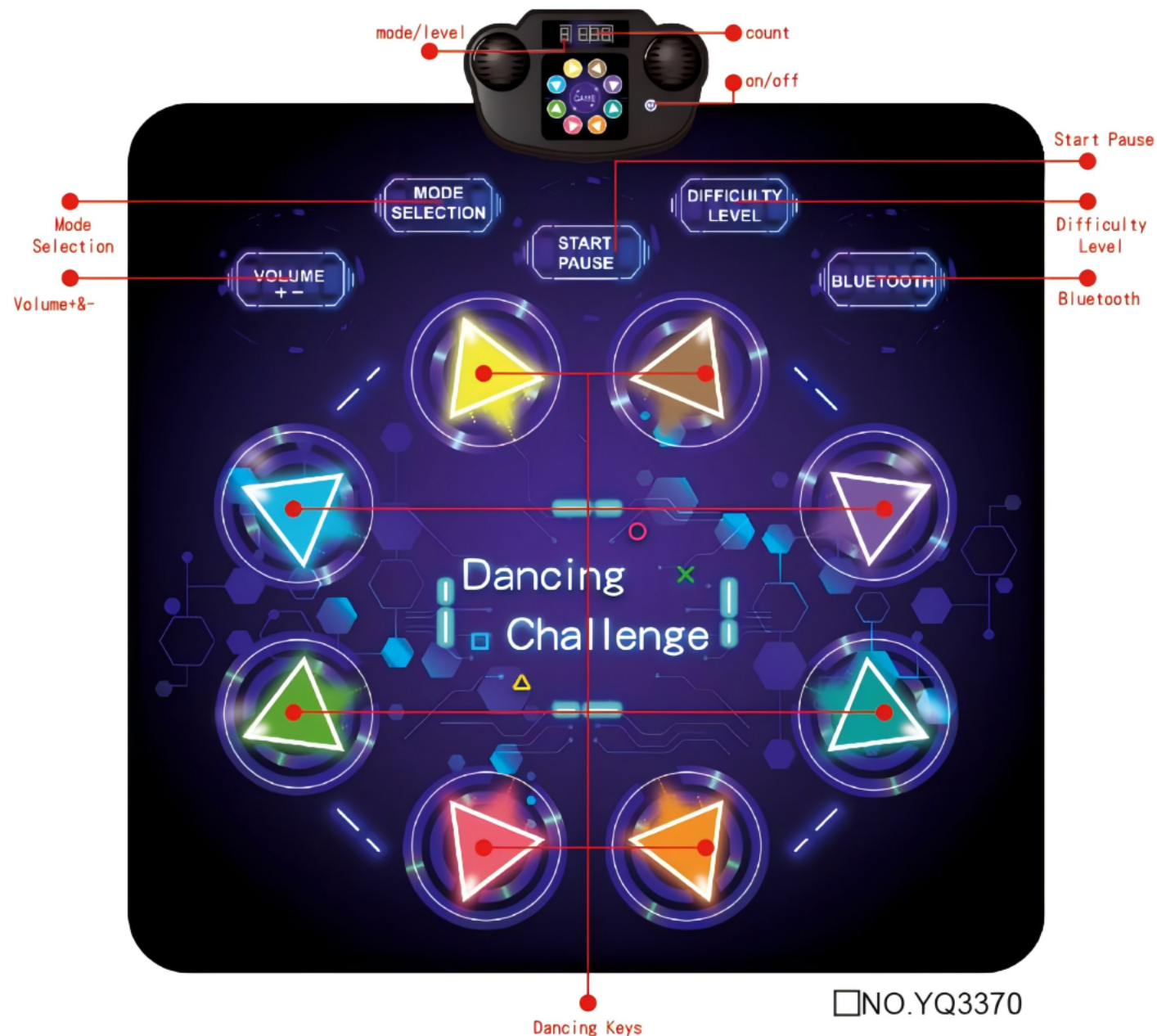


DANCE MAT MANUAL



YQ3370 Dance Challenge mat

Master control: master control IC+4M_FLASH, PWM output.

Music box horn: 50power: Lithium battery (3V low voltage detection prompt, prompt once every 10 seconds, 30 seconds after shutdown)

Function setting:

8 Game LED, 1 digit for displaying models+1 digit for displaying count.

8 dancing keys (4 on the left and 4 on the right match the LED game);

1 game (mode) start button, 1 volume control keys, 1 difficulty selection key in 1-3 levels for LED speed controls, 1 game mode selection key, 1 bluetooth key

All trigger keys are carbon film wiring, pay attention to the trigger mode and sensitivity.

Power on with startup music, flashing digit displays 888-8-888, 8 game lights flashing in turn, when startup music ends, the digital is cleared. The game lights go out and then entering the game working start.

When not in the game state, trigger the mat surface button and the corresponding light will turn on.

Game start flow: mode selection → choose difficulty → start

- 13 keys on playmat surface: 8 game keys, Volume key (Loop 7 levels in total), difficulty key (Loop 3 levels), start/pause (loop), mode selection (Loop 8 modes), BT key.
Volume key: cycle the volume size, controlling the whole volume (7 level in total, the 4 level when starting/louder-loud-small-loud)
Mode key: difficulty selection (a total of 8 levels) Turn on or enter Bluetooth mode, or exit Bluetooth mode, all default to the first level. Difficulty level: Cycle 1-3 speeds (control the time interval between lighting and switching), responsible for controlling the full mode speed. The default value is 2 for powering on, entering Bluetooth mode, or exiting Bluetooth mode
Bluetooth key: Enter or exit Bluetooth mode.
Start/Pause button: Responsible for the start of the game, trigger this key during the game, the game pauses, and then touch to continue the game

- When starting the game, randomly light 8 game keys to trigger the corresponding arrow key score, including 8 levels, each level gets 30 points to enter the next level (speed choice will affect the speed interval of the lamp);
The 1-2 level 1 LED light, the 3-4 level 1-2 LED light, the 5-6 1-3 LED light; the 7-8 Turn off 1-4 lights;
If you answer wrong within 5 groups (including 5 groups), you will pass the game, play the victory sound effect (all LED flashing together) and enter the next level; When you finish the game, you will automatically return to power-on mode.
If you answer wrong more than 5 groups, then game over and playing the music midi then the game automatically ends. The game level and speed are saved in the state when exiting the game, you can start the game from the failed level, or re-select the level to start the game.

- When touch the level selection, the game start from the selection level (the game fails to return to the power on mode to restart the game.)

● Bluetooth mode

Bluetooth connection: After selecting the language, press the "BT" button on the blanket to enter Bluetooth mode; Turn on the Bluetooth switch of the mobile phone, search for "BT-3370", and click the pairing connection; When the connection is successful, the speaker emits a Bluetooth connection success tone; Press the "BT" button again to exit the Bluetooth mode;

● Bluetooth mode operation instructions

After the Bluetooth connection is successful, it is not in the game state, that is the Bluetooth speaker mode, trigger the carpet key, and the corresponding light will be lit.

Bluetooth speaker mode, the phone does not play music within 180 seconds, automatically enter the sleep state, any key can wake up!

Bluetooth game start process: Select mode → Select speed → Start

- Mode key: Level selection (total 8 levels) Turn on or enter Bluetooth mode, or exit Bluetooth mode, all default to the first level.
Speed selection key: Cycle 1-3 speeds (control the time interval between lighting and switching), responsible for controlling the full mode speed. The default value is 2 for powering on, entering Bluetooth mode, or exiting Bluetooth mode.
Start key: Responsible for the start of the game, trigger this key during the Bluetooth game, stop the game, and then trigger to restart the game. (After stopping the game, when it is not in the game state, it is in the Bluetooth speaker mode.)

- After starting the game, randomly light 8 arrow keys to trigger the corresponding arrow key score, including 8 levels, (speed selection will affect the speed spacing of lights)
Level 1-2 will have 1 LED light, level 3-4 will have 1-2 LED light, level 5-6 will have 1-3 LED light; Levels 7-8 have 1-4 lights.

- Answer the wrong 8 groups (including 8 groups) within the level, (every 3 minutes countdown) the game to pass, play the victory sound effect (all LED flashing together) to enter the next level. Whether you successfully complete the level or not, the phone music will automatically switch to the next song when you restart the level. When you finish the game, you will automatically return to power-on mode; If the current level is wrong more than 8 groups, the game automatically ends after the failure to play a midi music and automatically quit the game, the game level and speed are saved in the state of quitting the game, you can start the game at the failed level, or re-select the level to start the game.

- During the game, trigger the Mode key to select the level, after selecting, presses the Start key to start the game.

- If there is no response or trigger for 180 seconds, the digital will automatically enter the sleep state after the "beep" prompt tone, and any key can wake up!

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.

FCC Radiation Exposure statement

The device has been evaluatec to meel general RF exposure requirement. The device can be used in porlable exposure condition without restriction.