

Bee | Dance 2

About the Bee | Dance 2 System:

iDANCE2 Multiplayer System is currently the most advanced Machine Dance Multiplayer on the global market designed for professional usage and for all those who want to utilize the dance game concept in the best possible way.

The Machine Dance Multiplayer concept is an original idea, created and designed for environments such as fitness, school, medical and therapeutic, and fun and leisure centers. The System offers up to 32 wireless dance platforms for simultaneous play with up to 3 separate difficulty levels on screen at once.

The iDANCE2 Multiplayer System is a fun and challenging group exercise dance game of both perceptive and physical skill. It is simple to learn, exciting to play, and offers users a wide range of levels at which they can play and score points. The machine dance game provides a wholesome exercise gaming experience for up to 32 players at the same time.

Feature List

- Over 130 licensed songs from select artists of various music styles
- Multiplayer experience for 4 up to 32 players at the same time
- Five step charts and difficulty levels per song, made by the world's leading step chart artists
- One, two or three simultaneous difficulty levels during play
- An ideal feature for groups with mixed skill levels
- Four panel game play style (Up, Down, Left, Right)
- 3D game engine
- Real time scoring
- Early-late timing indicator
- Pause and Play options
- Pre-set programs
- Direct player feedback in all game modes
- Simple and intuitive remote controlled interface
- Interface optimized for both players and spectators
- Minimal set-up time
- Regular software upgrades with new songs and features
- Durable and light-weight wireless dance pads using RF based high range transceivers
- Optional space effective transport and storage cart for up to 16 dance platforms
- 3 year warranty on key components
- Availability of spare parts
- EU product guarantees top quality production standards
- Technical support ensured
- Smaller software updates complimentary when available