



**Positive Gaming Machine Dance European Championships 2008**

2008 - Netherlands – Zwanenburg – Silverstone

**POSITIVE GAMING**

Presented by *Positive Gaming*

*Published 11/01/2008*

# **PG Machine Dance European Championships**

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**14. 03. - 16. 03. 2008**

**The Netherlands**

**Zwanenburg - Silverstone Partycentre**

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presented by



**POSITIVE GAMING**



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## **Positive Gaming Machine Dance European Championships 2008**

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### **Dates**

Friday, March 14th, 2008

Saturday, March 15th, 2008

Sunday, March 16th, 2008

### **Venue**

Silverstone Partycentre

Weerenweg 21-23

1161 AE Zwanenburg, The Netherlands

[www.silverstone.nl](http://www.silverstone.nl)

### **Catering**

Silverstone's restaurant offers food and drinks for reasonable prices.

### **Press Contact**

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### **Regional Organizer**

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### **Tournament Committee**

Ole Petter Hoie

Michael Markus

Alexander Haibl

Chris Foy

Kyle Ward



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## Accommodation and Information About The Netherlands

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### **Silverstone**

is one massive place for fun and entertainment. Five Dance Machines installed in an environment specially designed for machine dance players makes it “the place” in Europe for machine dancers. Additionally Silverstone features Europe’s biggest Pinball museum, a huge Kart-Racing-Track over two floors as well as a huge Laser-Tag arena. The restaurant serves domestic and foreign food and adds to the overall experience.

### **Zwanenburg**

is a town in the Dutch province of North Holland. It is a part of the municipality of Haarlemmermeer, and lies about 11 km west of Amsterdam.

### **Amsterdam**

is the capital of The Netherlands. With historical buildings, waterways and ports it often is called “Venice of the North”. You will find more accurate Information about Amsterdam here:

<http://en.wikipedia.org/wiki/Amsterdam>

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## Accommodation (Hotel)

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### **Van Der Valk - Hotel Haarlem-Zuid**

Toekanweg 2  
2035 LC Haarlem  
The Netherlands  
Phone: +31 23 536 7500  
Fax: +31 23 536 7980

E-Mail: [haarlemzuid@valk.com](mailto:haarlemzuid@valk.com)

Homepage: [www.hotelhaarlemzuid.nl](http://www.hotelhaarlemzuid.nl)

### **Transfer Hotel <-> Silverstone:**

Bus & Tramway usually are available until midnight.

After midnight there are taxis available which carry up to eight persons at once.

You have to specifically ask for a 8-persons-taxi on the phone when ordering a cab from the reception at your hotel or Silverstone.

### **Hotel – Restaurant Zwanenburg**

Olmenlaan 52  
1161 JX Zwanenburg  
The Netherlands  
Phone: +31 20 497 8020  
Fax: +31 20 497 8028

E-Mail: [info@hotelzwanenburg.nl](mailto:info@hotelzwanenburg.nl)

Homepage: <http://www.hotelzwanenburg.nl>

### **Transfer Hotel <-> Silverstone:**

A short walk of around 10 minutes between the Hotel and Silverstone.



## Participation Policy

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Dancers of all ages may participate.

In general we welcome any player from Europe to participate, as we intend to have a fair and exciting tournament. But we only have two tournament days, and can therefore only have a limited amount of tournaments.

We therefore need to set up certain conditions:

- Players must be residents of a European country
- Players must represent the country he or she are residents of
- Players must be able to clear all songs on level nine on ITG2 AC No Bar
- Players must agree to the rules and conditions outlined in this document

Final schedules for the daily events will be published after the deadline of the pre-registrations, as they have to be made according to the number of participants. We will try to keep the proposed schedule as mentioned later in this document.

## Prizes

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- Discipline winners receive a medal and a Positive Gaming Impact Arcade Dance Platform
- Second and third of each discipline receive a trophy.
- The Top Ten of each discipline receives a diploma with their discipline ranking.
- All contestants receive a Diploma with their official overall ranking.
- Trophies and cash prizes for each male and female of the Top 5 overall EC winners:
  1. EUR 1000,-
  2. EUR 750,-
  3. EUR 500,-
  4. EUR 300,-
  5. EUR 150,-

The overall EC winner for male and female will be determined by adding together all points from all counting disciplines as specified on page 10 & 11.

The cash prizes are in place for the best players in Europe to fully or partially cover their travel and accommodation expenses for participating in the EC 2008.

Unfortunately besides the above-mentioned prizes, and the Special Offer for all persons attending to the EC 2008, we are not able to offer sponsorships of any kind this year.

At the same time we herewith announce, that we intend to sponsor winners of national tournaments for participation in a tournament organized by Positive Gaming in 2009.

Further Details will be announced in good time before the tournament in 2009.



## Pre-Registration

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If you intend to participate, and agree to the above-mentioned policy for participation, please send your pre-registration to alex@positivegaming.com including the following data:

- Full legal name
- Male / Female
- Address
- Country
- Telephone numbers
- E-mail
- Nickname

Your pre-registration is not binding, but those who pre-register and actually turn up for the tournament will be given a small surprise.

## Enrolment

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Enrolments are taken on-site. All fees must be paid in Euro and cash at the reception desk.

## Fees for Contestants

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Every dancer must obtain a “package” covering fees for:

Fun Events on Friday & Tournaments on Saturday and Sunday: EUR 50, -

Your enrolment is valid once we have received the fee for the day-package you want to book.

## Tickets for Spectators

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The ticket price for spectators is EUR 15, - and includes admission to the European Championships as well as participation on the release party for PG’s new Impact Dance Platforms. Additionally a “welcome surprise” awaits those with spectator tickets.

## Release Party for PG’s New Series of Impact Dance Platforms

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Positive Gaming is proud to present their new series of Impact Dance Platforms, which includes Impact Arcade (with 3-in-1 control-box), as well as Impact Multiplayer (wireless).

We invite everybody who is interested to participate in the release party, for an evening full of fun and experience. Please join us for multiple events on Friday, 14.03.2007. Timetables are written on the next page.

## Special Offer from Positive Gaming - EC 2008

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Unfortunately we will not be able to give out sponsorships to players for the EC 2008. Instead we want offer any person attending the EC 2008 a massive discount on Positive Gaming’s new Impact Arcade Dance Platform.

This dance platform is expected to be available normally for around 700, - to 800, - Euro, depending on in which country it is sold (VAT, Customs ...).

**The Special Offer, valid only from 14.3.-16.3.2007, will be EUR 499, - (incl. VAT)**

Optionally, the dance platform can be shipped for a small additional fee, in case you can’t take it home with you. All cost must be paid cash.



## Preliminary Schedule

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Experience from the past years has taught us the importance of sticking to the schedule. Therefore, depending on the total number of participating players, we reserve the right to shorten the tournament by implementing “one-song-chosen-by-random-rounds” or to adapt the schedule according to the final amount of enrolled male and female participants.

### Friday, 14<sup>th</sup> March 2008 - Fun Events at Silverstone

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19:00: Release Party for the new Series of the Impact Dance Platforms, featuring:

- ITG Multi Player fun with 16 new Impact Multiplayer Dance Platforms
- ITG Single player dance stations with each two new Impact Arcade Dance Platforms
- New PG Machine Dance software teasers
- Live Performances from Kyle Ward & John Mendenhall as well as from G-Powered

22:00: If time allows: ITG Multi Player Fun tournament (“Last Player Standing” or “Random Team”)  
(does not count for EC)

### Saturday, 15<sup>th</sup> March 2008 - Tournament Day 1

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10:00: Welcome Speech by Tournament Committee

10:30: Starting of Qualifiers Male and Female

11:30: ITG2 AC Single Bar Male, ITG2 AC Double Bar Female  
(Counts for EC)

15:00: Official Lunch Breaks in 30-minutes slices until 16:00

16:00: ITG2 AC Single Bar Female, ITG2 AC Double Bar Male  
(Counts for EC)

Open End Evening at Silverstone

### Sunday, 16<sup>th</sup> March 2008 - Tournament Day 2

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10:00: Welcome Speech by Tournament Committee

10:30: ITG2 AC Single No Bar Male, ITG2 AC Single No Bar Female  
(Counts for EC)

15:00: Official Lunch Breaks in 30-minutes slices until 16:00

16:00: ITG2 MP, 16 Pads No Bar, Female, ITG2 MP, 16 Pads No Bar, Male  
(Counts for EC)

18:30: Award ceremony and official Tournament End Speech

Open End Evening at Silverstone



## Disciplines

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The tournament system for all ITG2 AC tournaments will be Full Double K.O. Style.

The tournament system for all ITG2 MP tournaments will be Single K.O. Style, modified to work in a multiplayer environment.

Specified disciplines each separated for male and female participants:

### **ITG2 AC - Single - No Bar allowed:**

The usage of the bar at no-bar-tournaments is only allowed to keep one's balance. The allowed time for using the bar in such case is two seconds. Any usage beyond this results in disqualification.

### **ITG2 AC - Single - Bar allowed:**

Usage of the bar is allowed.

### **ITG2 AC - Double - Bar allowed:**

Usage of the bar is allowed. The game mode is "Double".

The players do not play their matches at the same time. Instead they play after each other.

Song difficulty levels for this discipline will be announced in time before the tournament.

### **ITG2 MP - Multiplayer - No Bar allowed**

There is no bar on Multiplayer-Platforms. ☺

Also it is not allowed to use anything else as a replacement for a bar. ☺

### **Important Information regarding Qualifiers**

Instead of separate Qualifiers for every discipline, there will be only one Qualifier Round, valid for every discipline in the Tournament. The setup for this Qualifier Round will be "ITG2 AC Single No Bar".

## General Rules

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### Full Double K.O. System vs. Modified Double K.O. System

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#### **Full Double K.O. System**

All rounds after the qualifiers are played "Best 2 out of 3"

#### **Modified Double K.O. System**

Winners of rounds after the qualifiers are determined by only one song, depending on bracket-size:

4 Player-Bracket: - - -

16 Player-Bracket: Round 1, 2

64 Player-Bracket: Round 1, 2, 3

8 Player-Bracket: Round 1

32 Player-Bracket: Round 1, 2

128 Player-Bracket: Round 1, 2, 3, 4

This "one song only" is always selected via Random, so that the difficulty can be altered to match the difficulty levels for the respective round. If both players disagree on the random song, they can request another song selected by the machine's "Random"-function. Ultimately, the third song that is selected by Random must be played, regardless if both players disagree. All following rounds are played "Best 2 out of 3."

### Bar Usage

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The usage of the bar at no-bar-tournaments is only allowed to keep one's balance.

The maximum allowed time for using the bar in such case is two seconds.

Any usage beyond this results in disqualification.



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## Handicaps

Constraining or disturbing a player will be punished by disqualification.

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## Any Other Business

A player may request the repetition of a match if there's a definite recognizable malfunction of the machine. If the machine has extensive malfunctions the organizers reserve the right to shorten or abort the tournament.

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## Overall EC Winner Determination

The person with the most points in total becomes the Winner of the Positive Gaming Machine Dance European Championships 2008. Specific ranking determination for each discipline is done according to seeding ranks. Each counting discipline gives the following points:

1st place	25
2nd	22
3rd	20
4th	18
5th	16
6th	14
7th	12
8th	11
9th	10
10 <sup>th</sup>	9
11th - 12th	8
13th - 16th	7
17th - 24th	6
25th - 32th	5
33rd- 48th	4
49th - 64th	3
65th - 96th	2
97th - 128th	1



## Rules for Double K.O. System (ITG2 AC)

### Song Choice

It is not allowed for a player to choose the same song twice within a discipline. (It is of course allowed to select a song that was selected before by an opponent.

The only exceptions to this rule are:

- same song, but different difficulty level
- song chosen by the machines "Random" function.

### Modifiers

Basically every modifier is allowed which does not change the step chart or disqualify from enlisting into the high score list.

Every player is responsible for using modifiers he or she chooses. If there is still a modifier active due to a previous match from another player, one may demand a new start, but it must be announced at the beginning of a match.

#### Allowed:

Overhead, Hallway, Distant, Incoming, Space, Metal, Cel, Flat Robot, Vivid, Reverse, Split, Alternate, Cross, Centred, Accel, Decel, Wave, Expand, Boomerang, Bumpy, Drift, Dizzy, Mini, Flip, Tornado, Float, Beat, Fade In, Fade Out, Blink, Invisible, Hide Targets, Hide Judgement.

#### Not allowed:

No Mines, No Holds, Simple, No Rolls, No Hands, No Jumps, No Stretch Jumps, Mirror, Left, Right, Random, Blender, Stream, Quick, Skippy, Echo, Wide, Stomp, Planted, Floored, Twister, Add Mines, Hide Background.

### Difficulty Levels for Each Round

	4 Players +	16 Players +	64 Players +
<b>Qualifiers</b>	9 Hard	9 Hard	9 Hard
<b>Round 1, 2</b>	9 Hard & Expert	9 Hard & Expert	9 Hard & Expert
<b>Round 3, 4</b>	-	9+ Expert	9+ Expert
<b>Round 5, 6, ...</b>	-	-	10+ Hard & Expert
<b>Match for 4<sup>th</sup></b>	9+ Expert	10+ Hard & Expert	10+ Expert
<b>Entering Finals &amp; Match for 3<sup>rd</sup></b>	10+ Hard & Expert	10+ Expert	11+ Hard & Expert
<b>Finals</b>	10+ Expert	11+ Hard & Expert	11+ Expert

For No-Bar-Tournaments the highest minimum-difficulty is level 10.



## **The Double KO Tournament Mode in Detail**

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According to the total number of participants, following bracket sizes exist: 4, 8, 16, 32, 64, 128 ...

Examples:

If 50 people register for the tournament, a 64 person bracket should be used. The best 14 players from "Round 0" are awarded "byes" (= or a free advancement) for Round 1".

If 14 people enter, a 16 person bracket should be used. The best 2 players from "Round 0" are awarded "byes" for Round 1.

If 27 people enter, a 32 person bracket should be used. The best 2 players from "Round 0" are awarded "byes" for Round 1. In addition the best player in the loser bracket of "Round 1" is also awarded "byes".

### **Round 0: Qualifiers**

Qualifiers are the same for all tournament types.

Two weeks before tournament the organizers nominate five songs for each difficulty that act as qualifying songs. On the date of the tournament three songs of the selection will be discarded, so there are two songs left to be chosen. One song is played by two players at the same time. The percentage of the game result will be noted.

On the basis of the percentage of the game results regardless of the chosen song, the players will be placed into a bracket.

### **Explanation for Round 1 to Finals**

From here on players will compete head-to-head. First who wins 2 songs is the winner of the match. The winner of each song is determined on the basis of the percentage of the game result.

The player with a higher percentage result from Round 0 chooses the side (left/right) or decides who selects the first song.

If the player with the higher percentage result from Round 0 chooses the side, player 2 may decide who selects the first song.

If the player with the higher percentage result from Round 0 decides who selects the first song, player 2 may choose the side.

For the second song the players change the side and the player who did not select the first song, selects the song now.

If a third song is needed, the "Random" function of the machine has to be used and the players again have to change sides.

If the "Random"-chosen song has a lower/higher difficulty level than is permitted for this round, "Random" is used until the admitted difficulty level of a song fits.

A participant drops out if he loses a match twice. (Double K.O.)

### **Round 1: Winner- or Loser-Bracket**

The players of round 0 who were placed into brackets play their matches.

The winner of the respective match will be placed into the Winner-Bracket.

The loser of the respective match will be placed into the Loser-Bracket (Round 1b).



## Round 2

First the Winner-Bracket plays (= Winners of Round 1).  
The winners of this round move on to the Winner-Bracket of Round 3.  
The losers of this round get into the Loser-Bracket of Round 2b.

Round 2a of the Loser-Bracket is played.  
The winners of this round move on to the Loser-Bracket of Round 2b.  
The losers drop out of the tournament.

Round 2b of the Loser-Bracket is played.  
The winners of this round move on to the Loser-Bracket of Round 3.  
The losers drop out of the tournament.

## Round 3

First the Winner-Bracket plays (= Winners of Round 2).  
The winners of this round move on to the Winner-Bracket of Round 4.  
The losers of this round get into the Loser-Bracket of Round 3.

Round 3a of the Loser-Bracket is played.  
The winners of this round move on to the Loser-Bracket of Round 3b.  
The losers drop out of the tournament.

Round 3b of the Loser-Bracket is played.  
The winners of this round move on to the Loser-Bracket of Round 4.  
The losers drop out of the tournament.

## Round 4, 5, 6 ...

As one can see, Round 3 has the same procedure as Round 2.  
This procedure applies to Rounds 4, 5, 6, etc. as well as long as there are only two players left in the Winner-Bracket (Player A, B) and in the Loser-Bracket (Player C, D).

## Match for 4<sup>th</sup>

The winner of the match between Player C and Player D moves on to the match for 3<sup>rd</sup>.  
The loser finishes in fourth.

## Match for entering finals

The winner of the match between Player A and Player B moves on to the Final Round.  
The loser gets into the match for 3<sup>rd</sup>.

## Match for 3<sup>rd</sup>

The winner of this match moves on to the Final Round.  
The loser finishes third.

This is the last match in the loser bracket.

## Final Round

Finally! The winner wins the discipline.  
The loser finishes second.

## Possible 2<sup>nd</sup> Final Round

If the player, who moves on to the Final Round undefeated, loses in the Final Round the player will get another Random to match with the best player of the Loser-Bracket.  
(The "undefeated" player gets into the Loser-Bracket and receives a second Random there.)



**Rules for Single K.O. System Modified for a Multiplayer Environment (ITG2 MP)**

**Song Choice**

A song selection is always done in a democratic way. The organizers of the tournament select four songs, which fit into the given difficulty-scheme for that round, by the machine’s “Random”-Function.

The players of each round can then vote for one or more songs. The Song receiving the most votes will be played in that round. If a voting result is equal, another vote between the equal vote results is taken in place. If this second voting also ends with equal results, a new iteration of four songs is selected by the machine’s “Random”-Function.

A song may only be selected once in a tournament.  
The only exception to this rule is: same song, but different difficulty level.

**Modifiers**

Because there is no way to satisfy individual needs from players regarding modifiers, the only fixed modifiers, which will be enabled for every song, are:

- Perspective: Hallway
- Noteskin: Cel
- Speedmods: according to BPM of a Song:

X4	X3	X2.5	X2	X1.5	X1
up to 100 bpm	101 – 150 bpm	151 – 200 bpm	201 – 300 bpm	301 – 450 bpm	over 451 bpm

**Difficulty Levels & Settings for Each Round**

	Difficulty Levels (progressive between 8 and 64 Players)	Number of Songs	Players advancing
<b>Qualifiers</b>	9 Hard	3	
<b>Up to 64 Players</b>	9 Hard	3	56
<b>Up to 56 Players</b>	9 Hard & Expert	3	48
<b>Up to 48 Players</b>	9 Hard & Expert	3	40
<b>Up to 40 Players</b>	10 Hard & Expert	3	32
<b>Up to 32 Players</b>	10 Hard & Expert	3	24
<b>Up to 24 Players</b>	10+ Hard & Expert	3	16
<b>Up to 16 Players</b>	10+ Hard & Expert	3	12
<b>Up to 12 Players</b>	10+ Hard & Expert	3	8
<b>Up to 8 Players</b>	10+ Expert	4	6
<b>Up to 6 Players</b>	10+ Expert	4	4
<b>Finals 4 Players</b>	10+ Expert	5	



## **The Single K.O. Mode modified for MP in detail**

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### **Round 0: Qualifiers**

Qualifiers are the same for all tournament types.

Two weeks before the tournament the organizers nominate five songs for each difficulty that act as qualifying songs. On the date of the tournament three songs of the selection will be discarded, so there are two songs left to be chosen. One song is played by two players at the same time. The percentage of the game result will be noted.

On the basis of the percentage of the game results regardless of the chosen song the players will be placed into a bracket.

### **Explanation for Round 1 to Finals**

From here on players will compete head-to-head against each other. For every round there are a number of songs set, which need to be played, as well as a number of players who will advance in the tournament.

Players choose their preferred dance platform according to a specified platform rollout process:

The highest seeded player is allowed to choose his preferred platform first. Then the second-highest player chooses his preferred platform. Continue like this until all players have chosen a platform. Each player is supposed to have ten seconds to choose a platform.

If the amount of players exceeds the number of available platforms, one round needs to be separated into sub-rounds. A player whose turn it is to choose a pad can also opt not to be in this round's first pad rollout process, but to seed for the next pad rollout process for this round. Per default all pads must have a player assigned, so not everybody on the list can opt for the next pad rollout for this round.

The scores of each player are added together for each round, and the result for a player for a round is determined on the basis of the total percentage of all songs played in that round.

This scheme is continued for each round, according to the above-mentioned difficulty levels and settings, including the finals.



## **What is Machine Dance?**

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It's a computer game. It's fitness. It's registered as a hot new dance discipline under the International Dance Organization (IDO). It's registered as an official sport in Norway under the Norwegian Dance Federation, as well as in Finland under the Finnish Dance Federation. It's something that millions of young people do every day in their own homes. It's presently even entering schools in several countries as part of the regular school day.

Machine dance can be done on different kinds of equipment:

- Big, coin-operated machine, with 2 dance platforms made from metal. (maximum 2 dancers).
- Multiplayer game, with up to 32 wireless dance platforms connected to a dedicated PC. Using a big video screen, up to 32 dancers can compete/perform on the same song at the same time.
- Consumer games, where dance platforms of assorted qualities can be used. These games are available for game consoles and PC/Mac.

## **How Does One Play the Game?**

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To be able to dance on any of the equipment types above, the following is common for all of them:

You need a dance platform ("dance pad"), software and a connected monitor. The square dance pad consists of 4 points with arrows on them, pointing to the left, right, up and down, which you have to hit by stepping on the arrows.

An upper bar on the monitor shows 4 arrows: left, right, up and down – these arrows correspond with those that are shown on the dance pad.

The game starts:

First select a song from the list – choose from up to five difficulty-levels per song.

Then the action starts; arrows appear on the bottom line of the screen and start travelling upwards to hit the same arrow within the upper bar on the upper part of the screen.

Whenever the arrow hits the corresponding arrow on the upper bar, it indicates that you must step on that arrow on the dance pad exactly when it hits the upper bar.

If you hit it perfectly you get maximum points – if you miss completely, you lose points. The machine gives you a judgement for every arrow you try to step on, depending on how close you were to hitting the arrow accurately in time.

At the end of the song / game, the machine summarizes your points and displays your overall score.

It is pure fun!

## **Machine Dance – the History**

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The phenomena developed via assorted games and devices from the late 80's onwards. The first machine of the kind that is known today was invented in Japan in the late 90's as a coin-operated machine. This machine sold 15.000 pieces in Japan alone, and was a big hype there for some years. The game is also available for all popular game consoles and PC/Mac.

From 2000/2001 it became extremely popular in the USA and the UK, and since 2002 in Norway.

Organized Machine Dance player communities were established in about 20 countries; very popular among both boys and girls.

Today there is a worldwide fan base with more than 500.000 active machine dancers.



### Machine Dance is an Official National sport

Ole Petter Hoie from Oslo, Norway realized the potential of machine dance for young people to compete in official tournaments. With his company Positive Gaming he started the first Machine Dance contests in Norway in 2002 in co-operation with the Norwegian Sports Federation and the Norwegian Dance Sport Federation.

Arcade machines were in increasing numbers placed out in bowling halls all over Norway and hosted regular national tournaments and repeated gatherings from 2003 with national and local media coverage in Norway more than 70 times.

Machine Dance was registered as a sport under the Norwegian Dance Federation in April 2004 - entering Norwegian Dance Studios soon afterwards.

Machine Dance thereby became the first computer-based game in the world officially registered as a dance and sport.

Today there are over 10 Machine Dance clubs all over Norway, and you have to be a member of one of those clubs to participate in official tournaments.

Inspired by the registration in Norway in 2006, the Finnish representatives started discussions with the Finnish Dance Federation to include the Finnish Machine Dance Association as a member. In May 2007 the negotiation were completed and Machine Dance received the label of an official sport.

### Machine Dance Registered as an Official Dance Sport Worldwide

Positive Gaming successfully organized European tournaments in Norway in 2004 and 2005 with 14 countries represented in 2005.

In August 2006 players from 16 countries worldwide attended the Machine Dance European Championships 2006, followed by a Machine Dance World Cup 2006, held in Oslo, Norway from August 11<sup>th</sup> – 13<sup>th</sup> in 2006.