




dance factory™

DANCE TO ANY MUSIC CD



Codemasters 

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

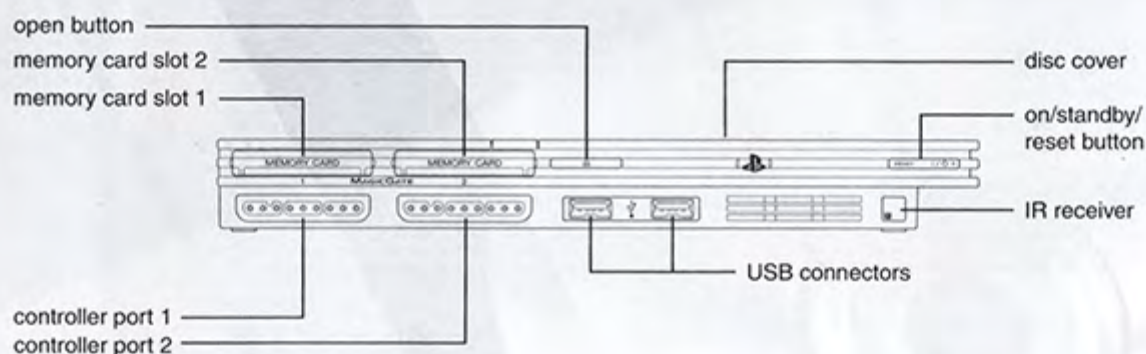


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getting started



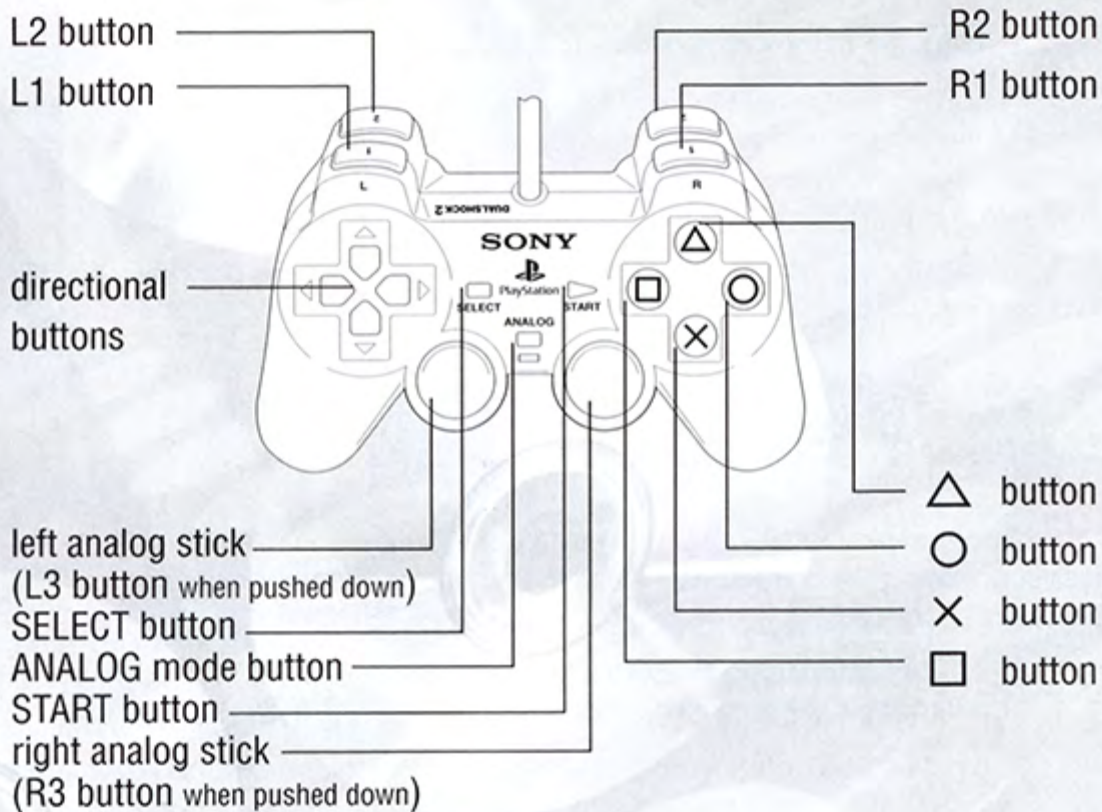
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Dance Factory™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

starting up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





introduction

Thank you for purchasing DANCE FACTORY™. For the best results we recommend that you read through this manual prior to playing the game.

THE NEXT STEP FOR DANCE MAT GAMES

DANCE FACTORY uses a unique beat-detection system to create fun and challenging dance routines for almost any audio CD of your choice, providing you with limitless variation and replay value. Additionally, you can record steps for any audio CD you choose to create your own unique customized dances.

We hope you enjoy playing DANCE FACTORY - it's more than just a dance game - it's a dance game evolution!



safety precautions

If you choose to play DANCE FACTORY using a Dance Mat Controller™, this information must be read along with the manual included with your Dance Mat Controller™.

- Take care when using the Dance Mat Controller™ in order to avoid injury. Codemasters will not be liable for any harm resulting from improper use.
- Do not use the Dance Mat Controller™ if you suffer from any medical conditions which limit the amount of physical activity you can safely undertake. If in doubt, seek advice from your doctor. Do not use the Dance Mat Controller™ if you are taking any form of medication which could impair your sense of balance. Do not use the Dance Mat Controller™ while under the influence of alcohol or drugs.
- Before use, always place the Dance Mat Controller™ on a flat surface in an open area and as far away as possible from walls, windows, furniture or other objects in order to reduce the risk of injury. Do not use the Dance Mat Controller™ on a hard or abrasive surface such as concrete, or near sharp objects.
- Do not use the Dance Mat Controller™ on a wet surface and keep it away from open flames and high temperature sources.
- Do not use heeled shoes, socks or stocking feet. The Dance Mat Controller™ should only be used with bare feet or flat rubber soled shoes.
- If two Dance Mat Controllers™ are being used (in Multiplayer modes), place them sufficiently far apart to prevent risk of injury to players.

- Take care to avoid trip hazards when placing the cord for the Dance Mat Controller™.
- Supervision should be exercised when the Dance Mat Controller™ is being used by young children.
- The Dance Mat Controller™ should be properly stored when not in use to avoid damaging the controller.
- Do not attempt to modify, repair or dismantle the product. Such actions or intentional abuse of the Dance Mat Controller™ may void the warranty.





We recommend that frequent breaks of fifteen minutes every hour are taken while using the Dance Mat Controller™.

Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. Individuals may experience seizures while watching TV pictures or playing videogames. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Make sure you consult your doctor before playing video games if you have an epileptic condition or should you experience any of the following symptoms during play: dizziness, impaired vision, muscle twitching, other involuntary movements, convulsions and/or mental confusion.



setting up

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. It is recommended that you do not insert or remove memory cards (8MB) (for PlayStation®2) or other accessories once the power is switched on. A DUALSHOCK®2 analog controller or Dance Mat Controller™ must always be inserted into controller port 1. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Refer to the instructions supplied with the memory card (8MB) (for PlayStation®2) for details.

Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the  / RESET button. When the  indicator is green, press the  button and the disc tray will open. Place the DANCE FACTORY disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

Make sure there is sufficient space on your memory card (8MB) (for PlayStation®2) before commencing play (save file size 149KB minimum). Note: DANCE FACTORY supports only the use of MEMORY CARD slot 1.

NOTE: This title autoloads data on boot-up.

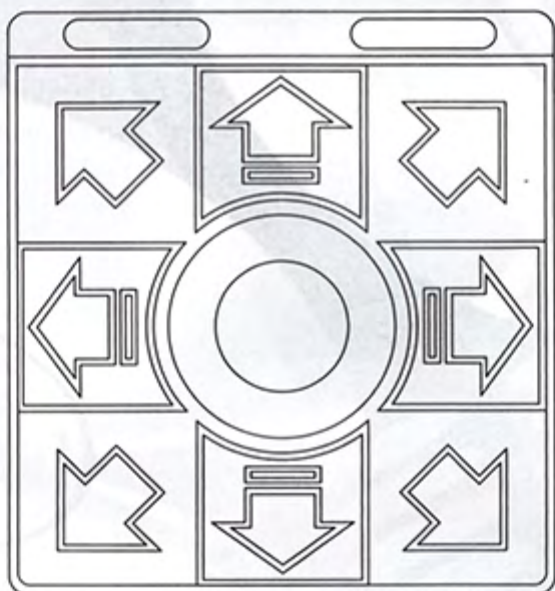


how to use the controller

DANCE FACTORY can be played with either a DUALSHOCK®2 analog controller or with a Dance Mat Controller™. The game will automatically detect the type of controllers that are connected to your PlayStation®2 computer entertainment system.

Digital Controller

(DANCE MAT CONTROLLER™ OR OTHER DIGITAL CONTROLLER)



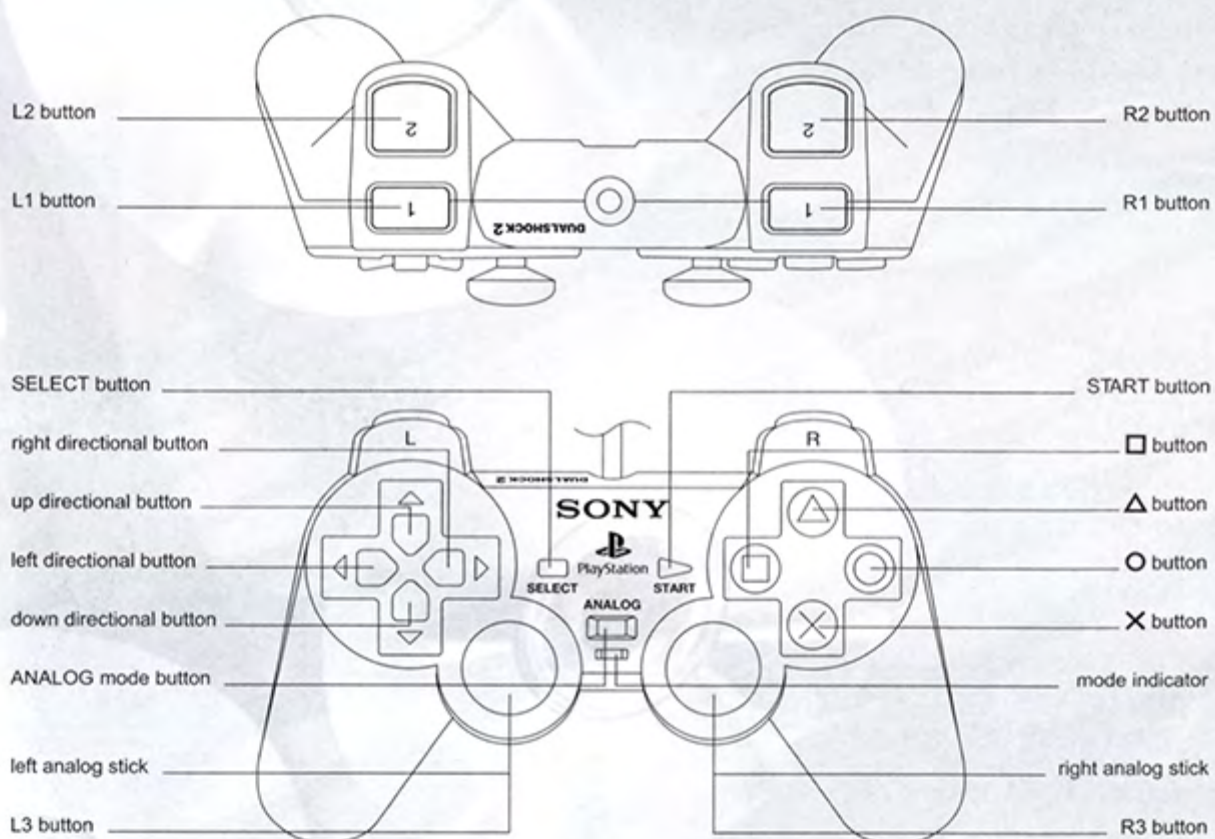
In-Game Controls

Up Arrow:	Up
Right Arrow:	Right
Down Arrow:	Down
Left Arrow:	Left
START button:	Pause / Quit

Menu Controls

△ button:	Back/Cancel
× button:	Confirm
Directional Arrows:	Select/ Move Cursor

DUALSHOCK®2 analog controller







In-Game Controls

- △ button: Up
- button: Right
- × button: Down
- button: Left
- START button: Pause / Quit

Menu Controls

- △ button: Back/Cancel
- × button: Next/Confirm
- Directional buttons: Select/Move Cursor

Configuring controls

DANCE FACTORY works with any PlayStation®2 compatible Dance Mat Controller™, however the , ,  and  buttons on some mats may not default as described above. To solve this you will need to configure your dance mat as follows:

From the main menu select OPTIONS -> CONTROLLER, then select the configuration that matches the layout of your dance mat.



how to play

DANCE FACTORY combines quick reflexes and timing with the music of your choice. Simply press the correct directional buttons or directional arrows on the controller of your choice that correspond to the STEP ARROWS that appear on the screen.

The correct STEP ARROW must be played when it crosses the permanent DOCK ARROW at the top of the screen.

Points are awarded based on how accurately you time your steps. Extra points are awarded for sequences of accurately timed steps - these are called COMBOS.

You can build up your ACCURACY GAUGE and progress through ranks C, B and A to achieve the highest score possible. However, if you miss any steps, the ACCURACY GAUGE will drop and fewer points will be scored.

You will also encounter HOLD ARROWS, represented by elongated STEP ARROWS. You must hold the relevant directional button or directional arrow on the Dance Mat Controller™ until the HOLD ARROW has completely disappeared.





quick start guide

If you want to play with one of the audio tracks supplied with the game:

- 1.) Press the START button to bring up the MAIN MENU options.
- 2.) Select PLAY and then choose between SOLO PLAY and MULTIPLAYER. This will bring up the MODE MENU. Choose which mode you'd like to play.
- 3.) You will be presented with a TRACK LIST containing the tracks supplied with the game. To begin playing, simply choose the track you would like to dance to and press the \otimes button.
- 4.) Choose DANCE to bring up the DIFFICULTY menu, then choose EASY, NORMAL or PRO. The dance stage will now begin.

If you would prefer to play with an audio CD of your choice:

- 1.) Press the START button to bring up the MAIN MENU options.
- 2.) Select PLAY and then choose SOLO PLAY or MULTIPLAYER. This will bring up the MODE MENU. Choose which mode you'd like to play and press the \otimes button.
- 3.) After selecting your desired mode you will be presented with a TRACK LIST, containing the tracks supplied with the game. Press the \triangle button on your PlayStation®2 computer entertainment system and the disc tray will open. Remove the DANCE FACTORY disc and place your chosen audio CD on the disc tray with the label facing up. Press the \triangle button again and the disc tray will close.
- 4.) The game will take a few seconds to read the CD, after which the track list will be displayed. Each track will display TRACK NUMBER - CREATE DANCE? - TRACK DURATION. Decide which track you want to dance to, select it with the directional buttons, then press the \otimes button to confirm.
- 5.) The game will display a list of options. Select CREATE DANCE and press the \otimes button to confirm. This will bring up the DANCE CREATION screen. The game will take a few minutes to create the dance, depending on the length of the song you have selected.
- 6.) Once finished, the game will return to the track list. The track you created the dance for will now display TRACK NUMBER - TRACK DURATION. Press the \otimes button.
- 7.) Choose DANCE to bring up the DIFFICULTY menu then choose EASY, NORMAL or PRO. The dance stage will now begin.



gameplay modes - overview

Solo Play

- Normal** Dance your way through your entire CD collection to score points and earn money.
- Endurance** Play through all of the tracks on a CD back-to-back.
- EyeToy® Camera** Use your EyeToy® USB Camera and Dance Mat Controller™ at the same time.
- Fitness** Dance to see how many calories you can burn off.
- Record** Create your own dance steps for your favorite song.
- Creature** Discover fun characters on your own music CD collection. The characters will dance with you as you play the game.

Multiplayer

- Battle** Play against a friend in a competitive multi-player version of the Normal single-player game mode.
- Cooperative** Play with a friend to achieve the highest possible score and earn twice the cash!
- Creature Battle** Play against a friend in a competitive multi-player version of the CREATURE single-player game mode. Trigger special attacks with combo dance sequences.
- Tournament** Compete with up to 16 other players in a DANCE FACTORY tournament.



using your own audio CDs

When you play with a CD of your choice you must first create dances for the tracks on the disc. This can be done in the TRACK LIST screen. Simply select a track that displays CREATE DANCE and press \otimes to confirm. The game will display the following options:



Create Dance

If you want the game to make a dance for your chosen track only, select CREATE DANCE.

Create All Dances

If you would prefer to create dances for all of the tracks on your chosen CD, select CREATE ALL DANCES. This will take a while longer, but any data created can be saved to your memory card (8MB) (for PlayStation®2) and reloaded later.

Once you have created the necessary dance data, the track(s) will display number and duration only. Highlight the track and press the \otimes button to view the TRACK OPTIONS.

Dance

Choose DANCE to play with the selected track.

Rename

If you wish to create names we recommend that you use those that appear on the CD case. This will help you decide which track you want to dance to next time. Names will reappear automatically the next time you insert the relevant CD.

Rename Track

Create a name for a track you have created a dance for.

Rename CD

Create a name for a CD.

Rename Artist

Create a name for the artist associated with a CD.

Delete Dance

Choose this option if you would like to delete a recorded dance. Recorded dances will appear in the track list with a RECORD icon alongside the track name.

Save

Remember to select SAVE before exiting the game to keep any points, money, name changes and new dances that you have made. These will be automatically loaded the next time you play.



cubric

Press the \otimes button while creating dances to play the CUBRIC puzzle game. Press \otimes to read the tutorial. Press the \triangle button to exit CUBRIC and return to the main game.

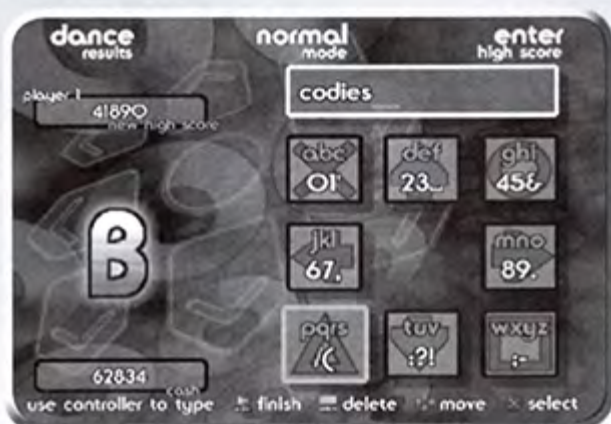




entering text

You will need to enter text when you choose to rename a track and when entering names for high scores or tournament games.

For text entry via a Dance Mat Controller™, press the corresponding button repeatedly until the character you want is highlighted. If the next character is on a different button, you can carry on typing immediately, otherwise wait a moment for your choice to be confirmed, then enter the next character. Press the START button when finished.



difficulty

All modes can be played at one of three different difficulty settings: EASY, NORMAL and PRO.

Difficulty is raised by increasing the number, speed and frequency of STEP ARROWS. The number of points awarded for success at PRO level is greater than that of NORMAL level, which in turn is greater than that of EASY level gameplay.

EASY Choose EASY if you are new to dance games.

NORMAL Choose NORMAL if you have played dance games before but you don't consider yourself to be an expert.

PRO Choose PRO if you fancy a real challenge.



high scores

You can view your high scores for each mode by choosing HIGH SCORES from the MAIN MENU.




options

Choose **OPTIONS** from the **MAIN MENU** to configure the game to suit your own personal tastes. Simply choose the option you want to change and follow the on-screen prompts.

The following options are available in the **OPTIONS MENU**:

- DISPLAY** Adjust the screen position.
- AUDIO** Change sound effects and music volume settings.
- CONTROLLER** Configure your controller.
- SAVE** Save your data to your memory card (8MB) (for PlayStation®2).



extras

Choose **EXTRAS** from the **MAIN MENU** to access extra features.

- CUBRIC** Play CUBRIC mini-game.
- CREDITS** View the credits.



CD player

CD PLAYER is a non-interactive mode that allows you to listen to your music with the accompaniment of the background animations from the main game, or a dancing character you have previously created. Select **CD PLAYER** from the **MAIN MENU** and insert your chosen audio CD. Choose **PLAY** to use the default background mode (**THEME - RANDOM**), or choose **MODE** to change the background style:

Select Theme

The background will change as you scroll through the list of available themes to let you preview your selection. Press the **⊗** button to confirm your choice. Choose **PLAY** to listen to your CD with your selected background.

Select Creature

First, choose a creature by selecting it in the list and pressing the **⊗** button. If you would like to change the appearance of the creature, choose **EDIT CREATURE**. Choose **PLAY** to listen to your CD.



shop

Choose SHOP from the MAIN MENU to spend your hard-earned cash. From here you can purchase extra background themes and accessories for your creature mode characters.

Themes

The background will change as you scroll through the list of available themes to let you preview your selection. Press the \otimes button to confirm your choice, and the new theme will be unlocked and will be added to those that are used in the main game. Note: you must have enough money available to purchase the theme.

Accessories

You can purchase accessories for your creatures from here. First, choose a creature by selecting it in the list and pressing the \otimes button. Select ACCESSORIES -> EDIT CREATURE and choose what type of accessory you want to buy - this can be HEAD, EYES, CHEST, BACK, WAIST or WRIST. The game will display a list of accessories of the relevant type.



gameplay tips

Want to become a real PRO player? Here are a few tips:

- If using a Dance Mat Controller™, avoid returning to the centre of the mat between steps. Try to move freely around the entire mat.
- Try to use both feet whenever possible.
- Certain step patterns are easier to execute if you turn to face a different direction while dancing.
- Practice is the key! Don't be discouraged if you find it difficult to begin with. The more you play the better you will become.
- Experiment with different styles of music - DANCE FACTORY can produce many different step sequences depending on the songs you choose to play with.
- Store-bought CDs will produce the best dances, we do not recommend the use of backup or burned CD-Rs as the quality of rewritable media can vary enormously and adversely affect the performance of the game.
- If you want a change from the dance produced by the game for your favorite song, don't forget that you can use Record mode to create an all-new dance, made by you!

modes in detail

Solo Play

Normal

Please refer to the QUICK START GUIDE and USING YOUR OWN AUDIO CDS sections of this manual for details of how to play in normal mode.



Endurance

To be able to play in this mode you must first create dances for all of the tracks on a CD. The game will ask you if you wish to do this when you choose DANCE from the ENDURANCE MODE menu. This may take a few minutes depending on the number of tracks on your CD, so why not see how well you can play CUBRIC while your dances are created?

Once all dances have been created for the CD, select DANCE again from the ENDURANCE MODE menu. The dance stage will begin.

You must gain a minimum number of points in order to proceed to the next track. The amount of points required is represented by a 'slider' graphic overlaid on the accuracy gauge.



EyeToy® USB Camera

Connecting the EyeToy® USB Camera (for PlayStation®2)

Holding the connector for the EyeToy® USB Camera with the USB mark facing up, securely insert the connector into either the upper or lower USB connector on the front of the console. The LED power indicator on the front of the camera should light up blue to indicate that the EyeToy® USB Camera is now ready to use.

If you encounter difficulties, refer to the instruction manual for the EyeToy® USB Camera.

To be able to play this mode you must first ensure that you have connected both an EyeToy® USB Camera and a Dance Mat Controller™. Note that you cannot play this mode with a DUALSHOCK®2 analog controller.

If an EyeToy® USB Camera is connected, you will be presented with a screen depicting the view from the EyeToy® USB Camera, overlaid with a Start Icon and a person-shaped outline: Position yourself and your camera so that your body is visible on-screen, roughly within the boundaries of the outline. When ready, move your hand in the area of the Start Icon - the number will count down, then the main game display will appear and the track will begin.

During play you will need to press the directional arrows on the Dance Mat Controller™ that correspond to the STEP ARROWS that appear on the screen. You will also need to wave your hand past the HAND DOCKS that correspond to the HAND ICONS that appear on the screen.

Fitness

Create a dance and select your track in the same way as with Normal Mode. When DANCE is selected from the track options, the game will ask you to input your weight. Adjust the values with the left and right directional arrows, then press the \times button to confirm. On completing the dance the game will display fitness-related statistics instead of the usual summary screen.



Record

Select a track and choose RECORD to enter the dance stage. When you press the \circ , \square , \triangle or \times buttons on the DUALSHOCK®2 analog controller, or directional arrows on the Dance Mat Controller™ during the track, these will be recorded as dance steps and will be played back to you when you use this recorded dance in any other mode.

Creature

Creating Creatures

First, select the track you would like to dance to and choose DANCE from the CREATURE MODE MENU. This will bring up the CREATURE VIEW screen. If you have not played this mode before, a list of empty creature slots will be displayed. Choose CREATE CREATURE to create a character for the current CD (note that you can only create one creature for each CD you use). A creature will be created and displayed in the window on the right of the screen.



Select the creature you want to play with and press the \otimes button to confirm. In the next screen, choose PLAY to continue to the dance stage, or choose EDIT CREATURE if you'd like to purchase or assign accessories.

Accessories

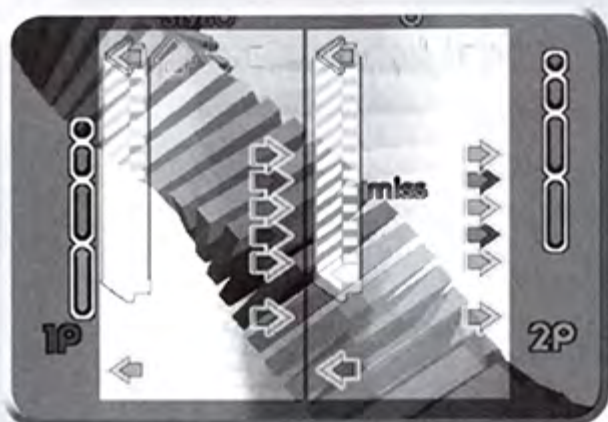
ACCESSORIES are objects that can be assigned to your creature. In the EDIT ACCESSORIES screen choose what type of accessory you want to buy - this can be HEAD, EYES, CHEST, BACK, WAIST or WRIST. The game will display a list of accessories of the relevant type. You can buy standard, red, green or blue versions of each accessory by pressing the left and right directional arrows/buttons when an accessory is highlighted. These colored versions can be used as special power-ups in CREATURE BATTLE mode.



MULTIPLAYER

Battle

The game will ask you to enter your names. Once done, choose FINISHED. Select your track and choose DANCE, then select your desired difficulty level, choose GO! and the track will begin.



Cooperative

Select your track and choose DANCE, then select your desired difficulty level, choose GO! and the track will begin. Your score and accuracy gauge will be shared, allowing you to achieve larger scores than in a single player game.

Creature Battle

Select your track and choose DANCE. The game will display all available creatures in two lists - one for player one and one for player 2. Both players must choose a creature. Select your desired difficulty level, choose GO! and the track will begin.

Accessories

Colored accessories can be used as special power-ups in CREATURE BATTLE mode.

When either player ranks up, the game will randomly choose a colored accessory from those worn by the player's creature and display a series of step arrows in the relevant color. The relevant player must accurately input the combo to trigger the relevant attack.

- Blue:** Half. Halves the number of arrows that appear on your opponent's screen for a short time, reducing their potential score.
- Green:** Steal. Takes an amount of points from your opponent and awards it to you.
- Red:** Stop. Stops your opponent's arrows completely for a short time. Your opponent is unable to do anything but wait until the effect expires.

If either player is affected by any of these effects, the appropriate icon will be displayed above their accuracy gauge.

Tournament

The game will ask you to choose how many players you would like to participate in the tournament. The game will then ask you to enter your names. Once done, choose FINISHED.

The game will display an illustration of the forthcoming rounds. At this point those players who are 'next-up' should get into position. Press the \otimes button to continue.

Select your track and choose DANCE, then select your desired difficulty level, choose GO! and the track will begin.

Repeat this process for each stage in the tournament.



credits

BROADSWORD INTERACTIVE LTD.

Managing Directors	David Rowe, John Jones-Steel
Project Manager	Liza Zanoni
Programming Director	Jim Finnis
Analysis Programmer	Stephen Rose
Programmers	Ian Gledhill, Richard Fabian, Harry French, Derek Beddard
Art Director	Bob Plested
Artist	Justin Slater
Designer	Jonny Heckley
Step Co-ordinator	Lizzie Spikes
QA Manager	Paul Astley
Testers	Jenny Wallace, Jason Gleave, Ian Rodgers

SONG LIST

"I Like It, I Love It"

by Steve Dukes, Jeb Stuart Anderson and Markus Hall

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Ex. U.S./Canada, EMI Full Keel Music administers o/b/o Dreamworks Songs.

Performed by Tim McGraw

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"I Like The Way"

BMG Songs, Inc. o/b/o BMG Music Publishing International and Appleby Music Ltd

(Writer: Christopher Karyotakis)

Dylan Burns (PRS) 66.67% Sony/ATV Tunes LLC (ASCAP) o/b/o Sony/ATV Music Publishing UK Ltd. (PRS)

Performed by Bodyrockers

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"Pon de Replay"

(Evan A. Rogers / Carl Allen Sturken / Alisha Brooks / Vada J. Nobles)

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Performed by Rihanna

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Performed by Pussycat Dolls

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"Get Down On It"

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Performed by Kool & The Gang

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technical support

Codemasters Inc.

Tel (646) 432-6888

www.codemasters.com

custservice@codemasters.com

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**The Codemasters Software Company Limited,
PO Box 6, Royal Leamington Spa, Warwickshire, CV47 2ZT, United Kingdom.
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