STEP MANIAX

SOFTWARE
OPERATION MANUAL

STEP REVOLUTION

CONTENTS

INITIAL SETUP

FIRST BOOT AND MACHINE LINKING

On power-on, your StepManiaX hardware will attempt to look for an internet connection.

It is highly recommended to configure a connection and to link the game.

Having an internet connection and linking the game to an account allows the system to receive periodic software and content updates to keep players coming back, add new game features, enhance the player experience, and provide software stability, patches, and fixes.

An active internet connection is not required at all times, so in the case of service outages or temporary machine movement, the game will still operate normally.

WI-FI CONFIGURATION

On boot, StepManiaX attempts to connect to WiFi and check for updates.

If no connection is configured, the **CONFIGURE WIFI** button is visible.

Tap this button to load into system settings and connect to a Wi-Fi network.
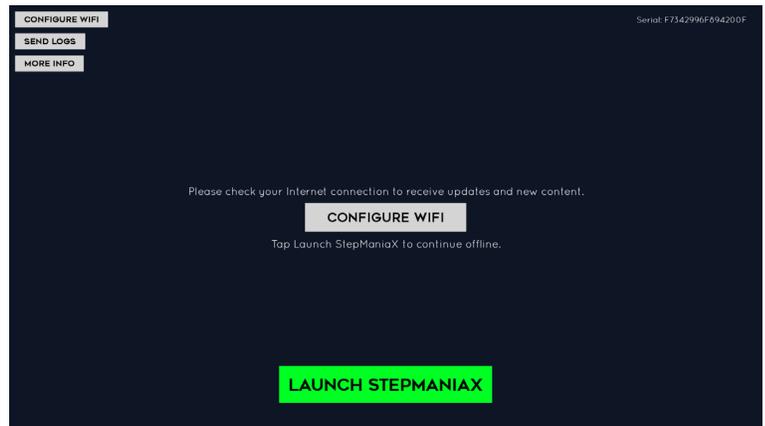
Within system settings, tap on an available Wi-Fi Network to connect to it. Note this screen may slightly differ in appearances between machines.

If password protected, the system will ask for the appropriate password. Enter the required password and press **Done** to connect.
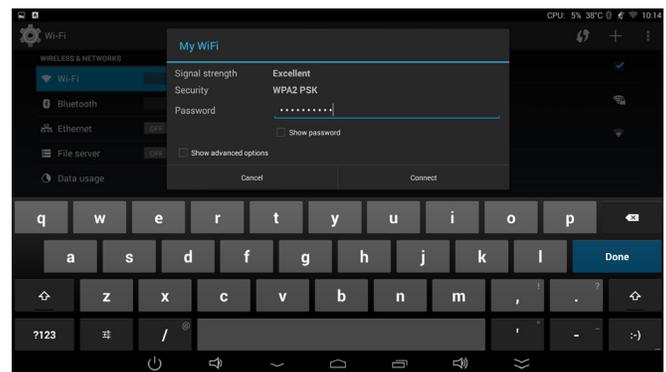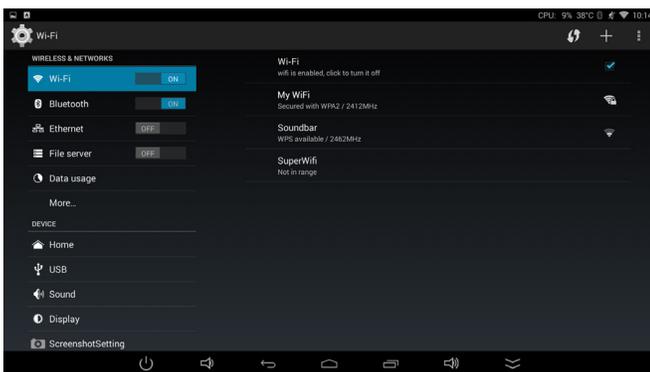
After connecting, press the **Back** button on the bottom of the screen to return to the SMX Updater.

Note this bottom bar may slightly differ in appearances between systems.

OR

LINKING THE GAME

When returning to the updater, any available updates will be downloaded to ensure that the system is up to date.

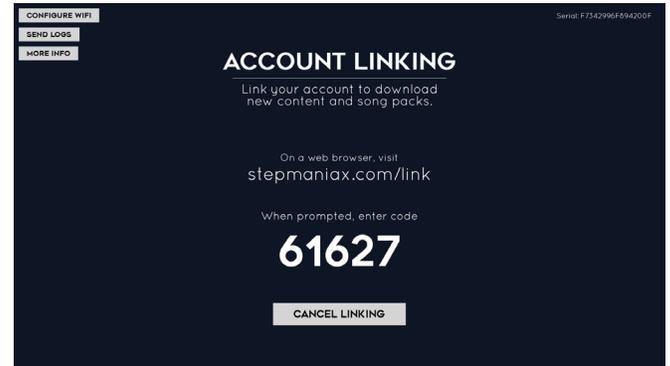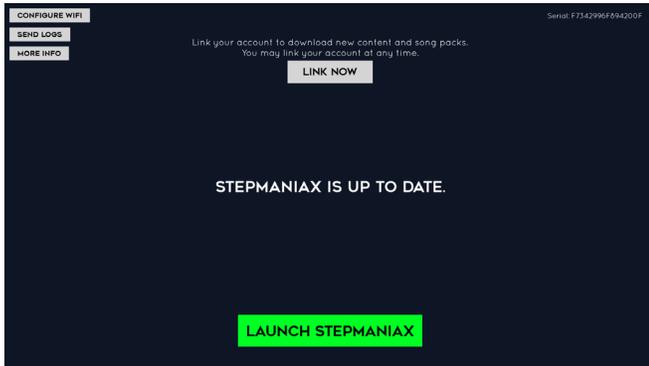With an internet connection now connected, the **LINK NOW** button becomes available.

Tap **LINK NOW** to generate a linking code.

Using another device, open the web page **stepmaniax.com/link**.

Provide the linking code presented on the machine's screen, as well as an email address and password, to create an account to manage the StepManiaX hardware via the **Web Dashboard**.

! **Linking is a one-time process that registers the machine to the network, allowing game functions to work properly, increasing user retention and loyalty.**

Logging into the dashboard will optionally allow management of the machine and assigning of DLC packs.

For more information on the Web Dashboard, please see the dedicated section on page 22.
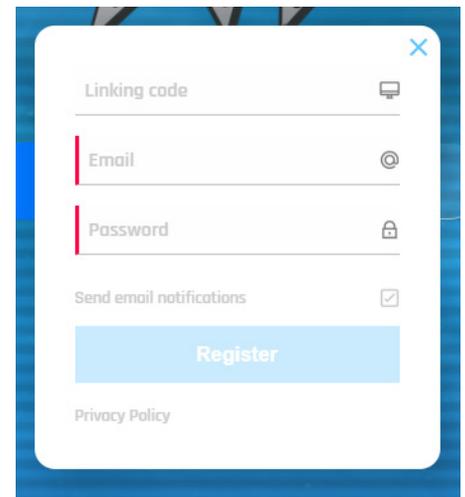
NOTE If you **already have an account** the above process does not work.

Instead log in to the dashboard, click **Machines** on the left side, and click the **Link** button to add a new machine to your account.

SETTING MACHINE AND GAME OPTIONS

Once the game has loaded, configuration of game settings can be done through the **Operator Menu.**
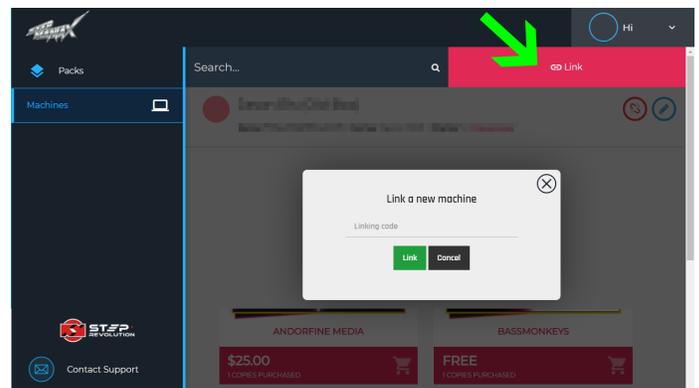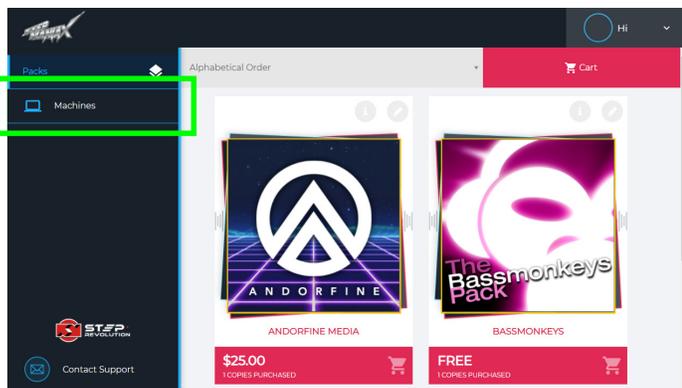
To access the Operator Menu, press the button behind the coin door on Dedicated Cabinets, or hold the power button on the CPU for a moment. To select and decide options, use the touchscreen to navigate to the options you wish to change.

Within the menu, pages are located as tabs on the left side of the screen.

LINK STATUS

In the bottom left of every screen, the machine's link status is displayed with a shortcut to manually launch the updater.

If the machine is not linked, please follow the instructions previously mentioned on page 3 to properly link for updates and features to fully work.

> **⚠ Some game functions will be negatively impacted if not linked. It is highly recommended that the game is linked to ensure proper operation.**

GAME OPTIONS

LANGUAGE	Select default game language.
MASTER VOLUME	Adjust the main volume of the game while playing.
ATTRACT VOLUME	Adjusts the attract volume for demo mode while not being played.
# SONGS / PLAY	Adjust the number of songs per credit. • This can be set from 1 to 5 songs per credit, per player. • It is possible to allow unlimited songs per play by setting to the max value. It is not advised to use this setting in a pay-per-play environment.
MENU TIMER	Turn on or off the menu timer that will advance screens after a set time.

MORE OPTIONS

UPDATE WHEN INACTIVE	Select whether software updates should be applied while the game is not in use after an idle period, or wait until a system restart to apply.
CLEAR LEADERBOARDS	Permanently delete all high scores saved to this system. **This is irreversible.**
ATTRACT LOOP AUDIO	Adjust the frequency of attract loop audio played when the game is idle. This can be set to "ONCE" or "ALWAYS".
EVENT MODE	Enable event-specific options useful for tournaments or events. • Player options can be reset easily with an additional button added on music select. • Ambient audio on some screens is silenced after a short period.
JOIN ANY TIME	Choose when players are allowed to join a game. • "NORMAL" allows joining at any time. • "EARLY" allows joining up until the first song is played. • "1P" disables a second player entirely while still allowing for game modes that use two stages.
SWAP PLATFORMS	If needed, swap the P1 and P2 stages to the opposite sides. This should never be enabled on machines that were properly assembled, but is available for those that need the option.

HARDWARE
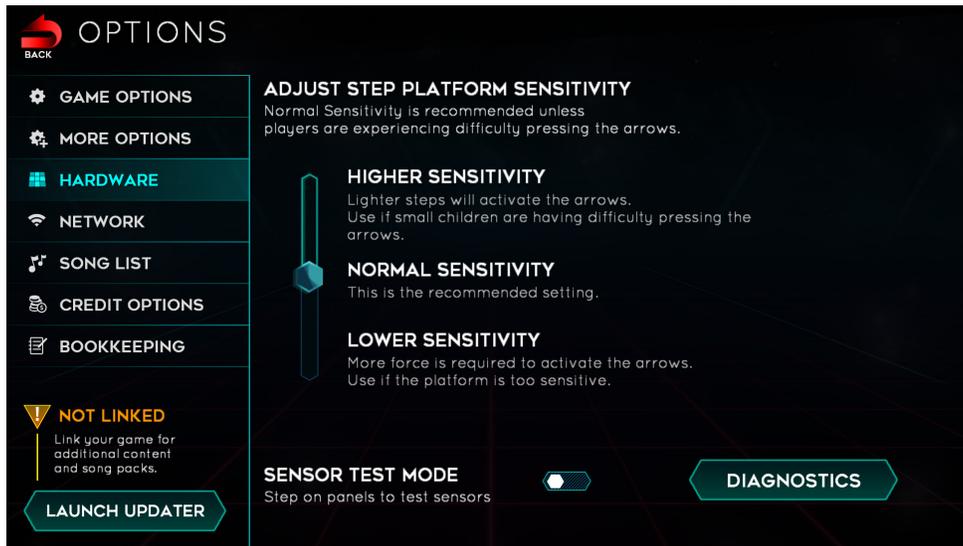
ADJUST SENSITIVITY	Adjust the pressure needed for each panel to register. **Under most circumstances, this should be set to normal.**
SENSOR TEST MODE	Visually show sensor pressure by enabling the stage LEDs to show currently active sensors.
DIAGNOSTICS	Enter the diagnostics screen.
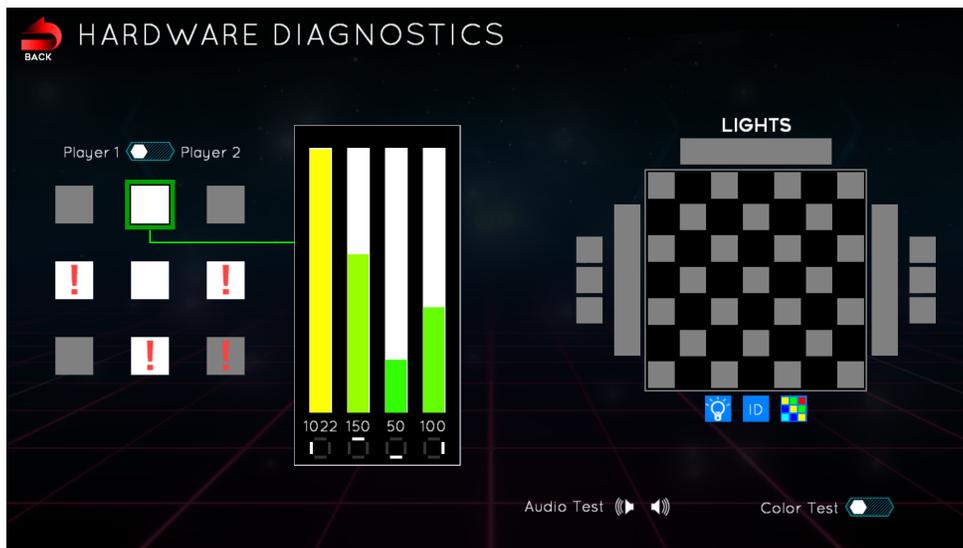
PLAYER 1/2 TOGGLE	Swap between each stage to view specific information for each panel. The currently selected panel will be highlighted in green. **To view a specific panel's information, select it by tapping the corresponding panel on the grid on the left.**
LIGHTS TEST	Tap a light to test functionality. Enable Color Test to test specific values.
AUDIO TEST	Tap a speaker to verify the left and right channels are functioning properly.

NETWORK
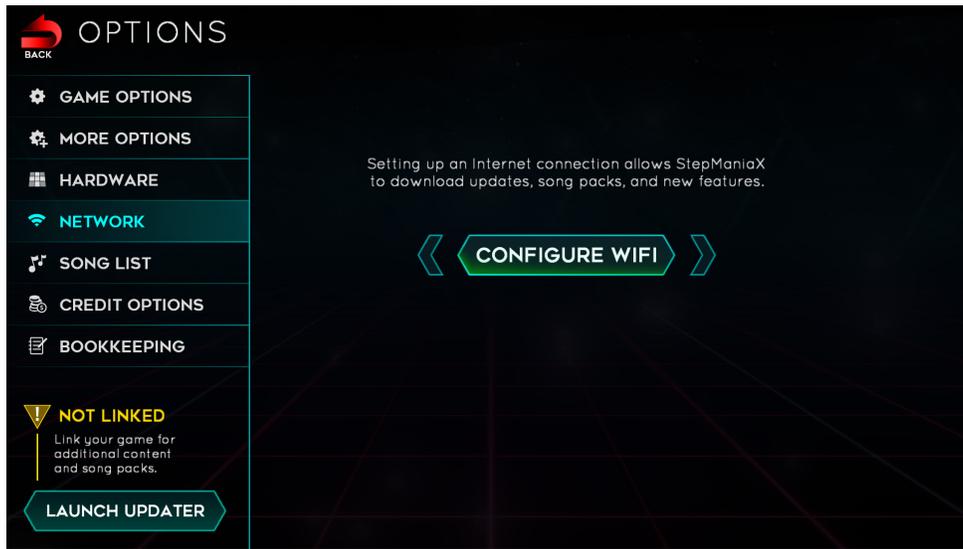
CONFIGURE WIFI	Tap to launch the system's WiFi configuration screen. Refer to the **WiFi Configuration** section on page 3 for instructions on connecting to WiFi.

SONG LIST

MODIFY SONG LIST	A scrollable song list that allows for individual control of enabling or disabling songs available to play. **When a song is turned "OFF", it will be disabled and unavailable to be played within StepManiaX.**
FAMILY FILTER	Pre-filter songs which may have questionable lyrics and or artwork. When "ON", songs that fall within the FAMILY FILTER will automatically be disabled and unavailable to be played within StepManiaX. Songs are able to be manually re-enabled on a song-by-song basis by scrolling through the list and toggling them. New songs added that are flagged will automatically be disabled unless manually overridden.
PUBLIC PERFORMANCE	Show or hide songs that may require additional licensing for public broadcast. This should be set to "SHOWN" in most circumstances, but can be toggled for events like live-streaming.

CREDIT OPTIONS

FREE PLAY	Enable or disable credits being required to play.
CREDIT TYPE	Set the visual icons and terminology used for each coin slot. If using multiple currency types, setting each acceptor to unique values allows configuring individualized required amounts per type. · "COINS" - Insert coin(s). · "TOKENS" - Insert token(s). · "SWIPES" - Electronic card swipe payment methods · "BILLS" - For use with dollar bill acceptors · "TAPS" - Electronic card tap (NFC) payment methods
# OF CREDITS / PLAY	Adjust how many credits are required to be inserted to play, per player.
ADVANCED SETTINGS	Configure advanced options, typically for bill acceptors or multi-currency coin acceptors.

ADVANCED CREDIT OPTIONS

CREDIT BONUS	If enabled, multiple simultaneous pulses on a single currency acceptor can award an additional credit based on how many pulses are sent.
	This is useful for bill acceptors where a machine operator would want to award a bonus play for a larger denomination inserted.
PULSES / CURRENCY	How many pulses from a currency acceptor should relate to one credit type.
	Typically, this should be set to "1 Pulse", and the pulse setting be configured properly on the currency acceptor.
BACK	Return to the main Credit Options screen.

BOOKKEEPING
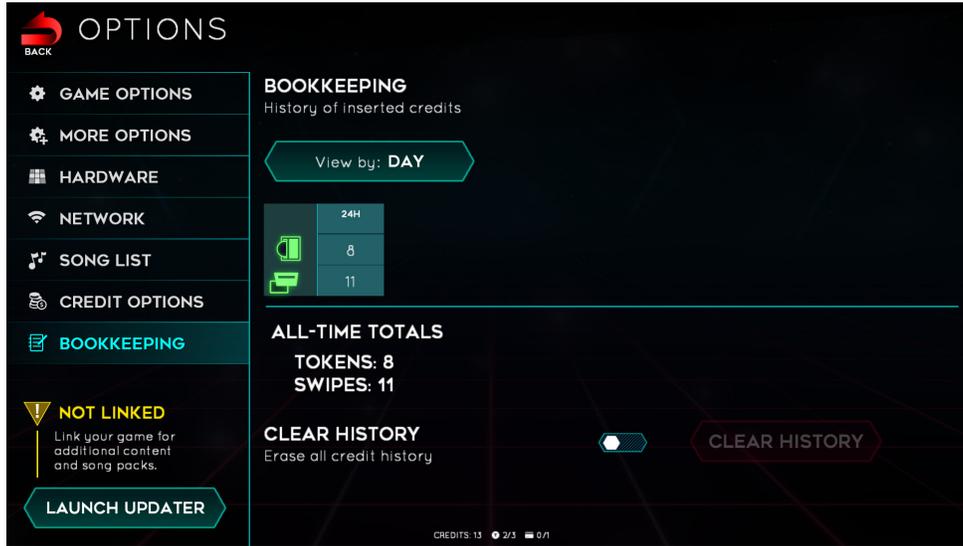
VIEW BY	Change the time duration for how credits are displayed.
HISTORY	A scrollable list that shows the history of how many credits were inserted, with the time period for each column determined by the setting above. If using multiple currency types, credits will be separated based on the type used.
CLEAR HISTORY	Delete all software-tracked bookkeeping data. **This is irreversible.**

To interact with the game, players will use a combination of the touchscreen and the stepping stage. All menu interactions and functions are handled with the touchscreen, while the stage is only used for gameplay.

The game cycles through a loop of attract screens, including high scores, how to play, and demonstration when idle.

At any point, if enough credits are inserted in pay mode or when set to free play, tapping the **PLAY** button will start the game on the respective side.

IS SOMEONE ELSE ALREADY PLAYING?

If enabled by the machine operator, tapping 'JOIN' on the unused side will immediately join a new player into the active session.

DIFFICULTY SELECTION

If a player has joined the game from the title screen, or if a player is joining while there are no other users, the new player will be presented with a list of difficulties.

The options presented will set each player's starting difficulty. The difficulty for each player can be changed at any time on the song selection screen as well; this initial screen is here for convenience and to explain the various difficulties.
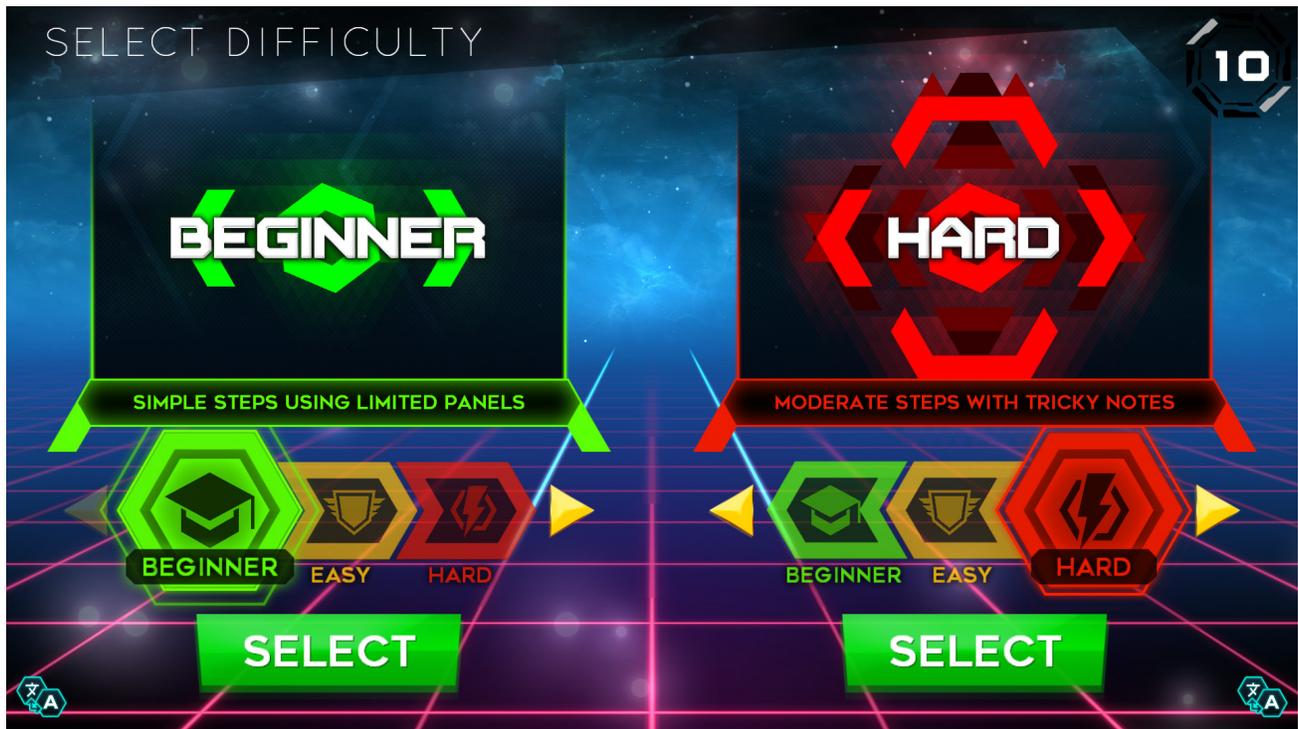
AVAILABLE DIFFICULTIES

BEGINNER
The easiest patterns - uses 3 panels, and is designed 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 six center panels, while Full uses all ten.
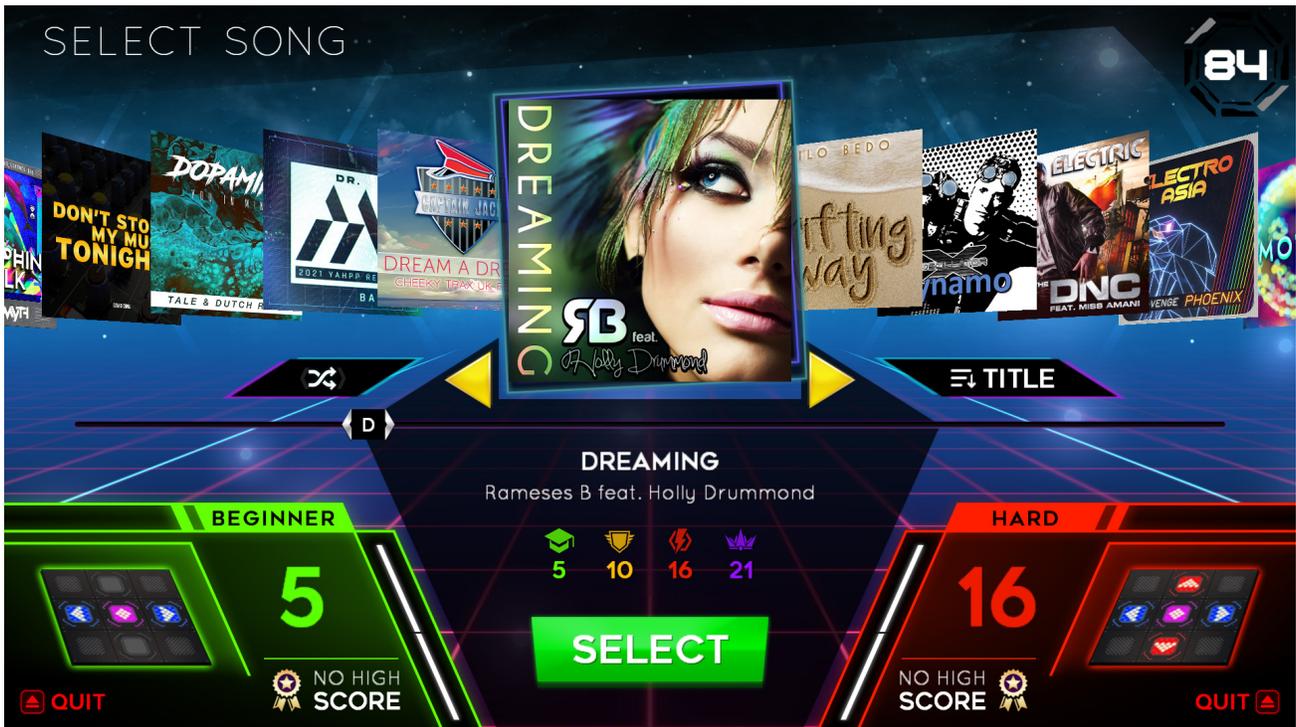
TEAM
Only available when two players are joined - work together for a co-op routine experience.

CHANGE LANGUAGE

By tapping the [icon] button, players are able to change the game language for this session.

SONG SELECTION

Players use the touchscreen to navigate song selection either by swiping the cover-flow list of songs left and right, or by tapping the yellow arrows located in the center of the screen to select a song.

As the selected song is changed, available difficulties will update below the song graphic, as well as the name of the song and the artist.

The machine's high score for the currently selected difficulty will also display in the bottom corner of the screen with respect to each player's side. Players will be able to select their difficulty again on the next screen, or tapping the player's difficulty number displayed will allow a quick change of the currently selected difficulty.

If not set to unlimited songs per play, a white, segmented meter is displayed in each player's corner, indicating how many songs are remaining for that player.

SORTING SONGS

StepManiaX has a robust and ever-growing list of songs for players to choose from, and it can sometimes take a bit of time to find a specific song. Towards the right-side of the screen under the song art is a button that will bring up a sorting menu when tapped. This will allow for the sorting method to be changed (ex: sorting alphabetically, by artist, title, genre, BPM, or difficulty).

RANDOM SONG

Opposite the sort menu on the left side of the screen is a shuffle button. This button will randomly select a song from the available song list.

CONFIRM SELECTION

Tapping the large, green **SELECT** button will choose the currently highlighted song to play and proceed to **Difficulty Confirmation**.

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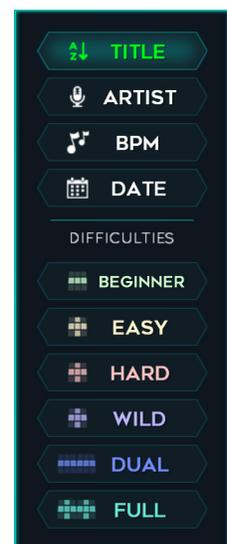
DIFFICULTY CONFIRMATION

When a song is selected, the interface will adjust slightly to allow changing the selected difficulty.

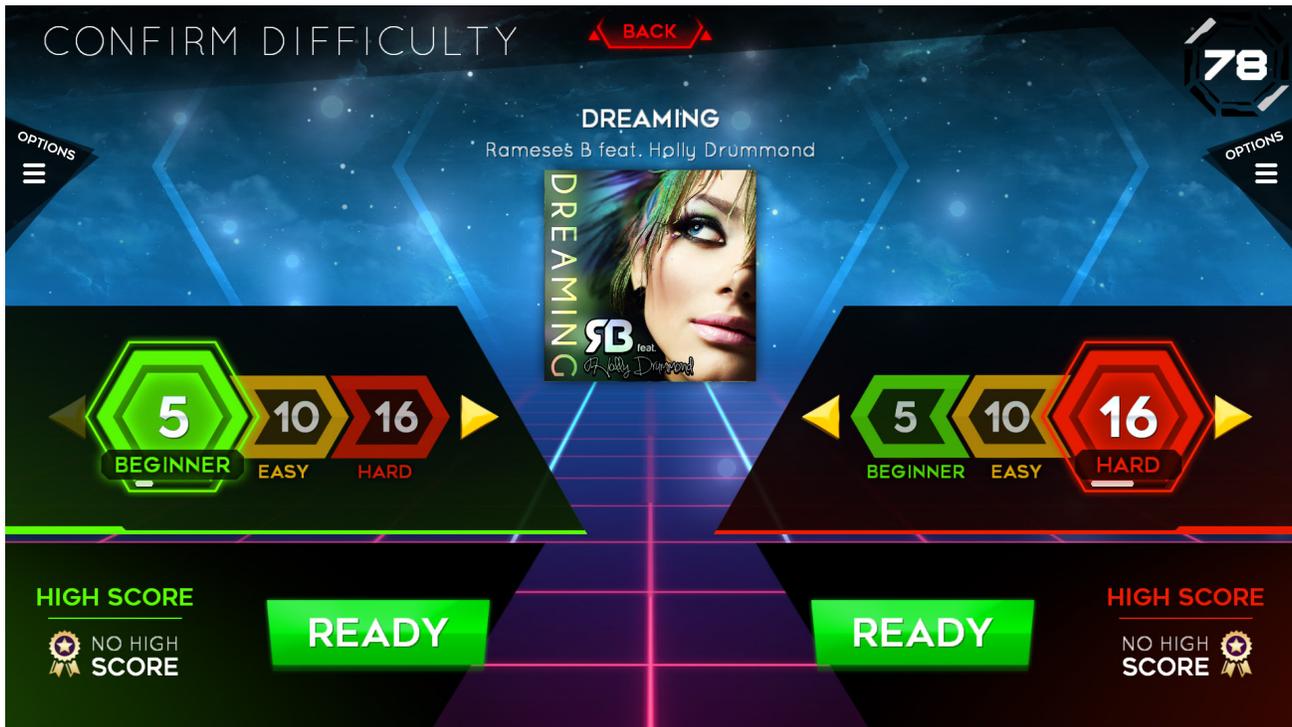In the center of the screen on each player's specific side, all available difficulties are presented. The previously selected difficulty will be chosen by default - tapping any of the other difficulties will switch to that specific difficulty.

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.

CHANGING SONG OPTIONS

On each player's side of the screen is an **OPTIONS** button. These options are for more advanced players, or those that want to adjust their experience - these extra modifiers can change how arrows appear, how fast they move, and other visual settings.

DE-SELECT SONG

If the currently selected song was chosen in error or players want to select a different one, the **BACK** button in the center of the screen will return to the previous screen if there is time remaining on the menu timer (if enabled).

READY UP

Once a player is ready to start, tapping the **READY** button locks them in. Once all active players are ready, the game will begin.

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GAMEPLAY
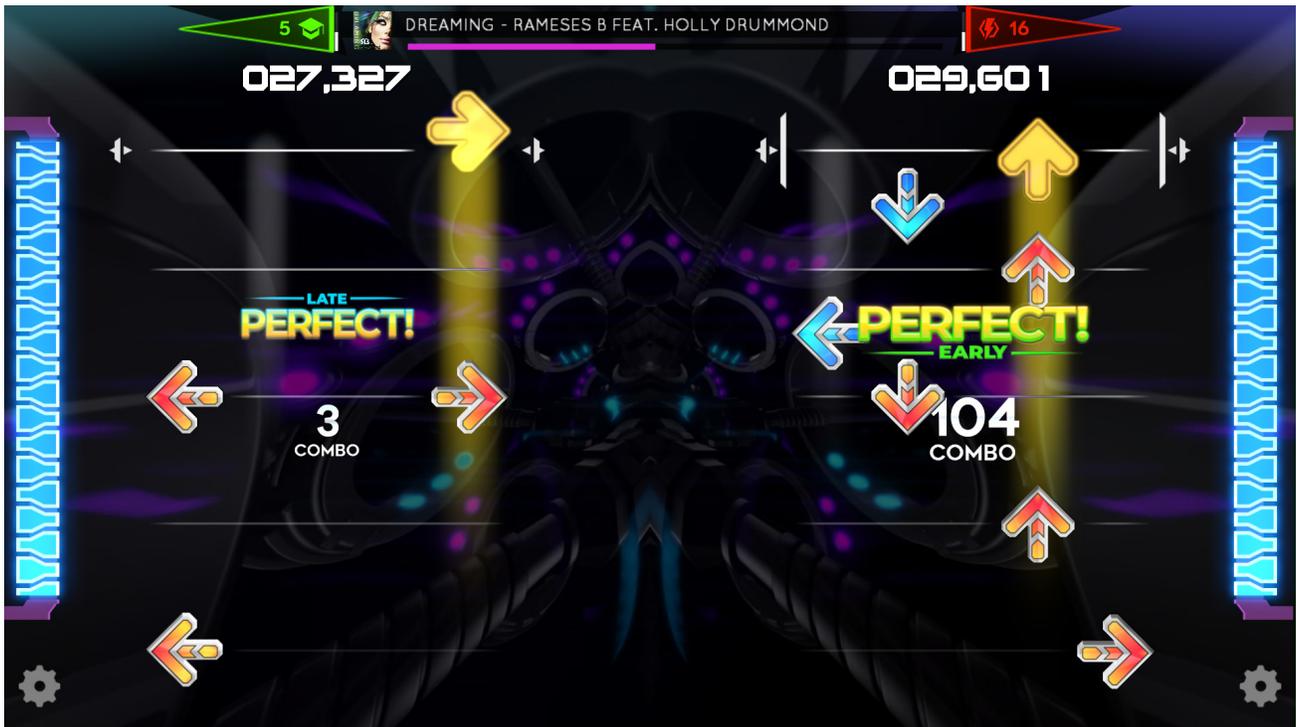
When playing, the main objective is to physically step on the directional buttons on the stage indicated by the scrolling arrows (called **notes**) on the screen when they reach the end of the moving lines. Stepping down on a directional panel will illuminate the column that relates to it, for reference.

When a note is stepped on, a judgment of how accurately it was timed will appear in the middle of the screen - this will earn a player points, and missing notes will cause a player's life bar to decrease.

If a player's lifebar empties, scoring will stop. The game will end once the song is complete, if players touch and hold the touchscreen to end manually, or an extended period of time passes with no input.

ON SCREEN ELEMENTS

- **Playfield**
  This is the area on the left and right of the screen that contains the scrolling arrows for each player.

- **Judgments and Combo**
  Judgments appear in the middle of each playfield and correspond to the last arrow stepped on.
  If multiple arrows are successfully stepped on in a row, a combo counter will be displayed.

- **Lifebar**
  On the sides of the screen are each player's lifebar. If the lifebar is empty, scoring stops for that side.

- **Song and Difficulty Information**
  The top of the screen indicates the current song being played, progress, and each player's difficulty.
  Next to each difficulty is a segmented bar that displays how many songs are remaining for that side.

- **Options Gear**
  Each player will have a small options gear located in the lower corner on their side.
  Tapping this will quickly let the player adjust visual modifiers quickly, such as the speed of notes.

TYPES OF NOTES

While the direction of a note indicates which panel to physically step on, there are a few additional types of notes that exist, each having different requirements to earn points.
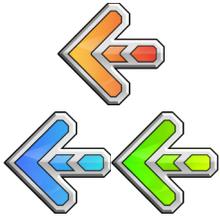
TAP NOTE

Simply step on the corresponding arrow when they reach the end of the moving lines to the beat of the music. Sometimes, arrows will occur at the same time, typically requiring a player to jump to hit both simultaneously.

Tap notes are typically colored based on what beat they correspond to, with "on beat" notes typically being red, "off beat" notes typically being blue, and various other colors in-between.

HOLD NOTE

Step on the direction shown and hold until the end of the segment. Removing a foot off of the arrow before the Hold is complete will cause the lifebar to decrease.
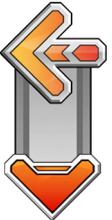
LIFT NOTE

Lifts sometimes appear at the end of a Hold Note. These Hold Notes require a player to lift their foot precisely at the end of the segment, and will penalize the player if their foot is lifted too early or too late.

ROLL NOTE

Rolls have a similar appearance to a Hold Note, but have a number at the beginning indicating how many times it must be stepped on before the segment reaches the end of the moving lines. Players must remove their foot and step again to decrease the number.

OBSTACLES

While notes indicate when to step, there are a variety of obstacles that a player must avoid to ensure they earn the maximum amount of points possible and to not decrease their health bar.

MINES

Mines should be avoided and not be stepped on. Stepping on mines will cause the lifebar to decrease.

PITS

Similar to Mines, a Mine Pit is an elongated Mine that is held out for a duration, much like a Hold Note. Players want to avoid stepping on these, as accidentally holding one down will rapidly decrease their health bar.

EVALUATION

After gameplay finishes, players are taken to the evaluation screen. This screen gives an overview of each player's performance, assigns a star rating, and displays the points that were earned for the song.

On the screen are also QR codes for each player. These codes can be scanned using the **StepManiaX Tracker App** available on iOS and Android. The mobile app can be downloaded through each platform's respective store, or by visiting **https://stepmaniax.app.**

JUDGMENTS

Displayed in the middle of the screen are the total numbers of judgments for each note stepped on.

• **PERFECT!! -** A white PERFECT!! judgment indicates a player stepped with the most accurate timing possible.

• **PERFECT (EARLY / LATE) -** A yellow PERFECT indicates that the timing was either slightly too early, or slightly too late.

• **EARLY -** A green EARLY judgment means the step timing was significantly too early. This judgment will cause the lifebar to decrease.

• **LATE -** A blue LATE judgment means the step timing was significantly too late. This judgment will cause the lifebar to decrease.

• **MISS -** A "MISS" judgment indicates that a note was not stepped on at all. This judgment will cause the lifebar to significantly decrease.

The far sides of the screen also display additional judgments:

• ✅ The green checkmarks indicate how many Hold, Roll, or Lift notes were successfully completed.

• ⚠ The yellow checkmarks indicate how many Hold notes were released early or Lift notes were missed.

• ❌ The red X indicators show how many Hold notes were missed entirely, Rolls were not completed, or how many Mines were stepped on.

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SUMMARY ᴀɴᴅ NAME ENTRY
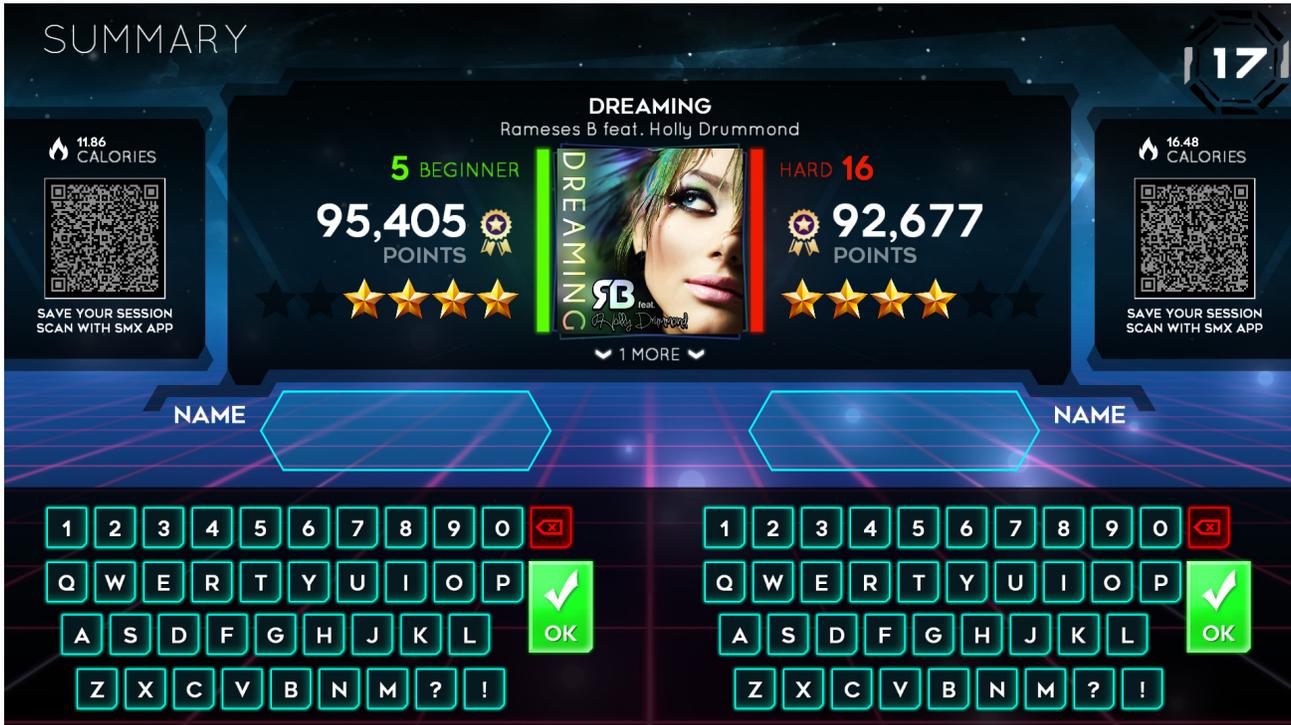
When a player exhausts all available songs for the current credit, or if the player manually quits out of the game at any point, the Summary screen is shown. This screen shows the scores of the songs played for the session, a QR that can be scanned by the mobile app, and, if applicable, a keyboard to enter a name for any high scores earned this session.

NAME ENTRY

If a player achieved a high score, they have an opportunity to enter a 4-character maximum length name to be displayed on the high scores screen, as well as when viewing a song on the selection screen.

Players will only have a limited amount of time to enter their name, so doing it quickly is important. The screen will automatically progress to prevent the game from idling.

CONTINUING

If a player quits or has run out of songs while another player is joined and has one or more songs remaining on their side, the player with remaining songs will continue playing after a name has been entered or the screen progresses.

QUICK PLAY

STARTING QUICK PLAY

If the game is set to have unlimited songs per session, an additional **Quick Play** button will be present on the initial difficulty select screen.

Quickplay is an optional game mode. If a player is not worried about selecting specific songs and just wants to get going fast, Quick Play puts the player into an endless mode of songs, great for continuous cardio or endurance training.

NOTE **If operating within a credit or pay-per-play environment, it is suggested to always set a limit on the number of songs per credit within the operator menu.**
Having a set number of songs will disable this game mode.

QUICK PLAY 〉 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, unless the **lock** icon is tapped, locking the difficulty to the current selection.

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.

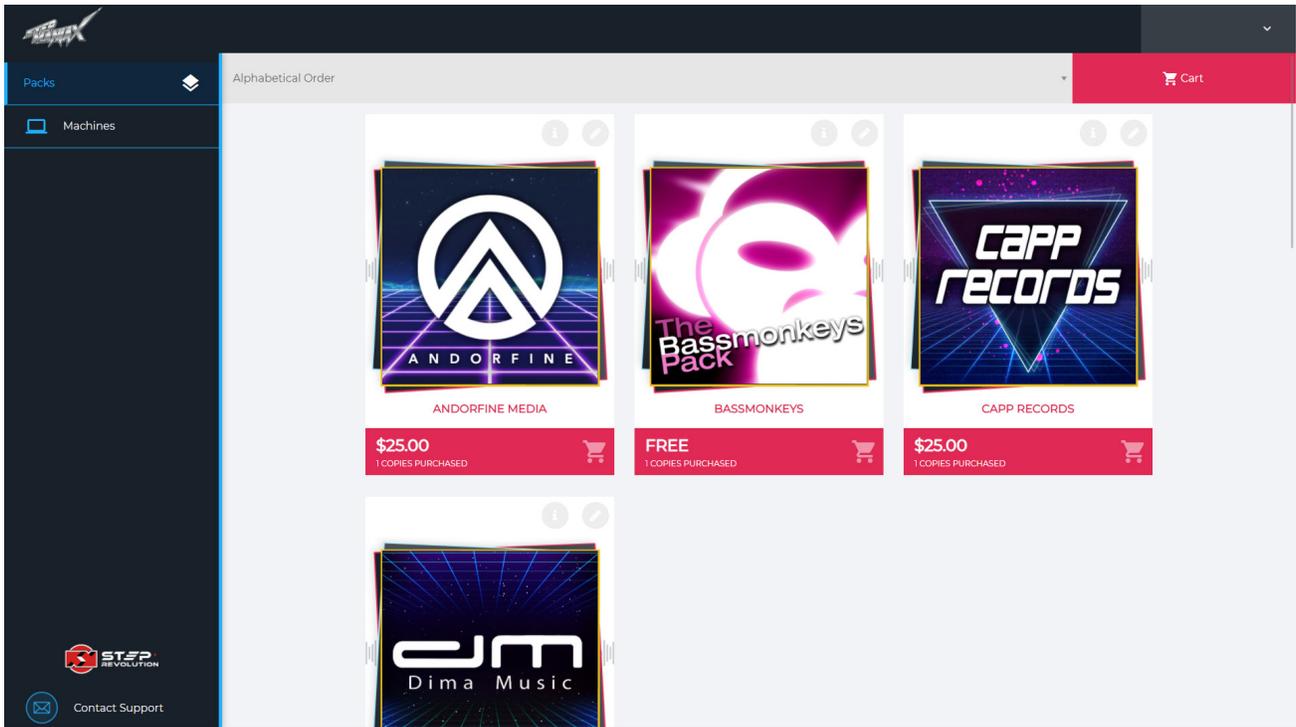Press and hold the **STOP** button to end the play session.

OPTIONS GEAR

Tapping the gear icon in the corners of the screen will bring up each player's options, including changing the speed of the arrows.

Tapping the gear will also show a lock indicator on the difficulty selector. Toggle the lock to preventing automatic difficulty increasing.
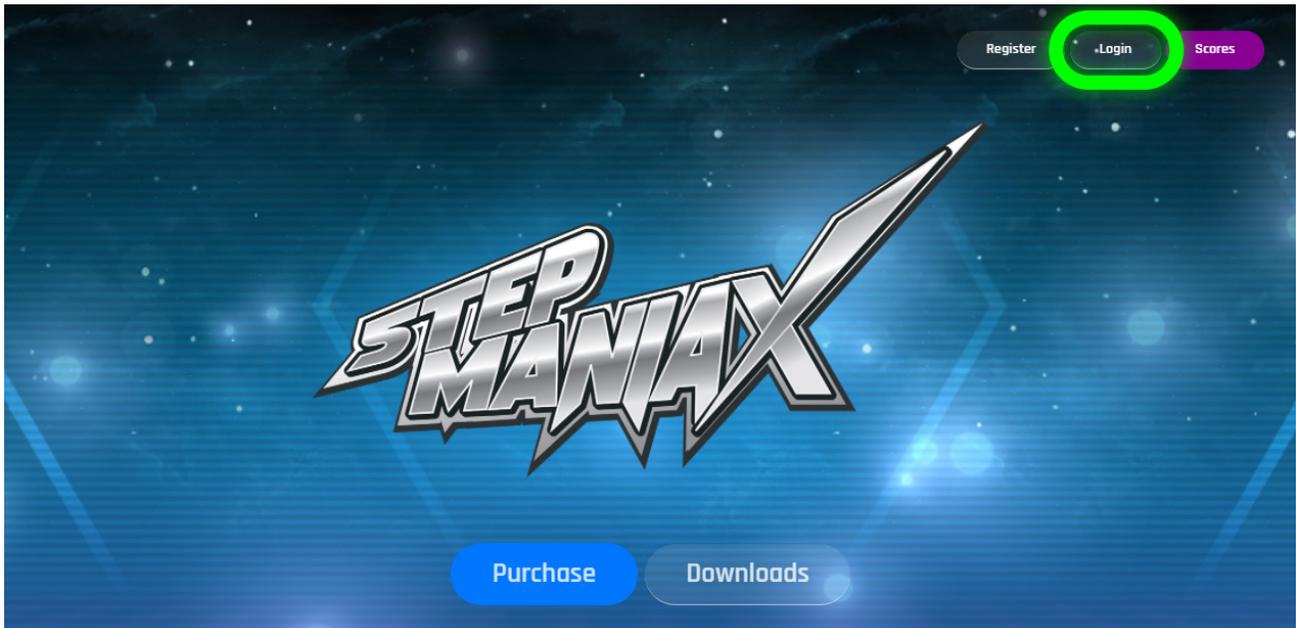
WEB DASHBOARD

The web dashboard is where owners can manage their linked SMX systems.

By logging in using the account created when linking (see **Linking the Game**, pg. 4), it's possible to assign specific, premium Downloadable Content (DLC) to a linked system.

To open the dashboard, visit **stepmaniax.com**, clicking **Log In**, and enter the proper credentials.

PURCHASING DLC

On the home screen of the dashboard (or when selecting the **Packs** tab), a list of premium, purchasable DLC packs are visible, as well as a count of how many times the pack has been purchased on the logged in account.

When a song pack is purchased, it is added to a pool of packs for the current user. Packs are able to be assigned and unassigned from systems in the event of multiple machine purchases.

A single pack can only be assigned to one system at a time, and the system must be linked to be managed and assigned content.

To purchase a DLC pack, select a pack from the screen to preview the songs included.

Click the **Add to Cart** button to add the pack to a virtual cart, similar to any other online marketplace.
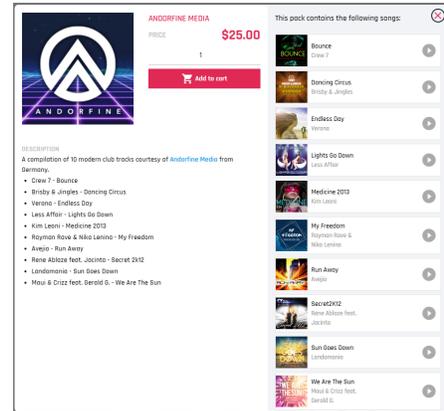
If desired, multiple packs can be purchased at once by repeating this process.

Once all desired packs are added to the cart, clicking the **Cart** button in the upper right of the screen will ask for required information and complete the purchase.
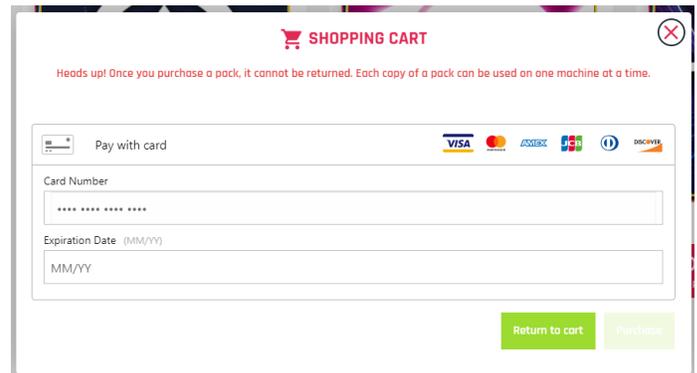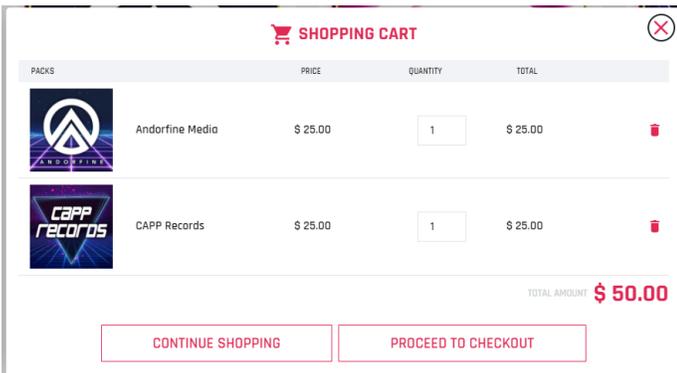

Once purchased, the packs will be added to the user's account, **but not yet assigned to a system.**

ASSIGNING SONG PACKS

Once a user has purchased a DLC pack, it goes into the user's pool of available packs to assign. To assign a pack, the machine that is to receive it must be selected.

Tapping the **Machines** tab on the left side of the screen will display all SMX systems linked to the user.
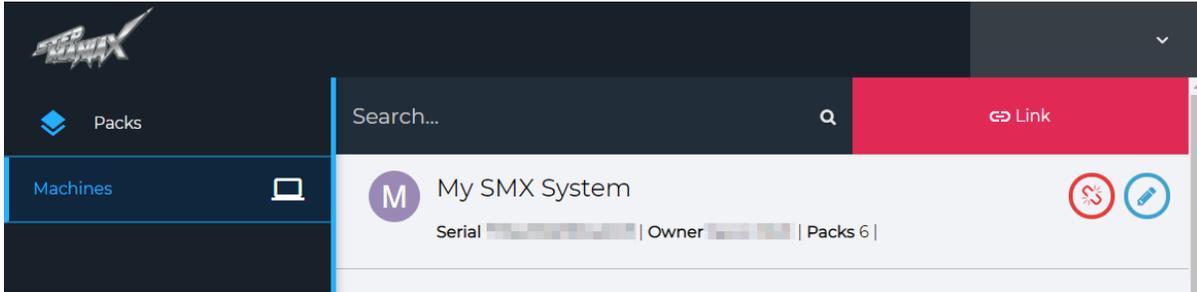
Tapping the pencil icon next to a machine will allow the machine to be edited.

NOTE Machines **must** have a nickname assigned to edit settings. Please make sure that a name is assigned in the **Nickname** field when editing.

To assign a pack to the selected machine, select the pack from the **Available Packs** drop down menu located under the comments box and click **Add.** Repeat this process for all packs to be assigned.
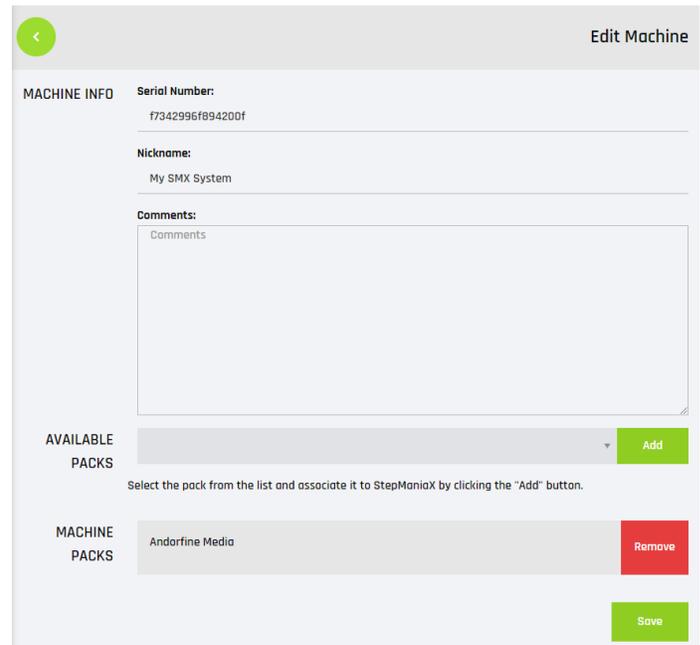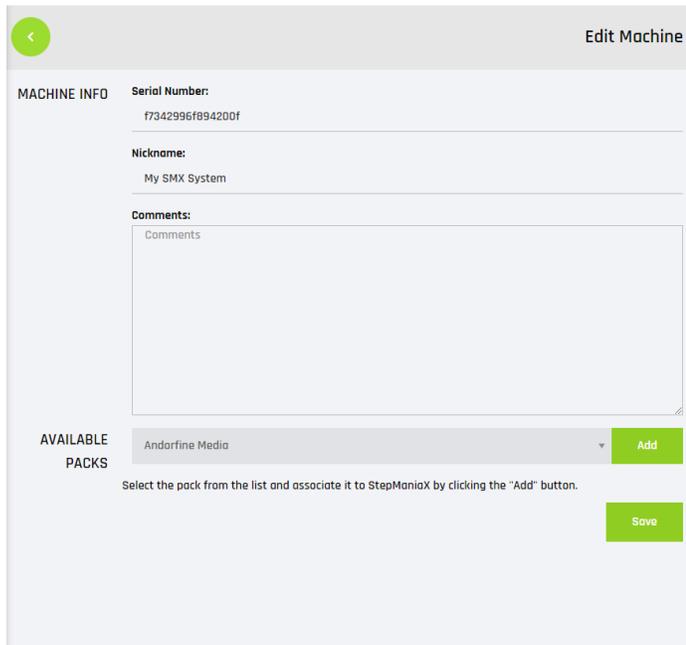
To apply changes, click **SAVE**, and the modified system will update automatically with the new content.

If the system is powered off or disconnected from the internet, the next time the machine has a network connection it will update accordingly.