

# U★DANCE™

*Step Into The Game™*

AGES 8+



**USER'S  
GUIDE**



**x4**  
1.5VAA  
R6 size

**BATTERIES  
REQUIRED  
NOT INCLUDED**

Alkaline batteries  
recommended.  
Phillips/cross  
head screwdriver  
(not included)  
needed to insert  
batteries.

Includes tower (3 pieces), 2 MOTION TAGS™ and instructions.

Thank you for purchasing this U-DANCE game. Be sure to read and follow all instructions carefully before using this product.

U-DANCE is a motion-based dance game that connects to your TV. Using mat-free technology, U-DANCE gets your whole body moving with real dance moves like sweeps, slides, jumps and crossovers.

## REQUIREMENTS

TV, VCR or DVD player with AV input. RF adaptor required if TV has no AV input. Or use the AV input on a VCR or DVD player that's connected to your TV.

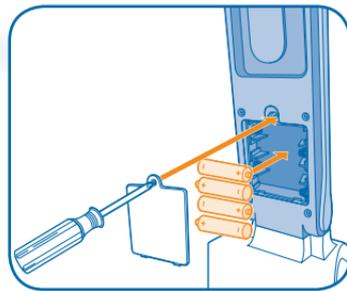
**NOTE:** If the game malfunctions or "locks up," you can reset the unit by sliding the ON/OFF switch to OFF, waiting a few seconds, then sliding it back to ON.



# SET UP

## 1. Install batteries

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment cover (screw remains attached to cover). Remove cover. Insert 4 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Replace cover and tighten screw.



**NOTE:** When the batteries start to get low, you will see a low battery symbol on your TV screen. Be sure to replace the batteries right away, especially if you notice that the movements of the onscreen feet seem to be lagging behind the movements of your actual feet.

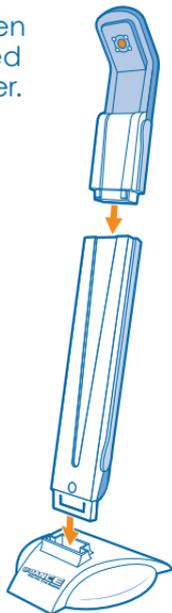


## **CAUTION: TO AVOID BATTERY LEAKAGE**

- 1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;**
- 2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;**
- 3. Always remove weak or dead batteries from the product.**

## 2. Assemble tower

Snap together the 3 tower pieces as shown. Assembly is permanent — please don't try to disassemble tower after it has been snapped together.



(See Troubleshooting Guide on p. 12, if necessary, for further information.)

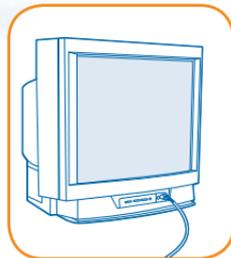
## 3. Connect AV cable

### Connecting to a TV:

- Insert the white plug into the audio-in jack (usually white) on your TV.
- Insert the yellow plug into the video-in jack (usually yellow) on your TV.

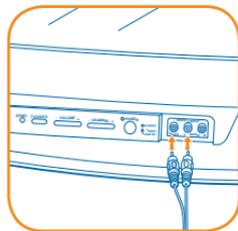
**NOTE:** These jacks are normally found on the front of the TV near the adjustment controls, or on the back of the TV near the antenna and cable connections.

- Turn on your TV.
- Set your TV to the channel/video input mode directed by your TV owner's manual.



### Connecting to a VCR or DVD player:

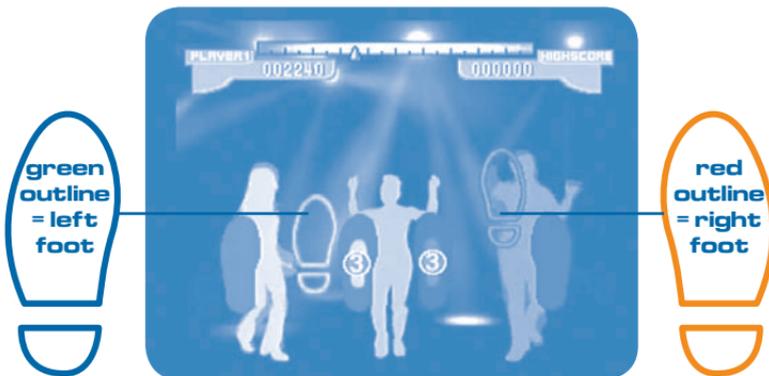
- Make sure the VCR or DVD player is properly connected to your TV.
- Insert the white plug into the white audio-in jack on your VCR or DVD player.
- Insert the yellow plug into the yellow video-in jack on your VCR or DVD player.
- Turn on your TV and VCR or DVD player.
- Set your TV and VCR or DVD player to the channel/video input mode directed by your TV, VCR or DVD player owner's manuals.



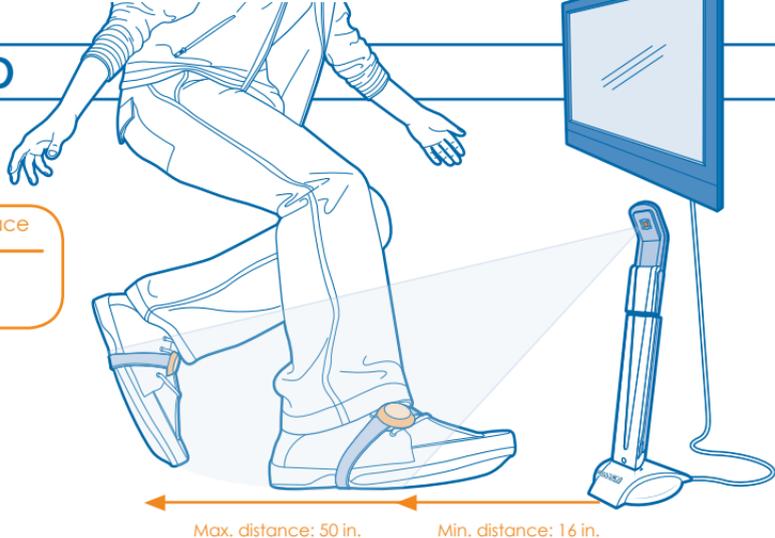
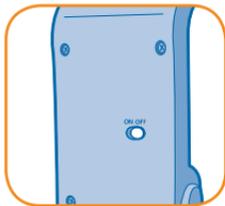
# HOW TO “STEP” THROUGH MENUS

Your feet are represented onscreen by two foot outlines. (As a bonus: when you clear several songs, other types of “feet” will be unlocked for you to choose from.) You can select menu options by moving your foot outlines over the menu options and “stepping” on them as directed. Please note that you can use either foot to select a menu option. You may need to let your foot outline rest on the menu item for a few seconds to select it.

The onscreen foot outlines are colored to let you know which foot they represent:



## GETTING STARTED



1. Put MOTION TAGS around shoes or feet so that reflector surface is on top of foot. Secure pant cuffs, shoelaces and other clothing if necessary so they don't cover up reflector surface.

**NOTE:** You must put one MOTION TAG on each foot for the game to work correctly.

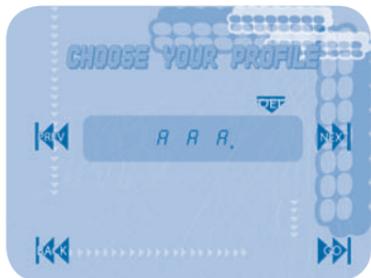
2. Slide the ON/OFF switch on the tower to ON.
3. Step into the motion-sensing zone as shown.

**NOTE:** For best results, player's feet should be at least 16 inches but not more than 50 inches from base of tower.

4. When the U-DANCE startup screen appears, "step" onto the footprints as directed on the screen. This will take you to the Profile menu.

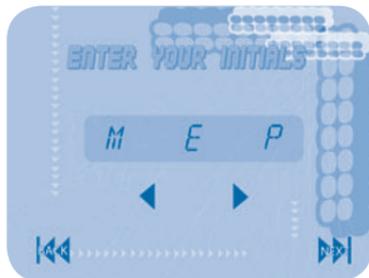
# PROFILE MENU

You can save up to 12 different profiles; each keeps track of your cleared songs and unlocked levels. NOTE: Profiles are saved by the game until you delete them.



Choose your profile:

- Select PREV or NEXT to scroll through the profiles. If this is your first time playing, you will see two options: "AAA" (the default profile) and "NEW".
- To get started right away without setting up a profile, select the default "AAA" profile and "step" on GO. The first time you do this, you will be sent to the tutorial.
- To set up a profile, choose the NEW option and "step" on GO. This will take you to the New profile screen.
- If you have played the game before and set up a profile, you will be able to choose that existing profile and "step" on GO. This will take you to the Main menu.
- To delete a profile, scroll to the profile you would like to delete and step on DEL. This will take you to the New profile screen.



Enter initials for a new profile:

- Use the left and right arrows to scroll through letters, numbers and symbols to use as your profile initials. When the first box shows what you want, step on NEXT to choose your second initial. Repeat for your third initial. Step on GO and you will be automatically directed to the tutorial.
- Once you complete the tutorial (or quit out of it), you will be taken to the Main menu.

# MAIN MENU

Choose a game option:

## DANCE FLOOR

This is the main game. Your objective is to follow the target footprints indicated onscreen as accurately as possible and score the most points. (See next page for more information.)

## LOUNGE

This mini game lets you practice your dance moves by kicking the lounge lizards to keep them out of your spotlight.

## WORKOUT

This mini game gets you moving as you “step” on diamonds and other prizes while avoiding obstacles on a treadmill.

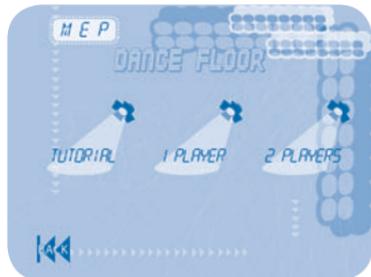
**NOTE:** To pause or quit one of the mini games: step outside of the motion-sensing zone (until the outlines of your feet are off the TV screen); in a few seconds, the game will pause and the options QUIT and CONTINUE will come up. When you want to resume the game, select CONTINUE. If you want to quit the game, select QUIT.



# PLAYING THE DANCE FLOOR GAME

1. In the main game menu, choose from:
  - **TUTORIAL** — to familiarize yourself with the game. After completing the tutorial, you will be brought back to the main game menu.
  - **1 PLAYER** — just you, the song, and the judges!
  - **2 PLAYERS** — lets players compete arcade-style (one at a time). First player will go through all of the steps below; when first player finishes, second player will then go through the steps. When both players have taken their turn, they will be shown their total points and scores from the judges. The player with the highest points and judges' scores is the winner!
2. If you've unlocked any additional "feet," you will be able to select your foot outline style. The more songs you clear, the more foot outline choices you'll have!
3. Select a difficulty level.

**NOTE:** The HARD level is locked until you complete the MEDIUM level for all 12 songs.
4. Select a song. Use right and left arrows to scroll through song list. There will be a check mark next to any songs you have completed on this level.
5. When the song you want appears on the list, step on GO to start the game.



WITH **12** CURRENT AND  
CLASSIC DANCE **SONGS!**\*

**SONGS BY ORIGINAL ARTISTS**

"Run It!" by Chris Brown

"ABC" by Jackson 5

"Don't Stop the Music" by Rihanna

"1, 2 Step" by Ciara

"Everybody Dance Now" by MVP featuring C + C Music Factory

**OTHER SONGS**

"U Can't Touch This"

"I Like to Move It"

"Cotton Eye Joe"

"Temperature"

"Crazy in Love"

"Dance, Dance"

"Get the Party Started"

**MADE FAMOUS BY**

MC Hammer

Reel to Real

Rednex

Sean Paul

Beyoncé

Fall Out Boy

Pink

OTHER SONGS ARE DIGITALLY RECREATED AND NOT RECORDED BY THE ORIGINAL ARTISTS, WHO HAVE NO CONNECTION TO OR SPONSORSHIP OF THIS PRODUCT.

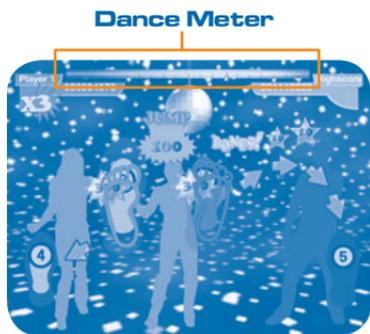
\*All songs edited for game play purposes.

## 6. TIPS FOR PLAYING

- Target feet show you where to place your feet for each dance move. When they first appear, they are hollow; then they fill with color to indicate the perfect time to step on them. To get the most points, step on each target foot the moment it completely fills with color.
- Remember: use your left foot to step on the green target feet and your right foot to step on the red ones.
- SLIDES: If you see arrows between two footprints, this indicates a slide move; slide your foot over the arrows to collect points.
- JUMPS: When the game says “jump,” jump up and try to land on the target feet.

## 7. POINTS & SCORING

- Players get points for accuracy and timing. A dance meter keeps track of points.
- If you do really well, your onscreen foot outlines will look like they're glowing, then smoking, then on fire.
- At the end of the song, you'll see a message saying, “You've cleared!”, then the judges will score your overall performance.



## 8. GAME OVER

- If you miss enough steps to make the dance meter go down to zero, the song will end early and you will be encouraged to “keep practicing.”
- Whether you clear the song or get the “keep practicing” message, you will have 3 options: PLAY AGAIN (which repeats the song you just danced to), CHOOSE ANOTHER SONG (which takes you to the song selection menu), and MAIN MENU.

# AUTOMATIC SHUT-OFF

The game will shut off automatically after 10 minutes of non-use. Your game will not be saved automatically during auto shutdown. The unit will need to be turned OFF and back ON again to continue play; you may start a new game or load a previously saved game.

## IMPORTANT TIPS

- The game sensor may register other reflective surfaces (such as safety reflectors on some shoes). You may need to change to non-reflective shoes if you notice any problems.
- Extremely bright lights or spotlights may also cause the game sensor to pick up reflections other than the MOTION TAGS. If you notice this, try dimming the room lights or turning off the spotlights for best results.
- Make sure your pants cuffs, shoelaces, and other clothing items don't cover up any part of the MOTION TAGS.
- Make sure the tower is on the floor when playing the games; it will not work correctly if placed on a table or anything that changes its height.
- Be careful when lifting and carrying the tower; don't lift it by the top sensor piece. Instead, lift at the middle and support it from the bottom of the base.
- Take care when doing dance steps that you don't kick over the tower.
- As with all electronic products, keep the game away from liquids and do not operate on a wet or damp surface.

# TROUBLESHOOTING GUIDE

If you do not see the legal screen and then the main title screen after turning your TV and the unit ON:

- **Check plugs and jacks:** Make sure that the video and audio plugs are inserted into the correct jacks on your TV, VCR or DVD player. Make sure that the TV, VCR or DVD player is plugged in and turned on.
- **Check batteries:** Make sure the batteries in the tower are fresh and properly installed.
- **Check TV channel:** Your TV channel should be set to its auxiliary "gaming" channel. This is usually indicated as "AUX," "AV" or "VIDEO." You may need to refer to your TV owner's manual to determine this.

To locate your auxiliary channel (usually one of the following channels: 2, 1, 0, 00, or 99), click down from channel 3 until "LINE 1" or "LINE 2," "VIDEO 1" or "VIDEO 2," "FRONT," "AUX," "AV," etc. appears on the screen. Then slide the ON/OFF switch on the tower to ON. If you are on the right channel, the game should come on.

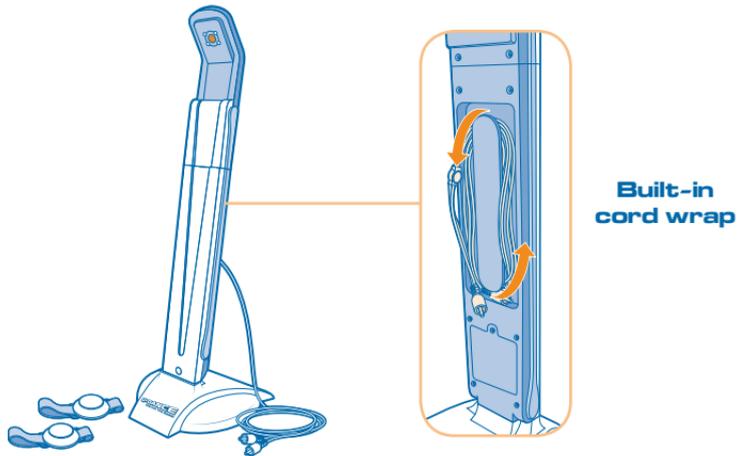
If that didn't work, look at your TV remote. There may be a button that takes you to the correct channel. Look for a button labeled "Input," "AUX," "AV," "Line," "TV/VIDEO," or "VIDEO." If your remote has one of these buttons, turn your TV to channel 3 and then hit that button. Then slide the ON/OFF switch on the tower to ON. The game should come on.

- **Check VCR or DVD player connection:** Your VCR or DVD player should be set to "AUX," "AV" or "VIDEO." You may need to refer to your player's owner's manual to determine this.

- **No picture:** Try putting a videotape into your VCR, let it start to play, and then hit STOP. This may give you a blue screen background. Then click down to the auxiliary channel on your TV.

If you do not get a blue screen, see if your TV and/or VCR has a main menu with an option for a blue screen background. If you go into the main menu, you can usually change from “cable” to “video” and get a blue screen.

If you have an older TV, you may find a “hidden door” on the TV that has color, picture, horizontal, vertical, and antenna/cable buttons. If your TV does have these, press the antenna/cable button to get a blue screen.



## 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.

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.
- Consult the dealer or an experienced radio/TV technician for help.

**CAUTION:** Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



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PN 684020000

Product and colors may vary.

Questions? Call 1-800-844-3733

VISIT

[UDanceGame.com](http://UDanceGame.com)