



StepMania 3.9

**Falkirk Council
Education Services**

Instruction Manual

About StepMania 3.9

StepMania is a free Open Source Dancemat Simulation game, modelled on the highly successful *Dance Dance Revolution* Arcade game.

As arrows move up the screen, players compete to press the corresponding arrow on either the keyboard or by using a connected Dancemat.

The key to success in *StepMania* is rhythm, with players score based on how accurately they can trigger the correct arrow in time to the beat of the chosen song. The player's efforts are awarded with letter grades indicating how well they have done, with additional points being awarded for continued success.

The software is free to download and install on any PC or Mac, and can be obtained from: www.stepmania.com



Getting Started

In your kit you should have:

1 Rockfire USB Playstation Converter



1 Logic3 Dancemat



Connect the Dancemat to the Playstation Controller and the Playstation Controller to any free USB port on your PC.

Configuring the Software

The first time you use the Dancemat on a PC there is a requirement to change some settings in order to get the most from your Dancemat experience. These steps need to be completed once on *every* PC you use the Dancemat with.

Plug in your Dancemat as described in the previous section

Launch the software by double clicking on the *StepMania* icon

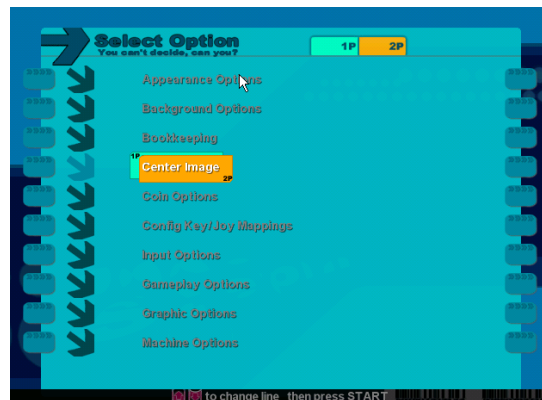


When requested to “*Press Start*”, use the Enter/Return key on your keyboard to progress.

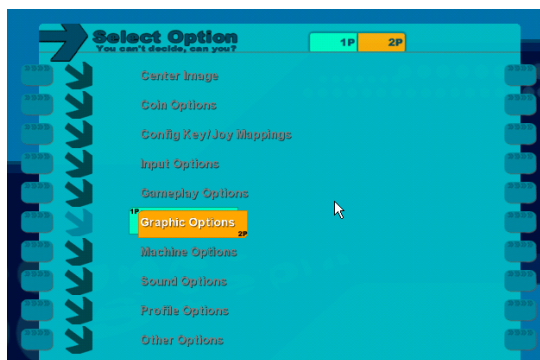


Use the Arrow Keys on your Keyboard to select “*Options*” from the menu.

Select the “*Center Image*” option



Often when using a projector with the software the image can become offset from the centre of the screen. Use your keyboard arrow keys to align the image to the centre of the screen and press the Escape button on your keyboard (Esc) to save the new settings.



Now select “*Graphic Options*” from the scroll list.

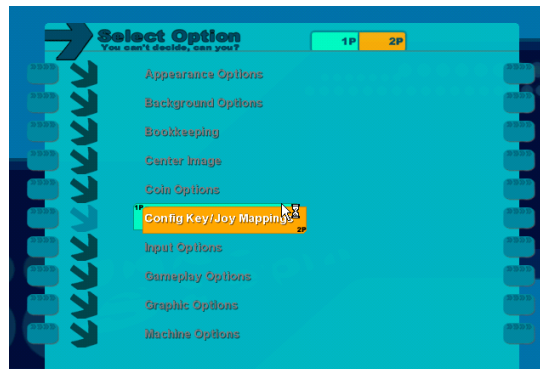
Change the following options:

- Display Resolution: 1024
- Display Colour: 32 Bit
- Texture Resolution: 2048
- Texture Colour: 32 Bit
- Movie Colour: 32 Bit



Scroll down to the bottom of the list and select “*Exit*” to save the setting changes.

The final setting changes we need to make are to the settings of the Dancemat (known as Mapping). Select “*Config Key/Joy Mappings*”

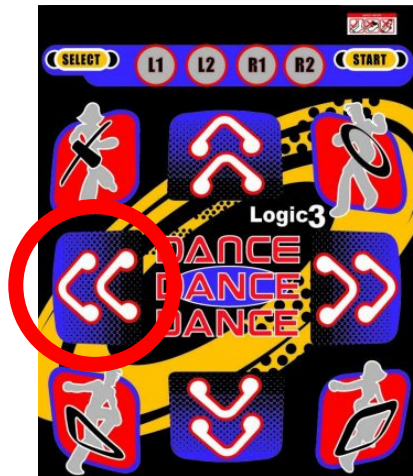


You are presented with a slightly daunting screen!



Do not fear- all we need to worry about is the first column of dashed lines on the left!

Starting at the very top of the first column press Return/Enter on your keyboard and the dashed lines will pulse red. As you can see from the list, this control is for the “*Left (MenuLeft)*” control, so press the corresponding pad on your Dancemat (shown circled below).



Use the arrow keys on your keyboard to move to the next command down “*Right (MenuRight)*” and repeat the process, this time selecting the Right pad on the dancemat.

-----	-----	Key left	Left (MenuLeft)	-----	-----	Key KP 4
-----	-----	Key right	Right (MenuRight)	-----	-----	Key KP 6
-----	-----	Key up	Up (MenuUp)	-----	-----	Key KP 8
-----	-----	Key down	Down (MenuDown)	-----	-----	Key KP 2
-----	-----	-----	UpLeft	-----	-----	Key KP 7
-----	-----	-----	UpRight	-----	-----	Key KP 9
-----	-----	Key enter	Start	-----	-----	Key KP enter
-----	-----	Key escape	Back	-----	-----	Key num lock
-----	-----	Key delete	MenuLeft (dedicated)	-----	-----	Key KP /
-----	-----	Key pgdn	MenuRight (dedicated)	-----	-----	Key KP *
-----	-----	Key home	MenuUp (dedicated)	-----	-----	Key KP -
-----	-----	Key end	MenuDown (dedicated)	-----	-----	Key KP +
-----	-----	Key F1	Insert Coin	-----	-----	-----
-----	-----	Key scroll lock	Operator	-----	-----	-----

Repeat this process for the following commands:

- Up (MenuUp)
- Down (MenuDown)
- UpLeft
- UpRight
- Start
- Back

The corresponding pad selection is shown below:

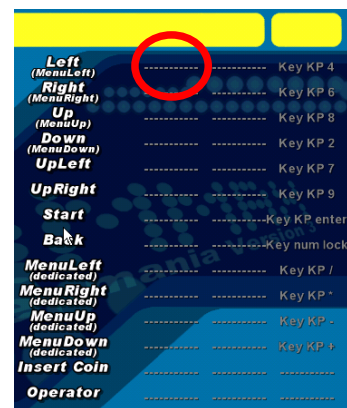


Once you have assigned all of the pads above, hit the Escape key (Esc) on your keyboard to save the settings.

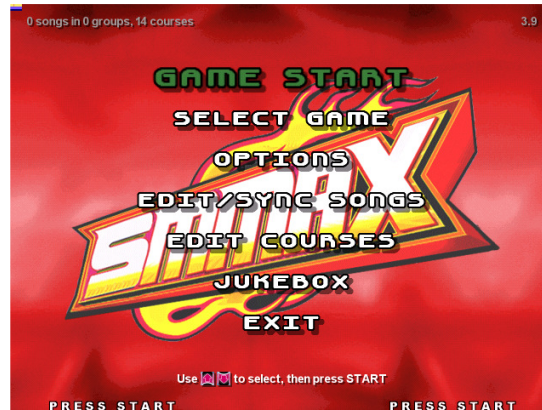
Assigning a second dance mat

If you wish to use a second mat in Two Player mode:

- Plug in the 2nd dance mat
- Go to the “*Config Key/Joy Mappings*” screen
- Using the arrow keys on the keyboard, move over to the first column to the right of the central commands list (circled)
- Repeat the same process for assigning the pads on the mat



How to Play



This time, instead of setting any options, you get to DANCE. Select "*Game Start*" from the Title Screen menu. Each game has numerous "Styles", or modes of play. The Styles for the game "dance" are:

- Single - One player, one pad, 4 panels.
- Versus - Two players, each with their own pad, 4 panels per pad.
- Double - One player using both pads, 8 panels total.
- Couple - Two players, each with their own pad, 4 panels per pad. This mode differs from Versus in that it uses only patterns designed to be interesting for two players (e.g. battles, routines).
- Solo - One player, one pad, 6 panels.

Two Player mode

To enter Two Player mode:

- Make sure both mats are plugged in to the same PC
- Make sure you have configured *both* mats to work with the PC
- On the "*Start*" screen press Start on *both* dance mats

Select Difficulty

After you've selected your Style, you choose your initial Difficulty setting:

- Beginner - very easy patterns for beginners
- Light/Easy - easy patterns for people who have played before
- Standard/Medium - medium patterns for experienced players
- Heavy/Hard - hard patterns for expert players

Choose your music



Displayed will be a list of all the *StepMania* music files currently installed on the PC. If no songs appear, go to the chapter entitled *Installing Additional Songs* in this manual. Select ALL MUSIC to give you the full choice of titles during your play.



Each piece of music has a graph indicating how difficult or easy the song steps are—choose wisely!

Gameplay

The concept of *StepMania* is pretty simple. The coloured arrows will scroll up from the bottom of the screen toward the top. When a colour arrows overlaps the grey arrow at the top of the screen, hit the button on your pad corresponding to the direction of that arrow. When you step, a grade will appear near the center of the screen saying how accurate your step was.

- Perfect timing - yellow flash
- Great timing - green flash
- Good timing - light blue flash
- Boo timing - purple flash
- Miss - no colour. You did not step anywhere near this note. Better luck next time

When you string together Great or Perfect judgments, it makes a combo. Your current combo is shown in the middle of the screen just below the step judgment. If you get a judgment of Good or worse, your combo counter is reset to 0. Higher combos are better for bragging rights ☺ (and improving your high score).



Installing additional Songs

Additional songs/announcers/backgrounds can be downloaded from the *StepMania* website: www.stepmania.com

After you download the file from the website, locate it on the computer. The file icon should look like the image below.



Double-click the selected file. This will bring up a confirmation screen showing you the contents of the package (also giving you a chance to cancel). Click the Finish button. The package installer will begin copying the files to your *StepMania* directory. It's that easy!

After the files have been installed, you will see the “*Package Exporter*” window. This window is not important to the process of installing a package. Click the Close button to dismiss this window.

PLEASE NOTE!!! Every so often there will be a song on the website with lyrics that may be unsuitable for children- please listen to the song on the “*Jukebox*” choice on the start menu before using it with your pupils.

COPYRIGHT NOTICE!!! Please be aware of possible copyright issues with additional songs. The Official *StepMania* website is the best place to download copyright free songs.

Purchasing additional Mats

Additional Mats can be purchased for your school at an approximate cost of £13 each, which includes the dance mat and adaptor. Most USB dance mats will work with the software, however not all mats are fully supported by the software.

The dance mats provided with this kit were purchased from Research Machines (RM). Please use the following details when raising an order:

LS: Easiteach Dance Mat: additional mat & adaptor
Part No. 1CV-679

Storage of Mats

Although the dance mats come folded in their box, please do not refold them once they are in use. Store each mat unfolded and flat, as this will prolong its lifespan.

