



OPERATION MANUAL



BASIC OPERATION



LET'S BEGIN

Welcome to StepManiaX! This fun, interactive experience will help you move to some great music tracks while also getting a thrilling workout!

To interact with the game, you will use a combination of the large touchscreen and the step platform. You do not need to worry about standing on the platform until a song is selected, as all menu functions are handled with the touchscreen. The entire menu system is meant to be poked, touched, and dragged, so no need to worry about buttons here!

This is the title screen. At any point, tap the 'PLAY' button to start the game on your selected side. If you tap on the left side, you will be using the left platform; if you tap the right side, you will be using the platform on the right.

The game cycles through a loop of attract screens, including high scores, how to play, and demonstrations. You do not need to wait for a specific time to join! Simply tap the green button on the screen.

GET STARTED QUICKLY

If you are not worried about selecting specific songs and just want to get going fast, follow the 'Quick Start' guide on the next page.

IS SOMEONE ELSE ALREADY PLAYING?

Don't worry about having to restart the game! Just tap 'JOIN IN' on the unused side, and you will immediately be joined into the active play session.

QUICK START



GET GOING FAST

After tapping 'JOIN IN', the select difficulty screen will appear. Tap the 'QUICK PLAY' icon in the center of the screen to jump immediately into a non-stop mode.



HOW TO
PLAY



GAMEPLAY

DIFFICULTY SELECTION

When gameplay starts, controls will be shown in the middle of the screen.

The top slider is used to adjust what difficulties are selected when progressing to the next song. Tapping either side or sliding the numbers will allow the setting to be increased or decreased. If a player completes all songs at the current difficulty, the next song will increase to the next difficulty number. After changing the difficulty, you will need to skip to the next song in order for the change to take place.



SKIP AND STOP BUTTONS

Press the 'Skip' button to proceed to the next song. Press and hold the 'Stop' button to end the play session.



OPTIONS GEAR

In the corners of the screen, a small gear can be found; tapping it will bring up each player's options, including changing the speed of the arrows. Tapping the gear will also show a lock on the difficulty selector. Toggle the lock to preventing automatic difficulty increasing.

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SELECT A STARTING DIFFICULTY

Once a player has joined from the title screen, you will be presented with a list of difficulties. Tap the difficulty you would like to start out on. Don't worry, these can be changed later!

AVAILABLE DIFFICULTIES

BASIC

The easiest step patterns in the game - great for beginners or those new to rhythm games.

EASY

Uses all five panels - simple patterns and rhythms keep you moving.

HARD

Difficult steps for more intense sessions - sometimes has complex patterns and techniques.

WILD

Challenging steps for advanced players - intricate patterns and note types.

DUAL AND FULL

Use both platforms for an added challenge - Dual uses the center arrows, Full uses all ten.

TEAM

Only available when two players are joined - work together for a co-op routine experience.

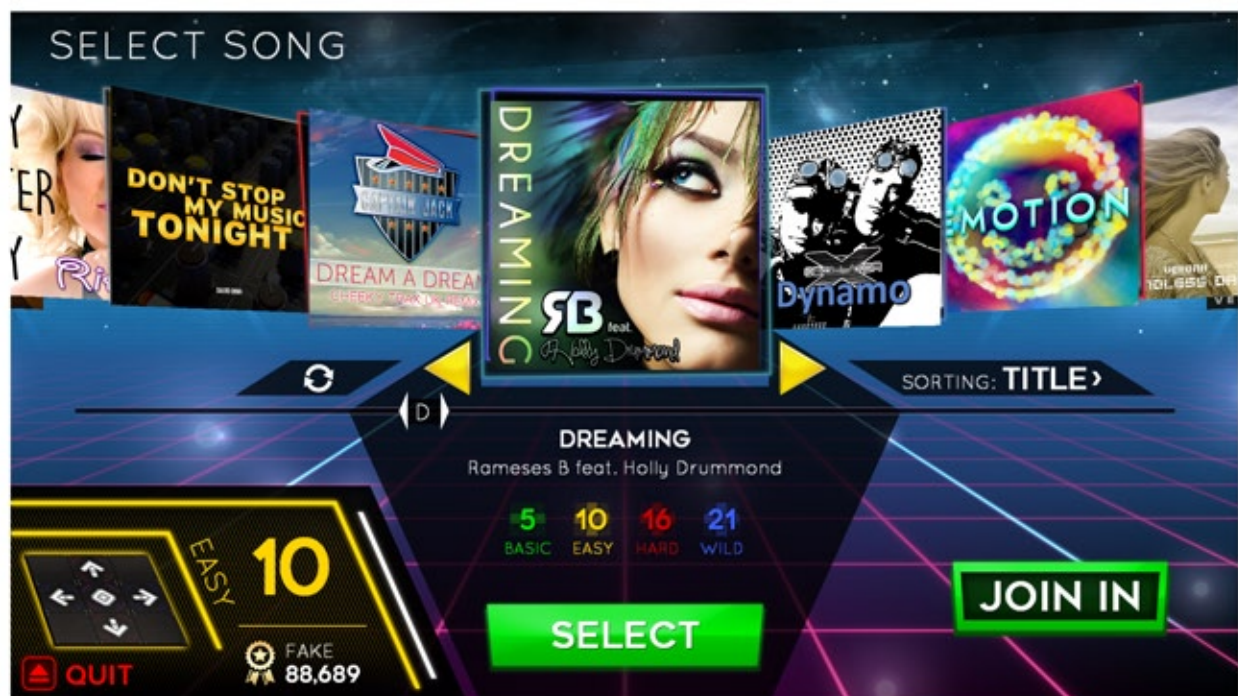
QUICK PLAY

Just want to get going fast? Select the 'QUICK PLAY' button in the center of the screen to activate a non-stop mode. See the 'Quick Start' guide in the front of the manual for more info.

SELECT DIFFICULTY

Once you have decided on a difficulty, tap 'SELECT' to confirm.

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CHOOSING A SONG

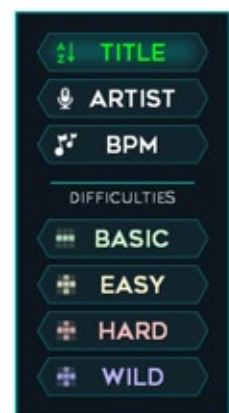
Using the touchscreen to navigate, either swipe the cover-flow style songwheel left and right or tap the yellow arrows located in the center of the screen to select a song. As you scroll, available difficulties will update below the song banner. Here, you will see all available 'charts' for the specific song. You will be able to select your difficulty again on the next screen.

The high score for your currently selected difficulty will also display in the bottom corner of your respective side of the screen. These scores are local to the machine you are actively using.

SORTING SONGS

StepManiaX has a lot of songs, and it can sometimes take a bit of time to find the song you are looking for. Towards the right-side of the screen under the song art, you will see a sorting option.

Tapping this will bring up a sorting menu, where you can select how you would like songs to be sorted on the song wheel.



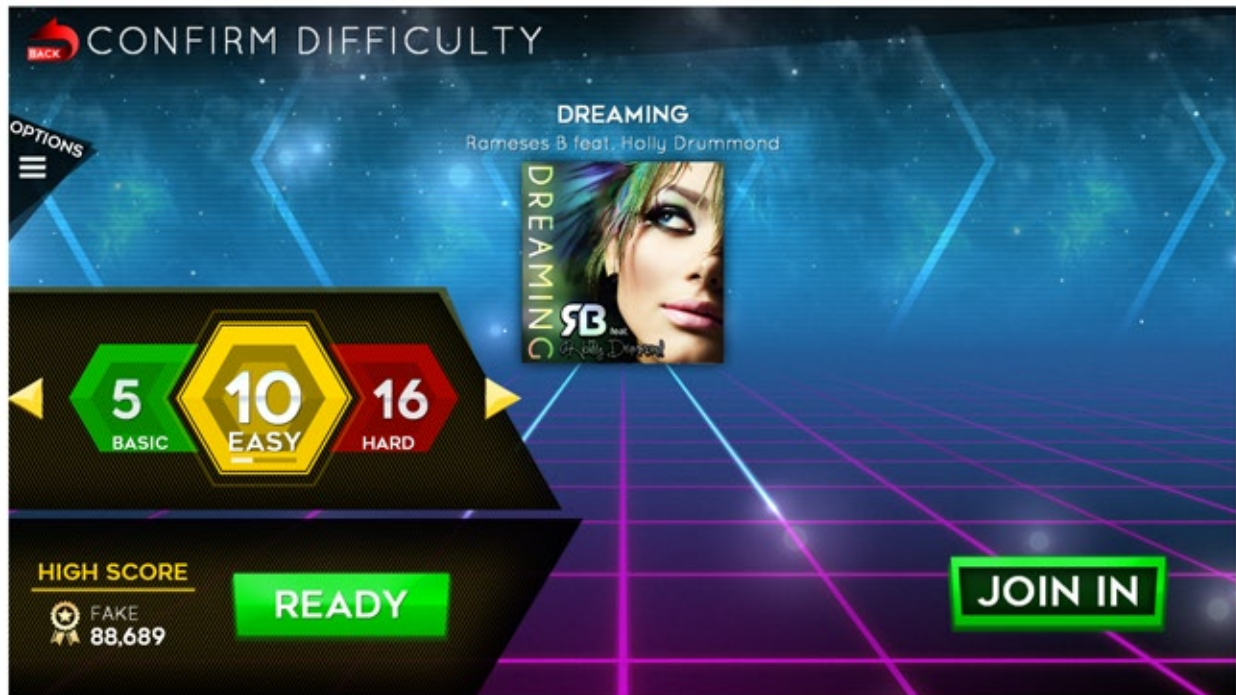
RANDOM

If you are looking for a new challenge, or just want to not bother picking a song, tap the random icon on the left side of the screen to select a randomized song from the list.

SELECTING A SONG

After settling on a song to play, press the large green 'SELECT' button to confirm your choice.

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CONFIRMING YOUR DIFFICULTY

Once a song is selected, you will be able to confirm a difficulty. This new screen allows you to change difficulties as well if you desire.

In the center of the screen on your specific side, all available difficulties are presented. Your previously selected difficulty will be chosen by default - tapping any of the other difficulties will switch to that specific difficulty. The numbers inside of the colored difficulty selections are indicative of how hard that selected difficulty is; higher numbers will be more difficult than lower numbers.

CHANGE SONG OPTIONS

On the upper corners of the screen, you will find an 'OPTIONS' button. These options are for more advanced players, or those that want to tweak their experience - you can change how arrows appear, how fast they move, and other various settings.

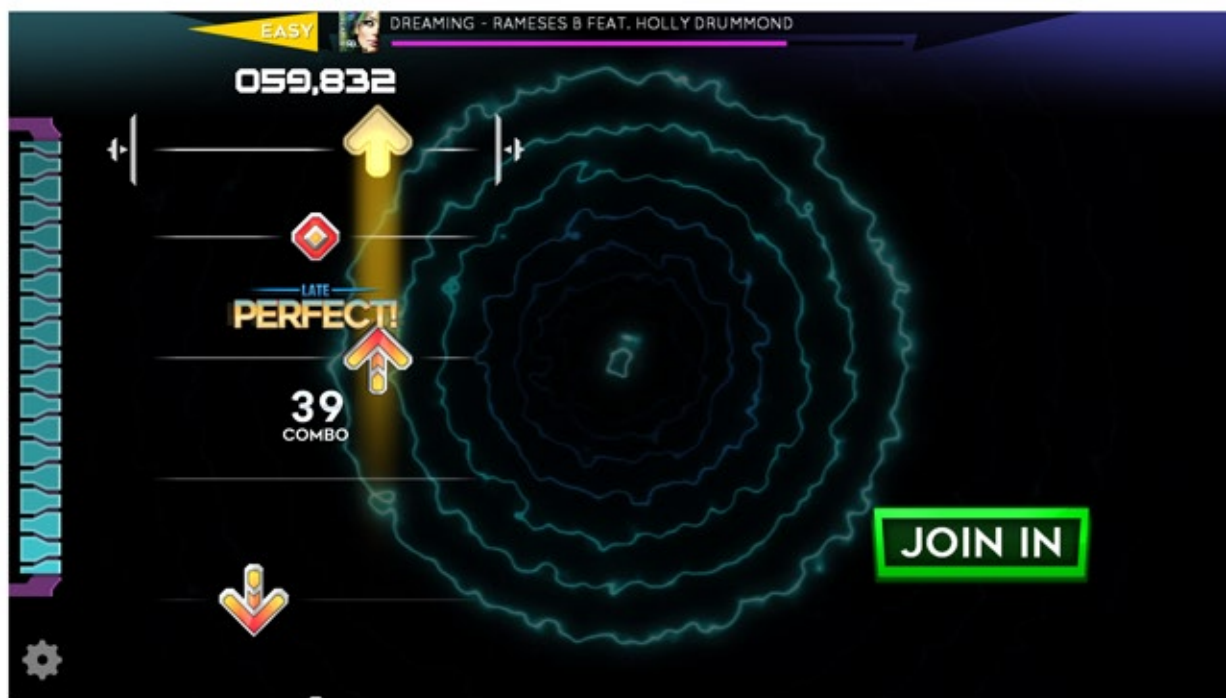
DE-SELECT SONG

If you find that you selected the wrong song, or changed your mind, tap the "BACK" arrow in the upper left to return to the music wheel.

CONFIRM YOU ARE READY

All set? Tap the green "READY" button on the bottom of your side, and get ready to play! If two players are joined, both must confirm they are ready to proceed.

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PLAYING THE GAME

Now that the game has started, a few elements will appear on the screen.

WHEN TO STEP

Watch the moving lines to get a feel for the song's rhythm. Stepping down on a directional panel will illuminate the column that relates to it. When a colored, moving arrow reaches the end of the moving lines, step on the appropriate direction. For notes that have a trail behind them, hold down that direction until it finishes!

JUDGMENTS AND COMBO

Whenever you step on an arrow, a judgment will appear in the center of the screen. This tells you your accuracy! Step as accurate and in-time with the music as possible. How many notes have been hit in a row will also appear as your combo.

SCORE

Above the scrolling arrows is your current score. Tap the arrows accurately to increase it!

LIFEBAR

On your side of the screen is a vertical life bar. Hitting notes in time increases it, while missing will decrease it. If the bar empties all of the way, your score will no longer increase.

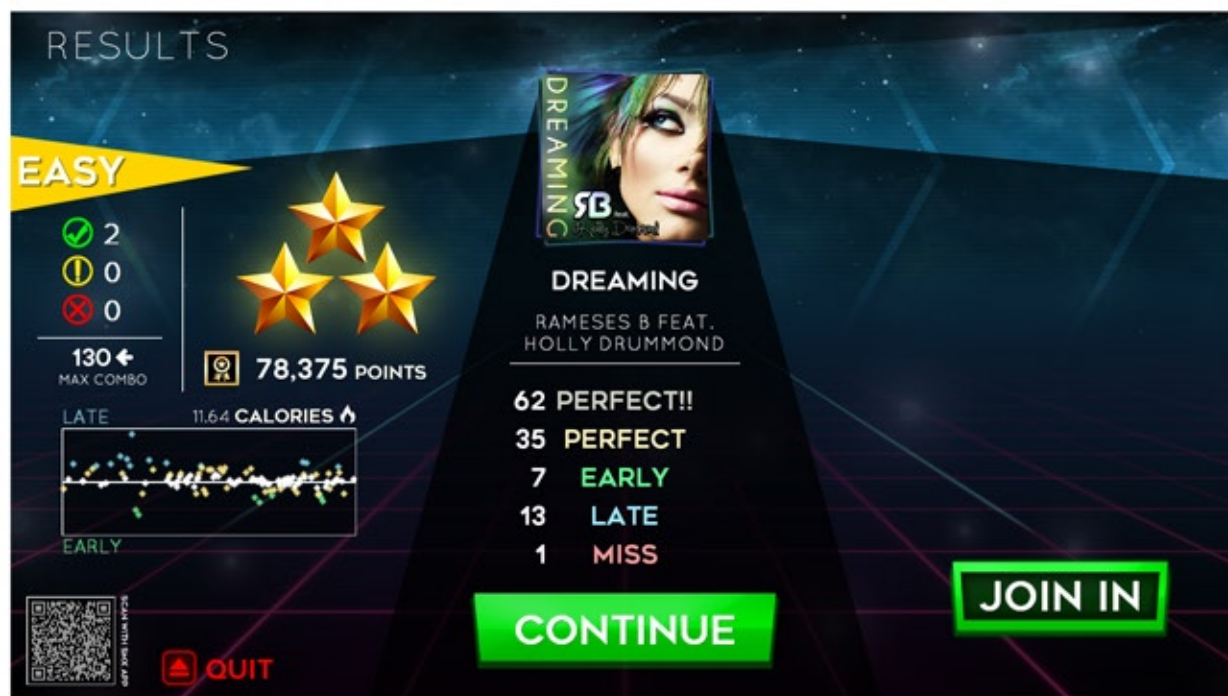
PROGRESS METER

On the top of the screen is a small progress meter showing the duration of the song. Each side also shows each player's respective difficulties.

END THE SONG?

If you wish to end the song early, simply press and hold on the screen to quit.

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LET'S CHECK YOUR STATS

After playing a song, you will be presented with your results!

SCORE

On your side of the screen, you will see a star ranking and a numerical value. Each song has a maximum score of 100,000 points. As your score increases, you will receive more stars!

JUDGMENTS

In the center of the screen, each active player will have a listing of their respective judgments. Each arrow during gameplay has an associated judgment based on when the player stepped in relation to the beat. Try to get all 'PERFECTS!!'. On your specific side, you will also see your maximum combo, hold and lift judgments, and also a timing graph showing where you stepped in relation to being perfectly on time.

CALORIES

Above your timing graph is an estimate of how many calories were burned during the song.

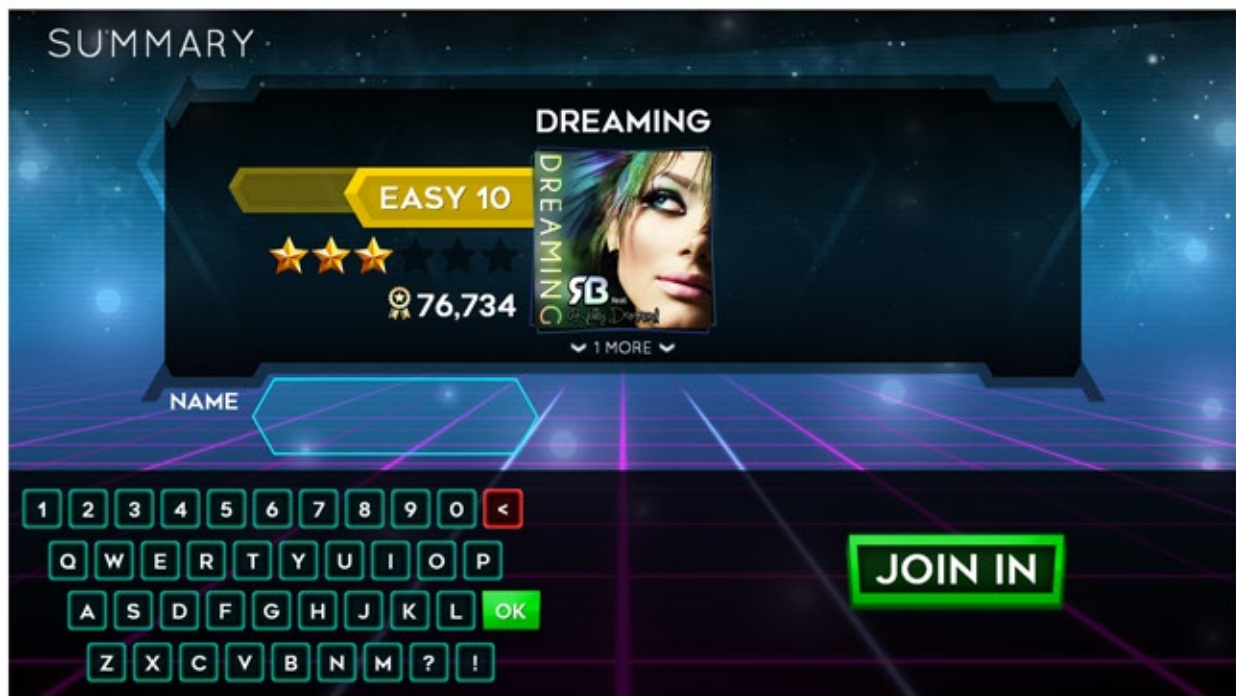
QR CODE

Each player will also have a QR code on the screen for each song played. This code can be scanned using your smartphone and the StepManiaX Mobile App. Please see your respective application store on your phone to download and use it! Scores will be tracked and tied to your user account, so you can track progress and compete in online leaderboards!

CONTINUE AND QUIT BUTTONS

To continue to play another song, press the large 'CONTINUE' button in the center. If you are done playing for now, press and confirm the 'QUIT' button on your specific side of the screen, next to the QR code.

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CHECK OUT YOUR SCORES

On the top half of the screen, the display will cycle through all of the songs played during this session. The difficulty played, along with the score, will be shown on your side of the screen. This list can be dragged up and down to manually look at your songs played!

ENTER YOUR NAME

If you achieved a high score of any of the songs played, you will be able to enter your name.

Use the keyboard on your side of the screen to enter a 4-character name to identify with. Any songs that you have the high score on will show this name on the song wheel and the high scores screens. Songs displayed on the top half of the screen with a gold ribbon next to your score are songs that you now hold the record on!

Press the 'OK' button once you have entered your name.

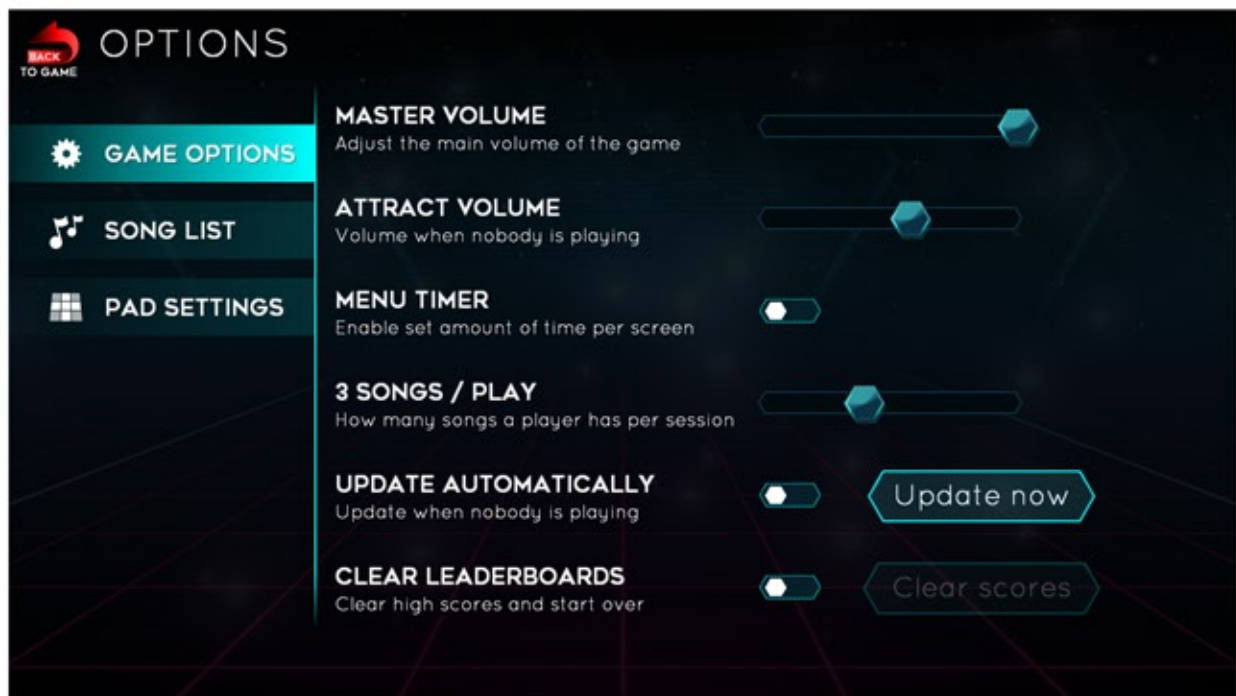
CONTINUE?

If you would like to keep playing, tap 'JOIN IN' to jump right back into the action!

END YOUR SESSION

If you are done playing, simply tap the 'QUIT' button on screen.

MACHINE SETTINGS



CONFIGURING YOUR MACHINE

To access machine settings, open the front panel and hold down the power button on the main CPU for several seconds to open the options menu.

OPTION CATEGORIES

On the left side of the screen are individual tabs for separate options pages. Use these to navigate between screens.

VOLUME LEVELS

These sliders will adjust the volume of the main game, and the audio while nobody is playing.

MENU TIMER

Enable or disable the built-in menu timer. This sets a time limit on each menu screen to shorten excessive playtime on the machine.

SONGS PER PLAY

Set the amount of songs a user can play per session. Move the slider to the right for unlimited.

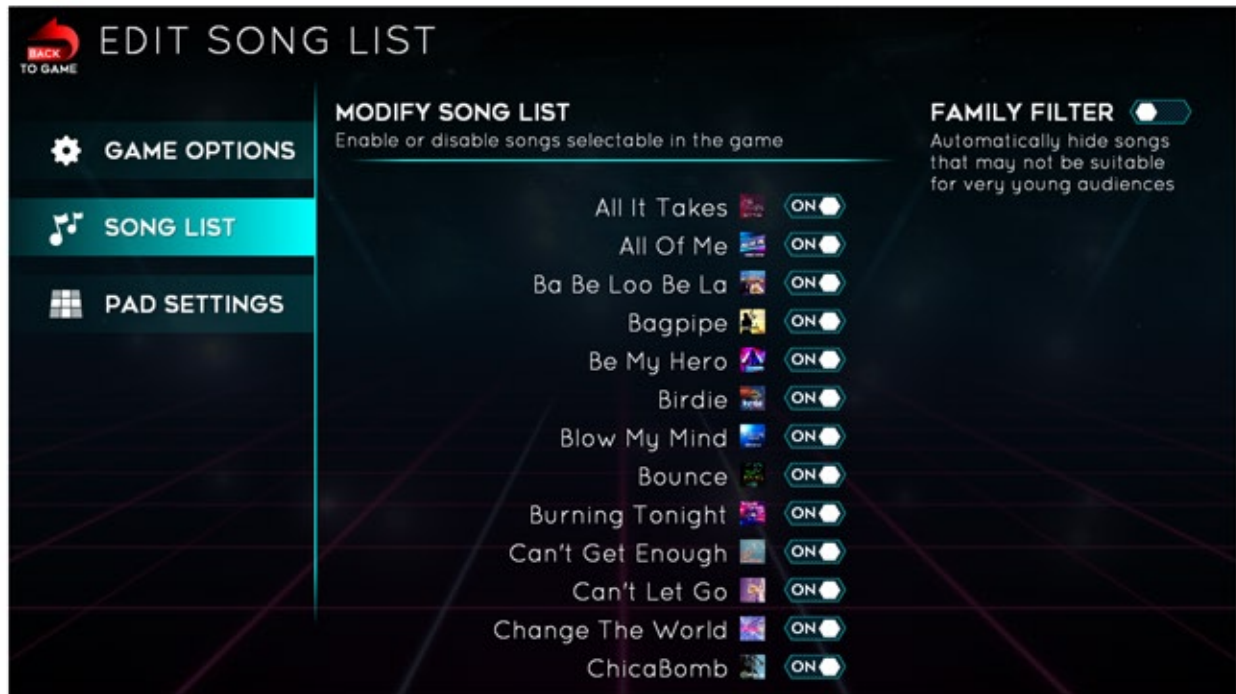
UPDATE AUTOMATICALLY

Enable automatic updating when the machine is not in use. It is **HIGHLY RECOMMENDED** to leave this enabled to keep content and features up to date. In order to receive updates, the machine must be linked to an account and have an active internet connection.

CLEAR LEADERBOARDS

Delete all high scores off of the current machine. This action cannot be undone; once the action is confirmed, all saved score data will be erased.

MACHINE SETTINGS



SONG LIST

If you wish to disable any particular song on the machine, this list will allow you to do it.

The draggable list on the right lists all available songs on the machine, along with each song's specific name and artwork.

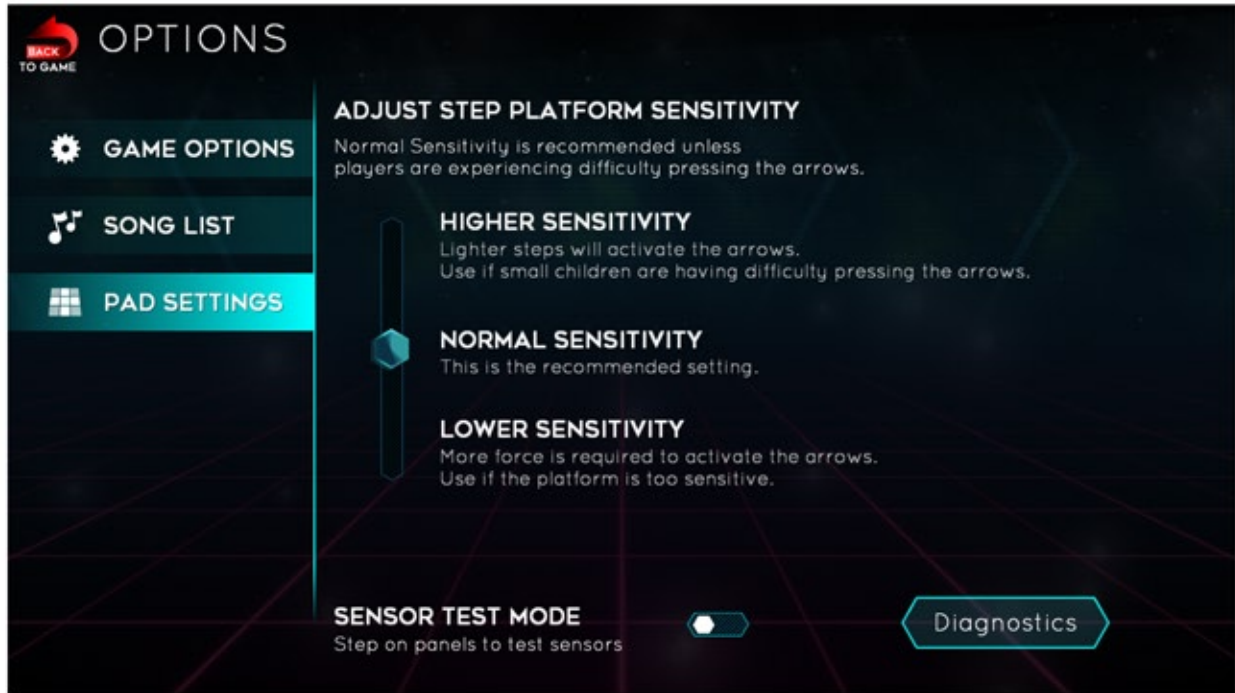
To disable a song, simply toggle the switch on the right of the song to make it unselectable within the game.

Songs will be enabled by default whenever a pack is assigned to the machine. It is highly recommended that all songs be left enabled to present the most consistent experience for machine users.

FAMILY FILTER

On the top right, a toggle marked 'Family Filter' allows automatic disabling of songs that may not be family friendly - reasons include either artwork on the song's cover or song lyrics.

MACHINE SETTINGS



STEP PLATFORM SETTINGS

Here you can adjust and test various settings related to the step platform.

SENSITIVITY

The vertical slider allows for setting the default sensitivity setting for the platforms. Setting this value higher makes the directional panels easier to trigger, and setting it lower will require more force to trigger the press. **It is highly recommended to keep these settings on 'NORMAL' unless you are specifically encountering problems.** The platform is designed to auto-calibrate, and should never need user interaction for changing this setting.

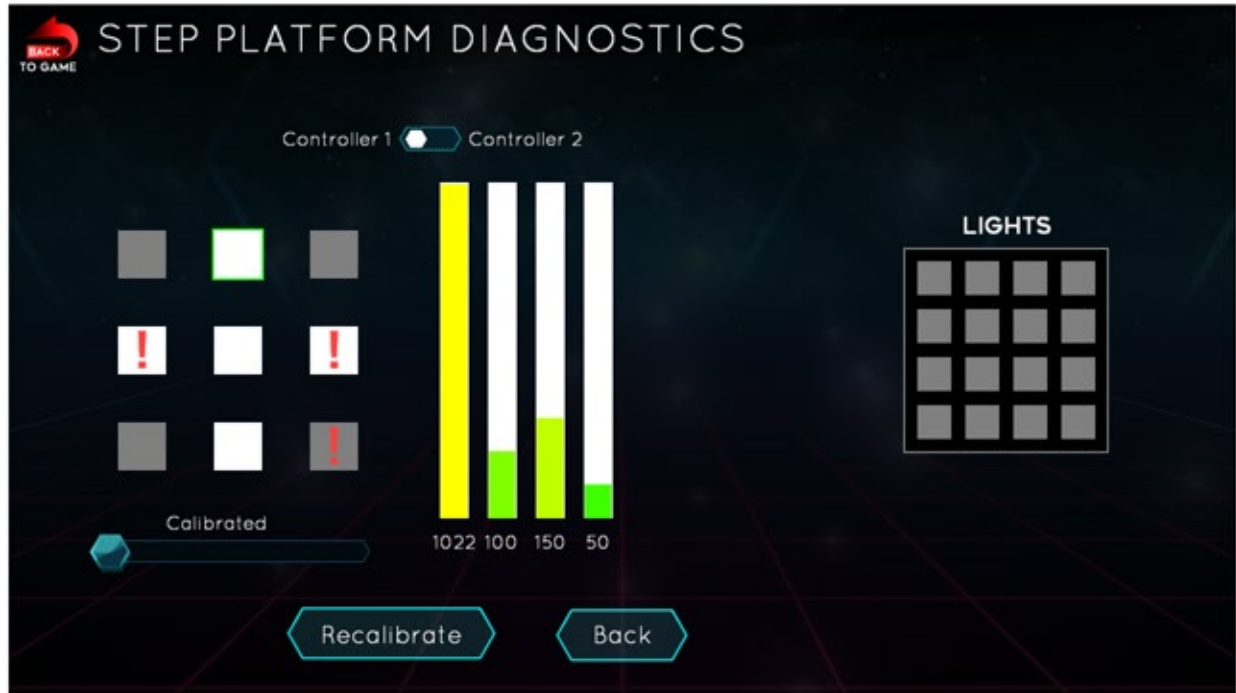
SENSOR TEST MODE

Enabling this test mode will change the LEDs in the panels to reflect what sensors are being pressed. Toggle this mode on and step on an arrow - depending on what sensors are triggering in the panel, red, blue, green, or yellow LEDs will illuminate, and their brightness will change based on pressure. Use this to diagnose if a sensor has become damaged without opening up the platform.

DIAGNOSTICS

Access additional diagnostics, detailed on the next page.

MACHINE SETTINGS



STEP PLATFORM PANEL SELECTION

On the left side of the screen, a representation of one step platform is visible. To switch between the left and right platform, toggle the switch on the top of the screen. If any panel is not communicating properly, a red '!' will appear on the affected panel. Tap a panel to view specific information for it.

Directly to the right of the platform, vertical meters representing pressure on each individual sensor inside the selected panel show the current pressure for each one. These meters should increase once weight is applied to the specific panel. If any of these values are erratic or non-responsive, it indicates a malfunctioning sensor, and it should be replaced.

LIGHT TEST

On the right of the screen, you can tap the gray squares within the 'LIGHTS' indicator to enable the selected LED on all panels. This allows you to verify all lights on the step platform are functioning properly.

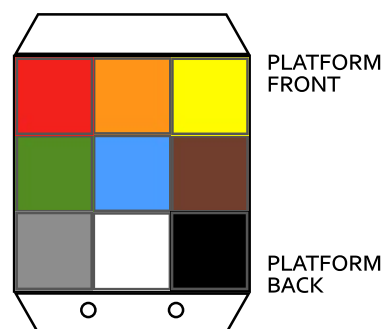
RECALIBRATE BUTTON

















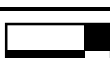

While the sensors are designed to auto-calibrate, you can manually recalibrate the platform by tapping the 'Recalibrate' button on screen. Make sure that there is no weight on the panels when calibrating.




WIRING AND DIP SETTINGS

If your platform requires maintenance, these are the specific settings for each panel. Make sure that each panel has both the proper colored wire running from the control unit to each panel, along with the specified DIP switch settings.

Diagnostic modes at the bottom operate on a per-panel basis. Panels will not function normally when in diagnostic modes.



DIP SWITCH SETTINGS	ASSOCIATED PANEL	WIRE COLOR
 0000 OFF OFF OFF OFF	UP-LEFT PANEL	 RED
 1000 ON OFF OFF OFF	UP PANEL	 ORANGE
 0100 OFF ON OFF OFF	UP-RIGHT PANEL	 YELLOW
 1100 ON ON OFF OFF	LEFT PANEL	 GREEN
 0010 OFF OFF ON OFF	CENTER PANEL	 BLUE
 1010 ON OFF ON OFF	RIGHT PANEL	 BROWN
 0110 OFF ON ON OFF	DOWN-LEFT PANEL	 GRAY
 1110 ON ON ON OFF	DOWN PANEL	 WHITE
 0001 OFF OFF OFF ON	DOWN-RIGHT PANEL	 BLACK

DIP SWITCH SETTINGS	TEST MODE INFORMATION
 0000 ON OFF ON ON	LED CHECK Lights all LEDs dim white. This allows checking that all LEDs are functioning.
 0000 OFF ON ON ON	SENSOR PRESSURE TEST Illuminates the panel based on active sensors. Yellow, Green, Blue, and Red represent each individual sensor pressure.
 0000 ON ON ON ON	STANDALONE MODE Panels light on press. This allows the panel to be used without a master controller for custom configurations.