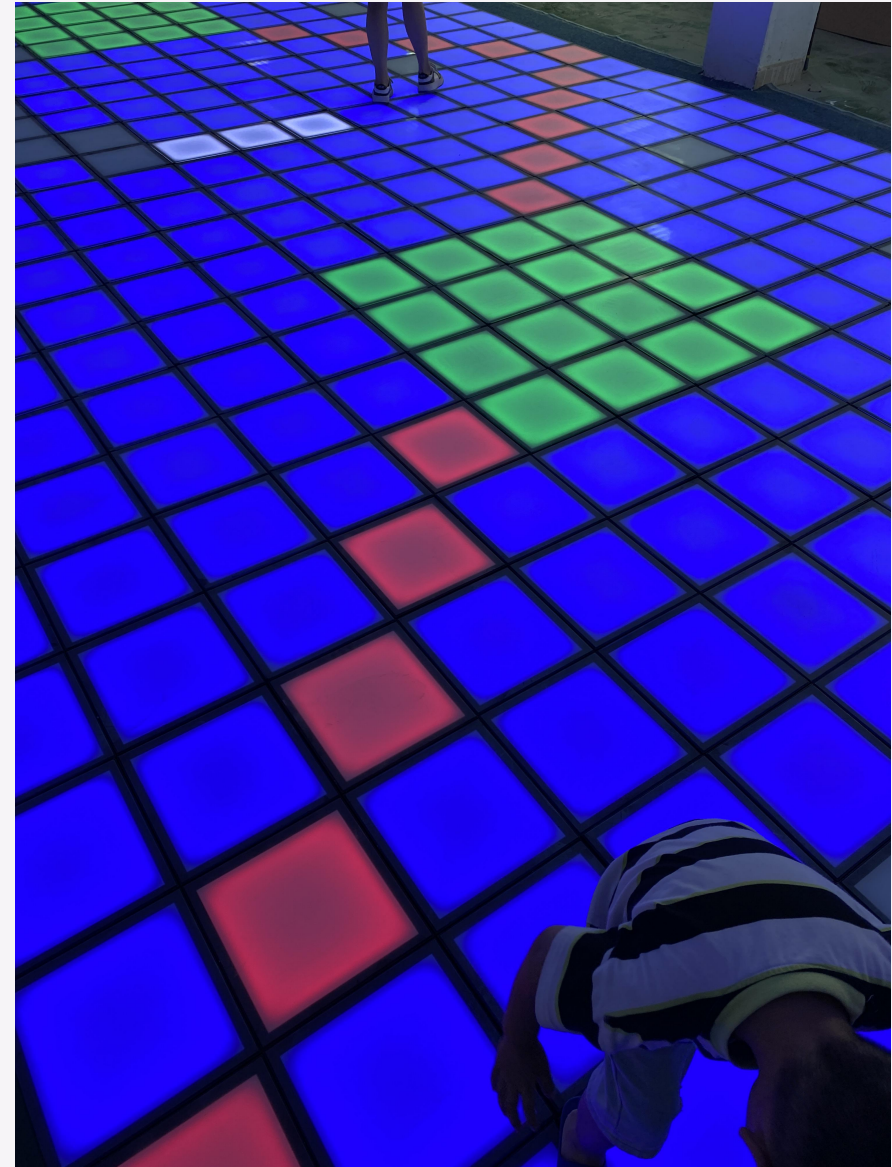
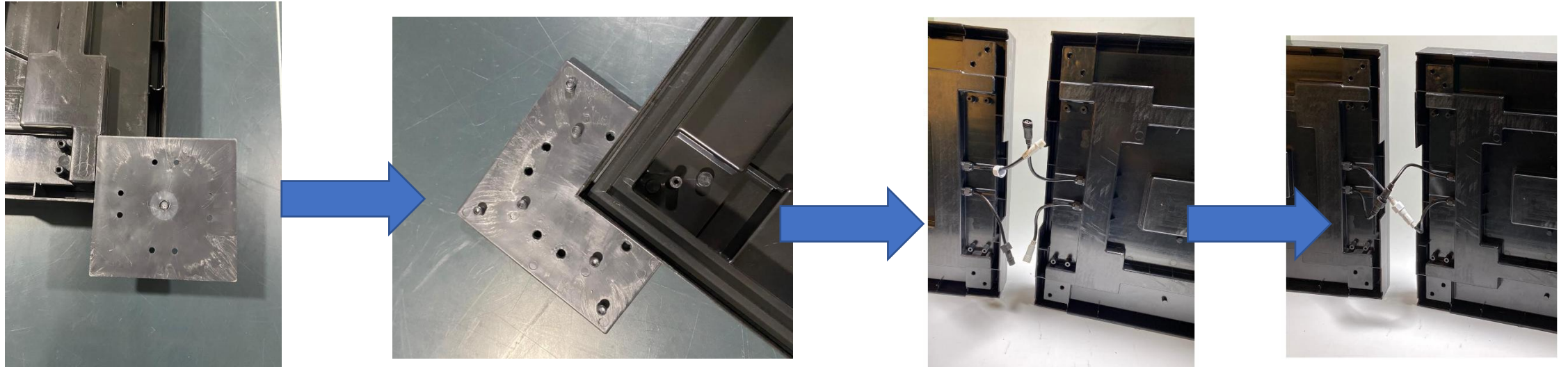


Sparmeter of panel :
Wired RGB dance floors interactive
ABS housing
panel voltage :DC24V
panel size : 30x30cm

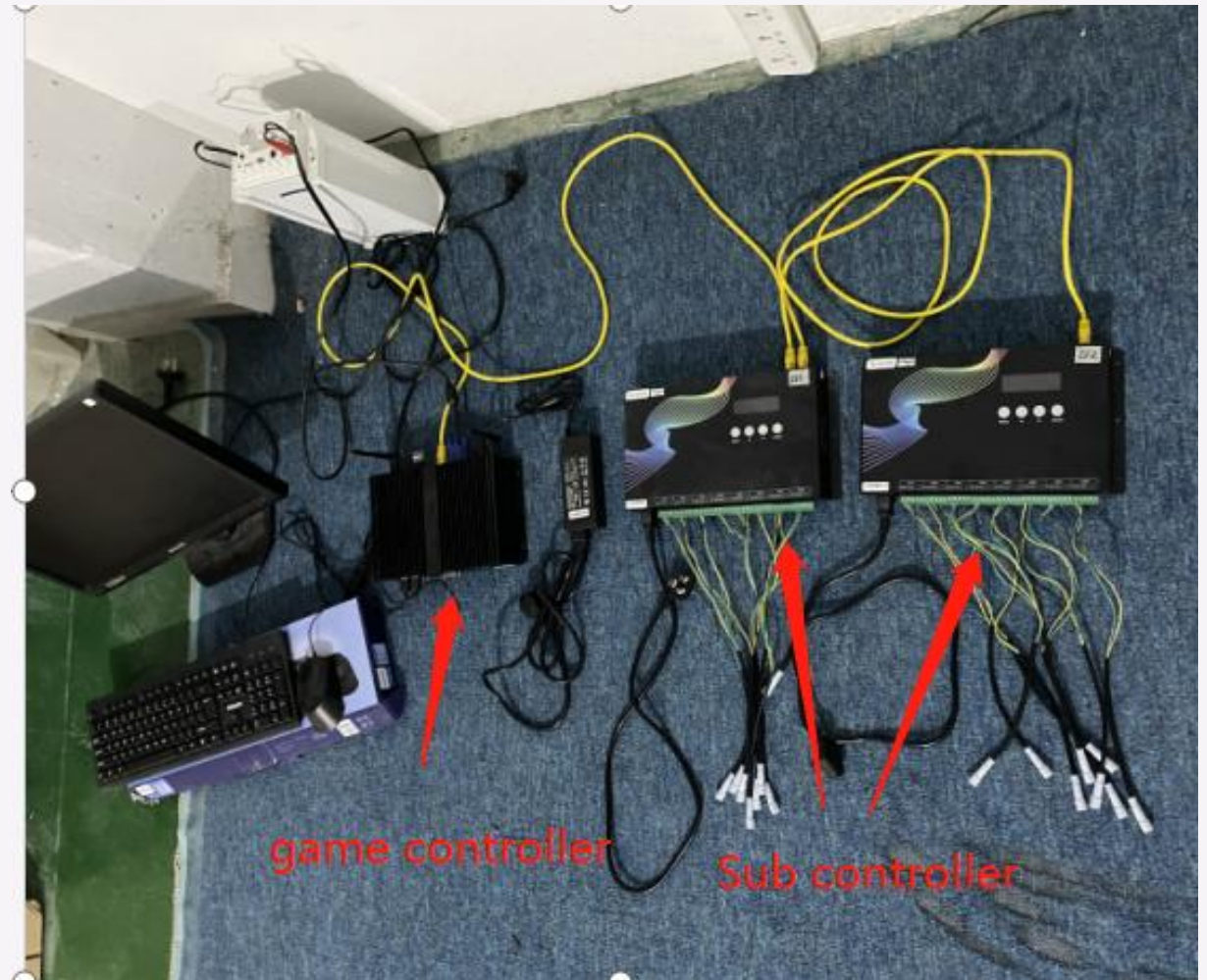


Installation Way :
White connector is signal
Black connector is power
-Each panel connect each other



1)each controller use the **yellow** cable to connect

2) main (game) controller , connect the speaker , TV /PC display ,it can be separated to two display ,one for control ,one for player see the score



Dazzle activate game software

Breakthrough Mode Description

+ Introduction
to gameplay

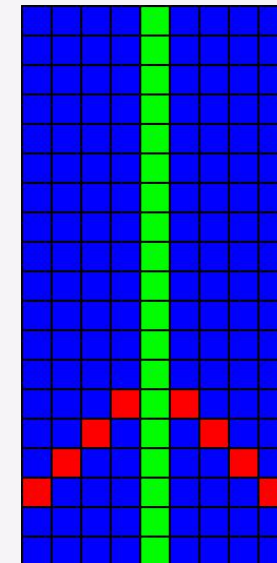
+ parameter
settings

+ External
screen
interface

Breakthrough mode

Game rules:

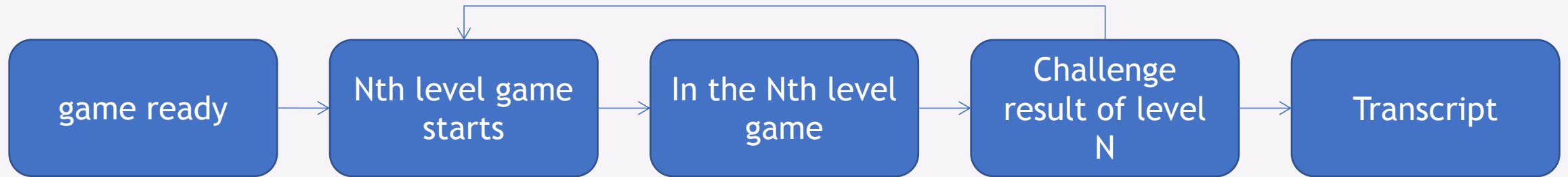
Provide **multiple levels** ranging from easy to difficult. Each level has **an integral goal** to be completed. **Points are obtained by stepping on the target grid within the specified time of each level.** After reaching the point goal, enter the next level of the game. The level-breaking game has **an overall life value.** **If you step on a dangerous grid, 1 life point will be deducted.** After the life point is deducted, it will end early. See **the final score report card.**



Breakthrough mode

Game flow:

There is also life value & score reaching the standard, and the challenge of this level is successful



The player controls the game start

game countdown

Points are scored for target grids; health points are deducted for dangerous grids; Whether the cumulative score reaches the level target

After deducting the life value, the challenge ends

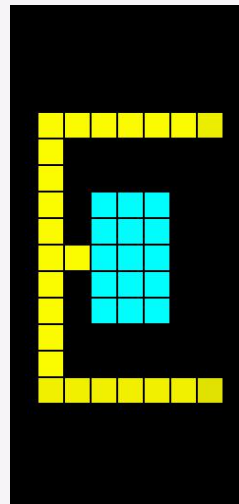
View the final cumulative score, the number of stages, and the top three with the highest score in history

Breakthrough mode

Game preparation:

The player controls the start of the level game (before the first level), click on the flashing grid to start.

Set the game preparation animation (automatic loop), music, trigger start color, trigger sound effects, etc.



Floor tile effect (such as READY effect)



External screen interface

Breakthrough mode

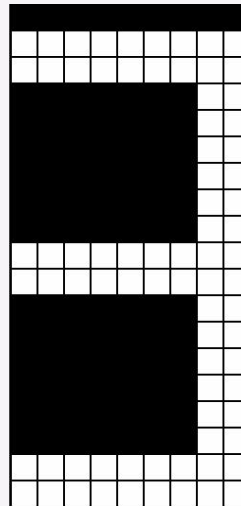
Level game starts:

The countdown to the official start of each level.

Set the countdown animation (.swv effect, number) and sound effect in [Grid Game Global Settings].

swv effect: play once according to the duration of the effect.

Number: Set by second, you can set the color, thickness and background color of the text.



Floor tile effects (such as countdown numbers)



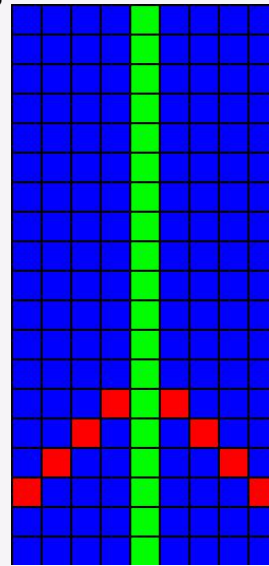
External screen interface

Breakthrough mode

In level games:

The grid tiles of different colors represent different rules: it consists of three types of grids, which are dangerous grids, safe grids, and target grids.

Set the **background effect** (.swv, played once according to the duration of the effect), **background music**, **game time**, and **target challenge score of this level**.



tile effect



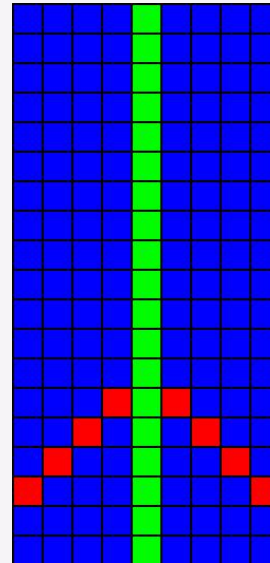
External screen interface

Breakthrough mode

In level games: :

Red grid: It is a **dangerous grid**, players need to avoid it, if they step on it, it will change the color to remind and **deduct 1 life value**, if **all the health points are deducted**, the game will **end early**, the failure effect will be displayed, and **the first level will start again**; the life value is **Break through the game with the whole**.

Set the display settings (grid color), trigger settings (color change, maintenance time, sound effects) of the dangerous grid in this level, etc.



tile effect



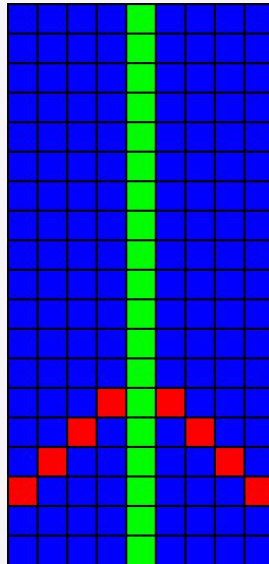
External screen interface

Breakthrough mode

In level games:

Blue grid: **the target grid**, players need to step on it, if they step on it, it will turn into a color reminder and get a **+1 score, which will be accumulated to the total points (note the sum of the accumulated previous levels on the interface).**

The target grid can choose one of two settings according to the desired effect. Random setting (random time interval of appearance, random number), trigger setting (sound effect played after triggering, color change, score, maintenance time, etc.)



tile effect

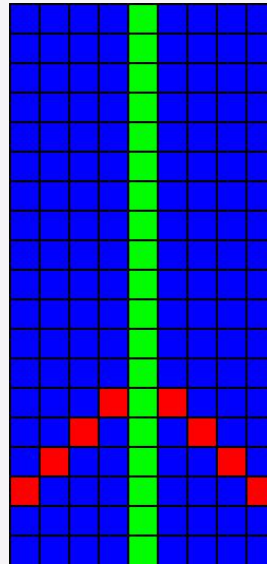


External screen interface

Breakthrough mode

In level games:

Green or other color grid: it is a **safe grid**, players can stay **without affecting the score**.



tile effect



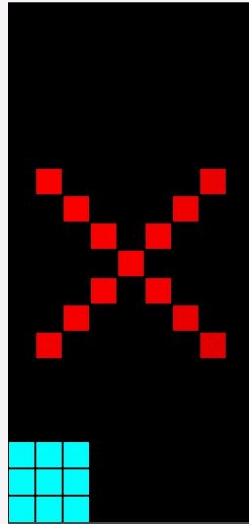
External screen interface

Breakthrough mode

Level game over (score not met):

If the cumulative total score of the current level does not reach the point target, a life value will be deducted, and the substandard effect and sound effect will appear, and the player will stay at the current level to continue playing. Only the current level points will be cleared to 0, and the game will not end until the life value is deducted.

In [Game Global Settings], set the unqualified animation (full screen color, .swv effect) and music for the level.



Floor tile effect (such as X effect)



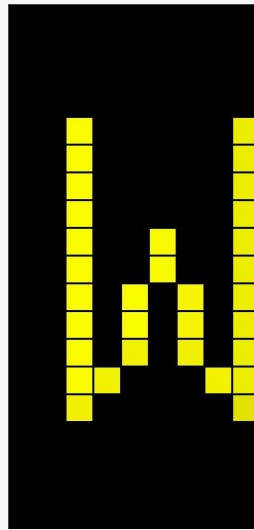
External screen interface

Breakthrough mode

Level game over (victory):

If the overall score of the current level reaches the point target of this level **within the specified time**, and the life value is still there, and the victory effect and sound effect of this level are displayed, it will automatically enter the second level, and start the game again with the countdown, and so on.

Set the victory animation (full screen color, .swv effect) and music for each level in [Game Global Settings].



Floor tile effect (such as WIN effect)



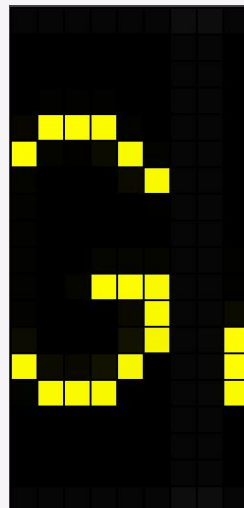
External screen interface

Breakthrough mode

Level game over (failure):

Deducting all the life points will end the game ahead of time, and the failure effect and sound effect will be displayed. The life value is the same as the overall level of the game.

Set the failure animation (full screen color, .swv effect) and music of each level in [Game Global Settings].



Floor tile effect (such as Game Over effect)

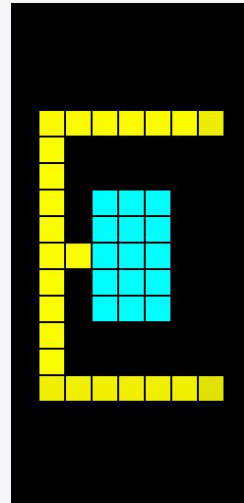


External screen interface

Breakthrough mode

Transcript:

When all levels are passed, or life points are deducted, **the player's transcript** will appear, and you can see **the final cumulative score, the number of levels passed, and the data of the top three players with the highest scores in history**. At the same time, the floor tiles flash grids, and you need to step on them to restart the first level.



tile effect



External screen interface

Breakthrough mode

External display interface:

Currently only supports customizing the basemap for changing the background, and other interface styles need to be customized and developed separately.

The GridGameUI folder under the software installation directory is open to replace the background image, put the background image into the corresponding folder, and restart the player.



The screenshot shows a Windows File Explorer window with the address bar set to '炫动格格播放器 > GridGameUI >'. The main area displays a list of folders and files with columns for '名称' (Name), '修改日期' (Modified Date), and '类型' (Type). The list includes five folders: '01 Ready', '02 Playing', '03 RoundFail', '04 GameOver', and '05 Record', all of which are of type '文件夹' (Folder). The '05 Record' folder is currently selected.

名称	修改日期	类型
01 Ready	2023/6/7 13:55	文件夹
02 Playing	2023/6/10 10:13	文件夹
03 RoundFail	2023/6/7 13:55	文件夹
04 GameOver	2023/6/7 13:55	文件夹
05 Record	2023/6/7 13:55	文件夹

folder



External screen interface