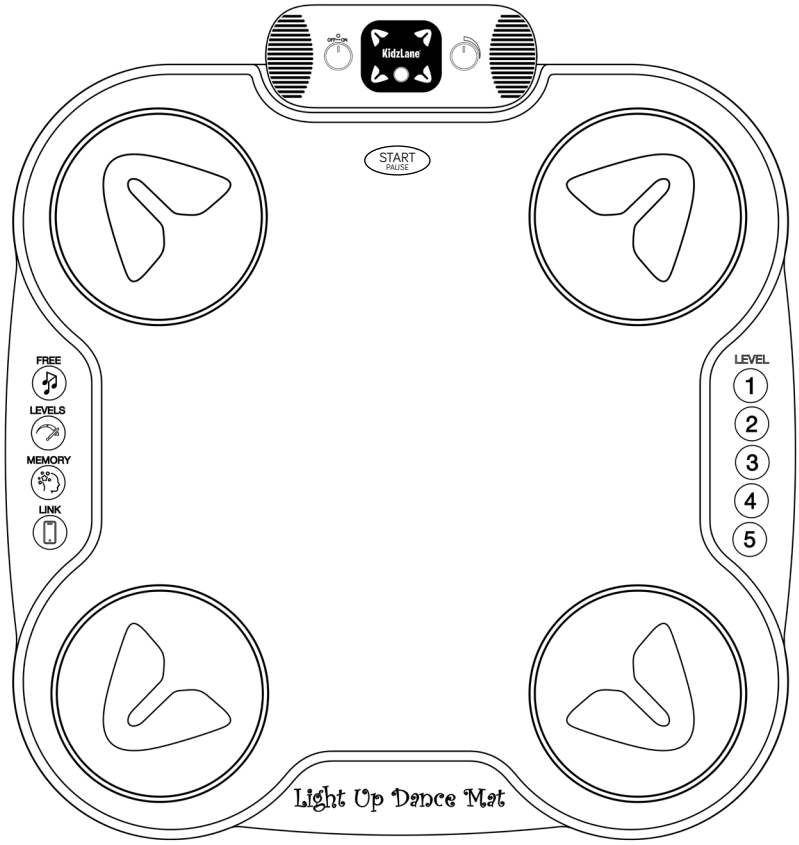
KidzLane®

For Ages 6+

Light-up Dance Mat

With Bluetooth Wireless Technology



OWNER'S MANUAL

Thank you for purchasing the Kidzlane Light-Up Dance Mat. Be quick on your toes and jump your way through many levels in our exciting games!

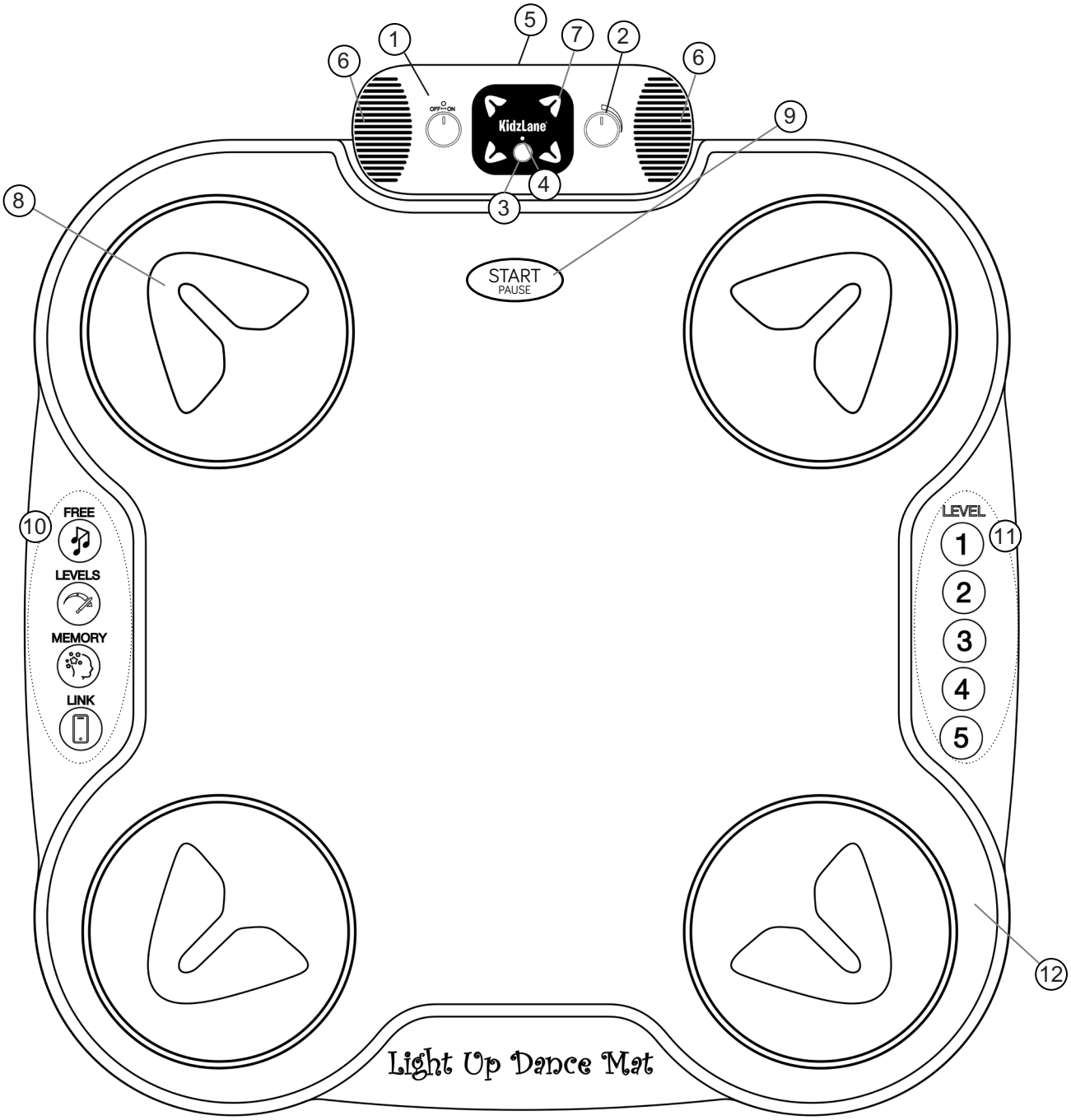
Please read the entire manual prior to operation.
Please keep these instructions for future reference.

WARNING:
CHOKING HAZARD - Small parts.
Not suitable for children under 3 years.

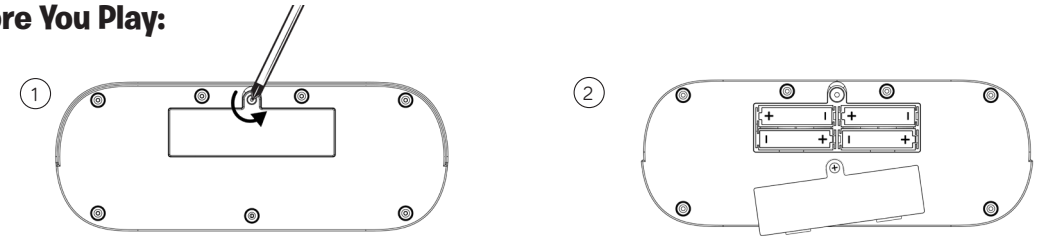
0-3

Product Features:

1. **Power Dial:** turn clockwise to turn unit on
2. **Volume Dial:** turn clockwise to decrease volume, and counter-clockwise to increase volume
3. **Bluetooth Connect Button:** press to connect your Bluetooth device
4. **Bluetooth Indicator Light: t**his light will blink while attempting a Bluetooth connection. Light will remain on when a stable connection is present.
5. **Aux Jack:** an external device may be plugged in using the included AUX cable
6. **Speakers**
7. **Dance Spot Indication Lights:** these lights indicate on which arrow pad to jump.
8. **Light-Up Arrow Pads:** the pads display where to jump by lighting up
9. **START/PAUSE Button:** press to start or pause any game
10. **Game Modes:** selection of 4 dancing modes
11. **Level Selection:** select a level in 'Dance Game Modes'
12. **Soft Dance Surface**



Before You Play:



1. Use a screwdriver to loosen the battery cover in the back of unit.
2. Insert 4 x AA/LR6 1.5V batteries, ensuring the + and − signs are properly aligned as shown.
3. Replace the battery cover and tighten the screw.

How to Connect Devices via Bluetooth:

- Press the Bluetooth Connect button ③. The Bluetooth Indicator Light ④ will start blinking.
- On the Bluetooth interface of your mobile device (or other Bluetooth enabled device), select "scan for devices" or "search for audio".
- The pairing code for this light-up dance mat is "Kidzlane Dancing Mat" - select to pair.
- The Bluetooth Indicator Light will steady once a Bluetooth connection has been established.

Game Modes:

There are many ways to have a blast with this fun Light-Up Dance Mat, so go ahead and choose the mode that fits your mood! You may press any Game Mode button at any time to start that mode and exit the current gameplay.

Turn the unit on and select any of the following modes:

Free Dance Mode: Enjoy free dance play without any rules.

1. Press the Flash Dance button ⑩ once to play this mode with internal music, press Start ⑨.
2. Press again to play music via Bluetooth or Aux (see Bluetooth connection instructions above).
3. The arrow pads will light up when jumped upon. Step to the beat!

Dance Game Mode: Play a fun arcade style dance game with 5 difficulty levels accompanied by internal music.

1. Press the Dance Game button ⑩ to select.
2. Press any level button ⑪ to select game difficulty.
3. Press Start ⑨ to begin gameplay.
4. Follow the prompts of the indication spots ⑦ or the arrow pad lights ⑧ to jump.
5. Avoid waiting too long or hitting the wrong arrow pad.
6. Game is over after 3 "outs"!
7. Game will restart automatically so you can carry on with the fun.
8. It takes 100 seconds to complete each level.

Bluetooth Dance Game Mode: This game is identical to the Dance Game Mode, featuring Bluetooth-paired or AUX music instead of internal music play.

1. Connect a device via Bluetooth or AUX ⑤ according to the instructions above.
2. Press the Bluetooth/ Aux Dance Game Mode button ⑩ to select.
3. Follow instructions 3-8 of regular Dance Game Mode.

Memory Game Mode: Challenge your brain with a fun memory game, reminiscent of "Simon Says"!

1. Press the Memory Game button ⑩ to select.
2. Press Start ⑨ to begin gameplay.
3. The indication lights ⑦ and the arrow pads ⑧ will light up to display a pattern.
4. Follow the sequence while trying to avoid any missteps.
5. After each correct response, the game will add one step.
6. How long can YOU keep it up for?

Storage:

This light-up mat may be folded for compact storage.
Be careful to only fold between arrow pads to avoid damaging unit.

Safety Warnings and Important Notes

- Do not repair, alter or disassemble this unit.
- Do not drop it in water or allow to get wet.
- Do not use or store in dusty, oily, or smoky places.
- Do not use chemicals (alcohol, benzene thinner) to clean the unit.
- Do not repair, alter or disassemble the unit arbitrarily.
- Do not insert small objects into the unit.
- Do not mix old and new batteries.
- Do not mix alkaline, standard carbon-zinc or rechargeable nickel-cadmium batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries are to be removed from the toy.
- Batteries are to be inserted with the correct polarity.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Do not fold the mat frequently.
- Store flat to prevent circuit breaks.
- Do not use scissors or any sharp items on or near the dance mat.

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.

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.

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