in the groove ™

OWNER'S AND SERVICE MANUAL

Version 1.1

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Introduction

Description

Thank you for purchasing Roxor Games' first release of **In the Groove^{TM}**, the most advanced dance rhythm game to date.

In the Groove^{TM} is a fun and challenging game of perceptive and physical skill, which is simple to learn, exciting to play, and offers players a wide range of levels to play at to achieve the perfect individualized gaming experience. The player uses the arrows on the screen to know which floor sensor to step on, and the beat of the music tells them when. The game is lost if the player misses too many steps. It is addictive, immersive, and a great way to get the whole body into the gaming experience.

The skills involved are physical coordination, timing, stamina, and visual perception. Different selectable skill levels let the player choose a song that can range from one step every couple of seconds to up to 10 steps per second. The player typically chooses a song that offers a challenge, but is still passable. In this way, game play is always fun and fresh as the skill of the player naturally increases. The goal for many players is to be able to pass the hardest songs, as it shows considerable physical abilities and is impressive to watch. For others, it simply offers an immersive and fun way to dance to music, especially for those who want to dance but don't know how.

The hardware and graphics have been designed using only the finest materials, and the electronics in the game have been extensively tested to assure years of trouble-free service. Even the programming options are easy to understand and adjust.

Game set-up is a snap. Just plug in to an existing cabinet, set a few programmable options, and you're ready to go!

Game Play

Overview

The game begins when the player has inserted enough money to create 1"credit". The player presses the green start button to start the game.

The player then moves through a number of selection screens in which they choose the game style, floor panel setup, song and difficulty, and optional additional customization to game play. Once game play starts, the object of the game is to step on the floor panels in synch with arrows which show which panel to step on and when. The steps correspond to the timing of the music, and the player must use the music to get their timing perfect. The timing is scored on a 6-scale range from Miss to Fantastic, and points are added to or subtracted from the player's accuracy score accordingly. The score is percentage-based, and at the end of a song a classification is given on a 13-scale range from F (fail) to 4 Gold Stars.

If a single player is playing and the player misses too many steps, as specified in the Operator Settings, they will be able to finish the song they are playing, but the game will end afterward and the player must start over. If two players are playing and one fails but the other passes, they both can continue playing. If both players fail, the condition is the same as for a single player failing.

Game Modes

Training   On selection, the player goes straight into an interactive four minute tutorial which explains the basics of play and gives the player a chance to practice basic moves. The player is then brought to the Dance Mode music selection screen to choose the next song they wish to play, and the game progresses on in Dance Mode. Training counts as 2 songs, or Rounds, so the player will get one or more rounds after it, depending on the Operator Settings.

Dance   On selection, the player chooses the floor configuration and then the song. After choosing the song, the player can quickly push the Start button again to go into Player Options and adjust things such as the arrow movement speed, visibility of arrows, direction of arrow travel, and many more to add or remove challenge to suit their taste. The round then starts and the song begins to play and arrows travel up the screen. The player must step on the right pad at the right time, otherwise their life meter (on the sides of the screen) will drop. Improving their steps will make the meter recover and rise. If it gets too low, the meter will flash and a warning will show. If it drops all the way down the round is lost; the meter stops working, the player's side of the background goes dark, and the score stops counting. The player can finish the song, but will then see the "Failed" and "Game Over" screens. The maximum number of rounds can be set in Operator Settings.

Battle   On selection, the player chooses the floor configuration and then the song. The player can then enter Player Options as in Dance Mode, though the options are more limited comparatively. The actions are similar to Dance Mode, except that the life meter and score are replaced by a "tug of war" style indicator. If one player is stepping more accurately, their side of the bar will grow; the winner is determined by who has the bigger section of bar at the end of the song. In addition to this, stepping accurately will cause arrow modifier attacks (such as causing the arrows to rotate in place or blink) to be launched at the opponent, disrupting their ability to step accurately. In Battle, the player does not fail and automatically is given the number of rounds specified in Operator Settings.

Marathon   On selection, the player chooses the floor configuration and then the Course. A course is a set of three or more songs which play one right after the other, with no Round separations in between. The player can then enter Player Options as in Dance Mode, though the options are more limited comparatively. The actions are similar to Dance Mode, except that at certain points arrow modifiers activate and cause the arrows to behave in unexpected ways. The player must continue to step accurately following the same rules as in Dance mode. If the meter falls completely, the player can

finish playing the current song, but will then fail the Course afterward and the game will end. If the player can step successfully despite the distractions they will pass the course, generally giving them one more song than they would be able to play in Dance mode.

Floor Panel Setup

Use the green Left and Right arrows to choose the setup, then press the Start button.

1-Player   One player inserts one credit and chooses one side of the stage, giving them 4 panels to play on. The other side is not played on unless a second player joins in.

2-Player   Each player inserts one credit and chooses one side of the stage, giving them each 4 panels to play on.

Double   One player inserts two credits and uses the entire stage, giving them 8 panels to play on. Double is not selectable in Training Mode.

Difficulty and Song Selection

Use the green buttons and floor panels to adjust the song and settings, then press the Start button. Press the Start button one more time within 3 seconds to enter Player Options (for advanced players).

Song   Use either the green Left and Right buttons or the Left and Right floor panels to turn the song wheel either clockwise or counter-clockwise. The song which is highlighted will display statistics specific to that song at the current difficulty.

Difficulty   To change the difficulty, tap the Up floor panel twice quickly to make it easier, and tap the Down floor panel to make it harder.

USB Memory Cards

At any time, a player may insert a memory card into the box on the left side of the monitor. Memory cards have the following uses:

Name   The card supplies the machine with a player's chosen set of initials, which is displayed in place of "Player 1" or "Player 2" designations, and is supplied to the machine for use in the High Scores list.

Edits   Using the home version of In the Groove, the player can create their own step patterns to the existing songs and store them on the USB card. When the card is inserted and there is an edit for a particular song stored on the card, additional choices are listed on the song wheel. Edits show up and are chosen in the same way that difficulties are chosen.

Stats   When a memory card is present, the machine and player statistics are recorded to the memory card.

Installation and Set-Up

Safety Precautions

Important! Failure to follow these directions closely could cause serious damage to you and/or your game.

Warning: When installing this game, a 3-prong grounded receptacle must be used. Failure to do so could result in serious injury to yourself or others. Failure to use a grounded receptacle could also cause improper game operation and/or damage to the electronics.

Do not defeat or remove the grounding prong on the power cord for the same reasons as given above. Using an improperly grounded game could void your warranty.

Parts List

BoXoR with power cable
USB hub with cable
USB enclosure with 4 machine screws and 4 mounting screws
1" Spade drill bit
Sticker kit
Marquee insert
User's Manual

You Will Need:

Phillips head screwdriver (Boxor)
Flat head screwdriver (USB box)
Electric drill (USB box)
Glass Cleaner (Stickers)
Small squeegie (Stickers)

Hardware Installation

Part 1: Remove the Existing Hardware from the Cabinet

1. Turn off the power and unplug the cabinet.
2. Open the back panel of the cabinet by removing the two phillips retaining screws and set the metal panel aside.
3. Identify the original game processor positioned either horizontally or vertically.
4. Carefully disconnect all cables running to the existing metal box. There will be four light control molex connectors, a red connector, an orange connector labeled P1, a white connector labeled P2, and a smaller white molex with two wires. Remove the JAMMA connector and the stereo RCA cables. Put them aside.
5. Remove the two retaining wing nuts located on the wood bounding board holding the game processor.
6. Slide the wooden mounting board with and game processor straight out and lay the board down on a working surface.

Part 2: Remove the Hardware Box from the Wooden Mounting Board

1. Identify the four hold down screws securing the original game processor in place.
2. Using a Phillips head screwdriver, remove the four screws.
3. Lift off the metal box, and set aside.

Part 3: Mount the BoXoR on the Wooden Mounting Board and Insert in Cabinet

1. Place the BoXoR on the board so that it sits between the edge of the board and the handle. Be sure to allow at least 2" from the back edge to allow room for cables. See Figure 1.
2. Using the original hold down screws, secure the four screws into the wood; you will be making new holes in the board.
3. Fitting it into the same place it came from, slide the mounting board into the cabinet until it is flush with the shelf it sits on. Note that the electrical connections on the BoXoR should be facing out toward you.
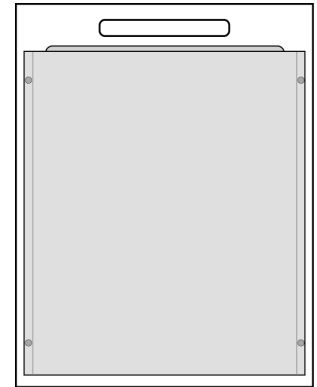

Figure 1

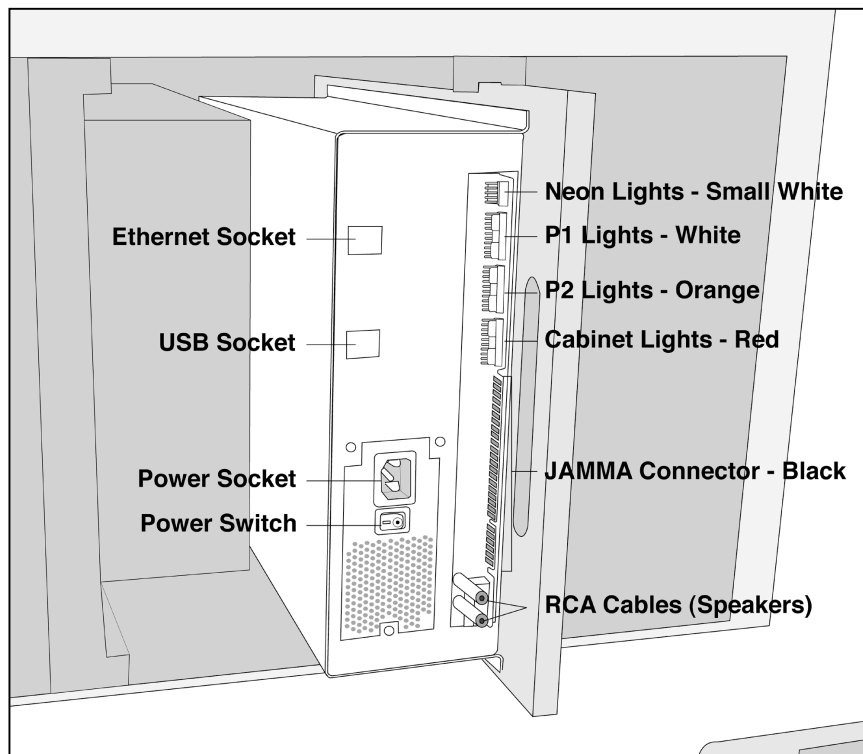## Part 4: Reconnect all Cables in the Cabinet

Figure 2: Wiring Diagram

1. Plug the stereo audio RCA cables into the audio sockets on the back of the BoXoR.
2. Plug the large JAMMA connector into the edge board above the audio sockets. Note that some JAMMA connector have plastic tabs that need to be trimmed to fit.
3. Plug the red cabinet lights connector into the socket labeled "Cabinet Lights".
4. Plug the orange "P2 lights" connector into the socket labeled "P2 Lights".
5. Plug the white "P1 lights" connector into the socket labeled "P1 Lights".

6. Plug the remaining small white "Neon Lights" connector to the top-most socket. See Figure 3 for orientation details.
7. Thread the power cable into the cabinet and plug it into the power socket on the back of the BoXoR.
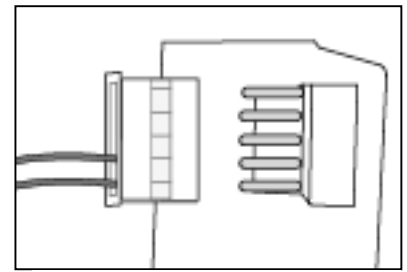

Figure 3: Neon Lights Wiring Detail

Part 5: Install the USB Hub and Enclosure

1. With a pencil, mark a point 8 1/2" back from the front plate and 3" up from the base of the cabinet on which the monitor piece rests. See Figure 4.
2. Attach the 1" spade bit to the power drill. Place the point of the bit on the pencil mark and begin to drill. Use steady pressure to bore through the wood.
3. Disassemble the hub enclosure by removing the 4 flat head machine screws. Place the hub enclosure lower case piece over the new hole in the cabinet so that the square hole in the case lines up and the case covers the hole in the cabinet. See Figure 5.
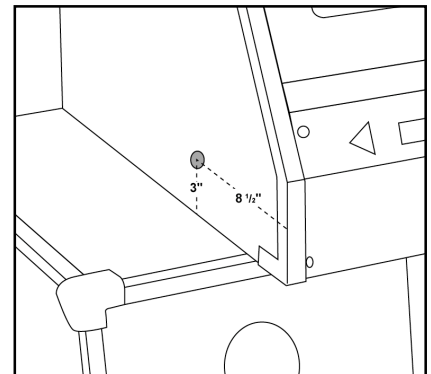4. Using the 4 phillips head screws, attach the case to the cabinet. Tapping the screws with a hammer to help get them started will help them go in easily.
5. Plug the blue USB hub cable into the back of the hub. Run the cable into the hole in the cabinet and place the hub in the lower case piece, as shown in Figure 6.
6. Inside the cabinet, plug the blue USB hub cable into the grey USB cable attached to the BoXoR.
7. Attach the hub enclosure upper case plate to the lower case piece using the 4 flat head machine screws. See Figure 7.
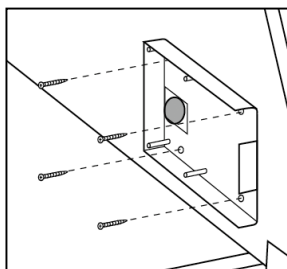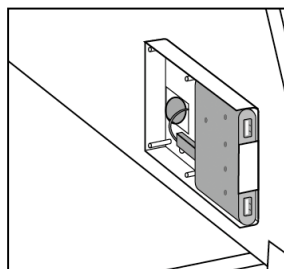
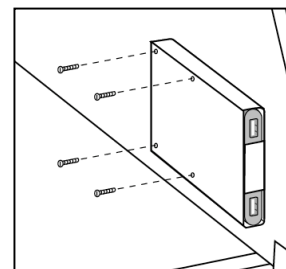

Figure 4

Figure 5

Figure 6

Figure 7

Part 6: Power on the system

1. Remove the 4 screws retaining the access plate located in the lower right of the dance cabinet.
2. Pass the power cable and optional network cable into the cabinet through the access hole. Pass them under the interior support wall and connect the to the back of the ITG game controller as shown in Figure 8.
3. Replace the cabinet back cover and screw into place.
4. Reconnect the external power cable to the dance cabinet. Note: a power surge strip is recommended to protect your investment in the ITG game system. This also doubles as a main system power switch as the cabinet switch will not turn off the ITG game controller.
5. Turn the ITG power supply on.
6. Turn the dance cabinet on.
7. Once you see the "In The Groove" splash screen on the cabinet monitor, press the top operator button located behind the coin door. Run the "Input Test" and "Light Test" to insure everything is connected correctly.
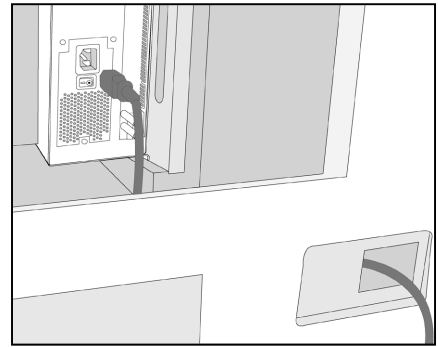

Figure 8:
Power Cable Passage

Sticker and Marquee Installation

Part 1: Remove Paint from Monitor Glass and Attach Sticker

1. Measure the glass area of the monitor between the metal plates. See Figure 9. If the length from top to bottom is approximately 23 1/4", Steps 2 and 3 are optional and you may skip to Step 5.
2. Unscrew the metal plates at the top and bottom of the monitor, which hold the monitor glass in place. Remove the plates, and then carefully take out the monitor glass.
3. Using a solvent or a scraper, remove all of the painted image in the inside of the glass.
4. Replace the glass and metal plates.
5. Using scissors or a blade, cut the monitor sticker away from the sticker sheet. Do not peel away any backing yet; just cut the piece out. Cut the three stickers on the inside of the monitor out as well and set them aside.
6. Apply the monitor sticker using one of the two methods described in the section titled **Sticker Application Methods** on this page. If the measurement from Step 1 is over 23 1/4" the sticker will need to be positioned to cover as much glass as possible while not blocking the monitor screen.
7. If necessary, use a sharp blade to trim any excess sticker on the outer screen edges once the sticker is applied.
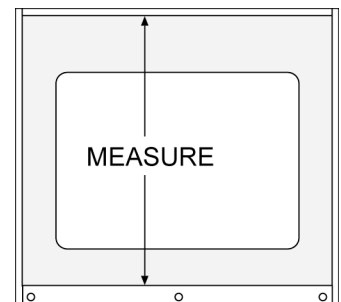

Figure 9

MEASURE

Part 2: Remove Existing Stickers and Apply Remaining ITG Stickers

1. Peel, scrape or use a solvent to remove all existing stickers or paint, and wipe down the metal cabinet surfaces with a glass cleaner.
2. Without removing the backing, cut out each of the remaining stickers from the sheet.
3. Use the diagram on the following page to determine the placement of each sticker. Apply using one of the two methods described in the section titled **Sticker Application Methods** on this page.

Part 3. Replace the Marquee

1. If there is a plastic cover over the cabinet marquee, remove it by removing the screws on the sides and top.
2. If the cover has printing on the back, use a solvent to remove it, so that the cover is clear.
3. Slide the ITG marquee into the slots on the top and bottom of the marquee holder and replace the plastic cover.
4. Replace the screws. If the screws do not have sharp points, it may be necessary to poke holes in the marquee with a blade or point first.

Sticker Application Methods

The ITG stickers can be affixed using one of the following methods. Both are equally effective when instructions are followed carefully, though Method 1 is much easier.

Method 1: For each sticker, remove the backing and lightly spray the adhesive side of the sticker with a mild glass cleaner such as Windex. This will make it possible to apply the sticker and slide it into the right position. Once positioned, gently run a squeegee or plastic card over the sticker to push out as much of the glass cleaner as possible. Let the stickers dry out for 24 hours. Then, carefully peel off the top masking material.

Method 2: Peel each sticker off the backing and stick to the surface. For large pieces, peel back only small portions of the backing and stick down to position. Then remove the rest of the backing while smoothing the sticker down. Last, carefully peel off the top masking material.

Note: **DO NOT** use alcohol or acetone to clean or apply these stickers. The stickers are waterproof, but solvents will break down the inks.

Sticker and Marquee Placement

A   Marquee. See Page 10, Part 3 for instructions.
B   Monitor sticker. See Page 9, Part 1 for instructions.
C   Middle plate sticker. Apply above the Front Plate sticker if there is no separate plate.
D   Standard Front Plate sticker. Use if your cabinet has NO memory card panel,
    and discard stickers E and F.
E   Memory Card Front Plate sticker. Use if your cabinet has a memory card reader,
    and discard sticker C.
F   Memory Card Plate sticker. Use if your cabinet has a memory card panel.
G   Corner Stage Stickers. Apply to the angled corners on each side of the stage.
H   USB Box Sticker (not shown). Apply to the black USB enclosure on the plate
    between USB jacks. Player 1 is the top slot and Player 2 is the bottom.
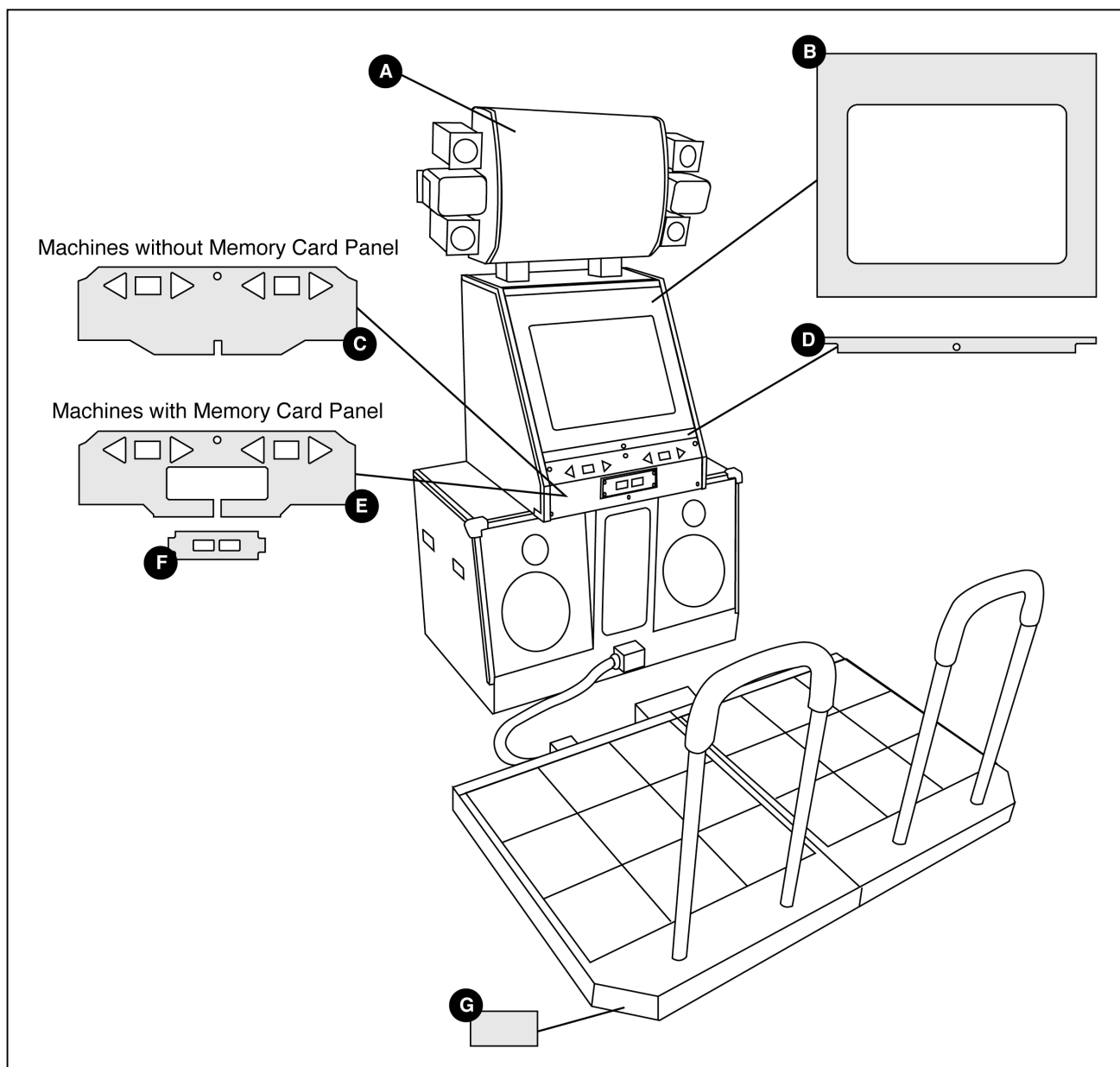I   Coverup Stickers (not shown): Use to cover unnecessary screw holes.

Machines without Memory Card Panel

Machines with Memory Card Panel

Figure 10: Sticker Placement

Warranty

Roxor Games warrants all components in the **In the Groove^{TM}** upgrade kit to be free of defects in materials and workmanship for a period of ninety (90) days from the date of purchase.

This warranty does not cover items damaged due to normal wear and tear, subjected to abuse, improperly assembled by the end user, modified, repaired, or operated in a fashion other than that described in the service manual.

If your **In the Groove^{TM}** game fails to conform to the above-mentioned warranty, Roxor's sole responsibility shall be at its option to repair or replace any defective component with a new or remanufactured component of equal to or greater O.E.M. specification.

Roxor will assume no liability whatsoever, for costs associated with labor to replace defective parts, or travel time associated therein.

Roxor's obligation will be to ship free of charge, replacement parts by UPS Ground, US Mail, or other comparable shipping means. Any express mail or overnight shipping expense is at the cost of the purchaser.

Products will be covered under warranty only when:

      a. The serial number of the game with the defective part is given
      b. The serial number of the defective part, if applicable, is given
      c. Defective parts are returned to Roxor, shipping pre-paid, in a timely fashion, if requested by Roxor
      d. A copy of the sales receipt is available as proof of purchase upon request of Roxor

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