

# Dance Dance Revolution 2nd Mix (Import) DDR Series Character Guide

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Dance Dance Revolution Series:  
Character Guide  
Playstation, Dreamcast, & Arcade FAQ  
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<http://www.gamefaqs.com/>

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## 0.0 Revision History

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V0.6 - 09/15/99 - Pre-Release. Architecture is layed out, not uploaded yet.  
- Complete sections for all 16 characters, up to 2nd Mix.  
- Character models, full 24+ are listed alphabetically.  
- Official names for characters added from Konami.

V0.7 - 01/20/01 - Initial Upload! FAQ formatted to my newest basic layout.  
- Complete sections for all 32 characters, up to 4th Mix.  
- Character models, full 50+ are listed alphabetically.  
- Character availability charts for each game title.

V1.0 - 02/??/01 - Coming Soon! See what's expected in future versions:

Coming Soon:

- Character charts for OhaSta DDR and Best Hits.
- Character descriptions for the generation sections.
- whatever might be left out.

## 1.0 FAQ Description

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Although the original Dance Dance Revolution arcade game did not rely much on unique or creative character designs, the newest titles have grown to include quite a distinct bunch of personalities. And, with each new version we receive, the characters are shuffled back and forth (within home and arcade releases of any particular title). As of this moment, there are a total of thirty-two unique character personalities in the game. When including variant costumes on these, there are over fifty character models to choose from. The purpose of this FAQ is to either introduce or explain the characters to players of the game (veterans or newbies) and keep an orderly roster list of them all (and besides, before 3rd Mix was out, the game never even told you the names of these characters).

The "generation one" includes the characters from the first DDR game. Generation two includes those characters who were new to DDR 2nd Mix. Generation four, then, obviously includes the characters who were new to DDR 4th Mix. And so on. The current trend is for each new game to include four new teams (each with a male and female character) for a total of eight new characters per generation. For each home console DDR title that is released, the game has always been sure to include every character from the previous games along with the new generation. And, characters from previous versions tend to carry over and be used in the later titles (even in the arcade).

The generations will be listed only as the "newcomers" for each title. They will be numbered one to eight, according to their naturally selectable order. As for the selectable character list, for each specific arcade or home console title, those will be listed in the final section. In this "game title character select" section, the entire list of selectable character "models" will be listed for each DDR game (which, in most cases, involves a secondary or third model of

a few key characters). The "master model list" at the end sorts every character model to appear in any DDR game, alphabetically.

## 1.0 Generation One

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### Origins

01. "Afro"
02. "Lady"

### Puppets:01

03. "Consento:01"
04. "Oshare-Zukin"

### Disc-Being

05. "Disc-A"
06. "Disc-B"

### Creatures

07. "Space-Man"
08. "Tamako"

## 2.0 Generation Two

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### Dread&Janet

01. "Dread"
02. "Janet"

### Puppets:02

03. "Consento:02"
04. "Kaeru-Zukin"

### Afro&Lady

05. "Afro"
06. "Lady"

### Uma

07. "Mameo"
08. "Cow-Ko"

## 3.0 Generation Three

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### Soul Express

01. "Boldo"
02. "Tracy"

Puppets:03

03. "Consento:03"
04. "Devil-Zukin"

Future Patrol

05. "Astro"
06. "Charmy"

Burning

07. "Rage"
08. "Emi"

#### 4.0 Generation Four

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Euro Dance

01. "Johnny"
02. "Jenny"

Puppets:04

03. "Robo 2000"
04. "Maid-Zukin"

Special

05. "Izam"
06. "Ni-Na"

Best Player

07. "Akira"
08. "Yuni"

#### 5.0 Game Title Character Select

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-Dance Dance Revolution (Playstation)  
-12 Models

Afro (01)	Lady (01)
Consento:01	Oshare-Zukin
Disc-A	Disc-B
Afro (02)	Lady (02)
Space-Man	Tamako
Disc-C	Disc-D

-Dance Dance Revolution 2nd ReMIX (Playstation)

-24 Models

Dread (01)	Janet (01)
Consento:02	Kaeru-Zukin
Afro (03)	Lady (03)
Dread (02)	Janet (02)
Mameo	Cow-Ko
Afro (04)	Lady (04)
Afro (01)	Lady (01)
Consento:01	Oshare-Zukin
Disc-A	Disc-B
Afro (02)	Lady (02)
Space-Man	Tamako
Disc-C	Disc-D

-Dance Dance Revolution 2nd Mix (Dreamcast)

-24 Models

Dread (01)	Janet (01)
Janet (02)	Dread (02)
Consento:02	Consento:01
Afro (03)	Afro (04)
Lady (04)	Lady (03)
Oshare-Zukin	Kaeru-Zukin
Mameo	Space-Man
Cow-Ko	Tamako
Disc-A	Disc-B
Afro (01)	Afro (02)
Lady (02)	Lady (01)
Disc-C	Disc-D

-Dance Dance Revolution 3rd Mix (Arcade)

-08 Models

Boldo	Tracy
Consento:03	Devil-Zukin
Astro	Charmy
Rage	Emi

-Dance Dance Revolution 3rd ReMIX (Playstation)

-32 Models

Boldo	Tracy
Consento:03	Devil-Zukin
Astro	Charmy
Rage	Emi
Afro (03)	Lady (03)
Consento:01	Oshare-Zukin
Disc-A	Disc-B
Dread (01)	Janet (01)
Afro (01)	Lady (01)
Consento:02	Kaeru-Zukin
Space-Man	Tamako
Mameo	Cow-Ko
Tracy	Tracy
Devil-Zukin	Devil-Zukin
Charmy	Charmy
Emi	Emi

-Dance Dance Revolution 4th Mix (Arcade)

-16 Models

Boldo	Tracy
Astro	Charmy
Rage	Emi
Johnny	Jenny
Robo 2000	Maid-Zukin
Consento:03/B	Devil-Zukin
Izam	Ni-Na
Akira	Yuni

\*Master Model List, Alphabetical (All Arcade/Home Version)

-50 Models

Afro  
Afro (02)  
Afro (03)  
Afro (04)  
Akira  
Astro  
Boldo  
Charmy  
Charmy (02)  
Charmy (03)  
Consento:01  
Consento:02  
Consento:03  
Consento:03/B  
Cow-Ko  
Devil-Zukin  
Devil-Zukin (02)  
Devil-Zukin (03)  
Disc-A  
Disc-B  
Disc-C  
Disc-D  
Dread  
Dread (02)  
Emi  
Emi (02)  
Emi (03)  
Izam  
Janet  
Janet (02)  
Jenny  
Jenny (02)  
Johnny  
Kaeru-Zukin  
Lady  
Lady (02)  
Lady (03)  
Lady (04)  
Maid-Zukin  
Mameo  
Ni-Na  
Oshare-Zukin  
Rage  
Robo 2000  
Space-Man  
Tamako

Tracy  
Tracy (02)  
Tracy (03)  
Yuni

## 6.0 Contributions and Thank-You's

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GameFAQs ([www.gamefaqs.com](http://www.gamefaqs.com)) for hosting this FAQ, along with more great gaming info than most any site out there. Keep up the good work, man. Without GameFAQs... where would we all go for detailed game help? Sure, lotsa places have great code archives, and some TRY to keep all the best FAQs. But who succeeds? Only one, my friend ^\_^ Jeff "CJayC" Veasey does an astounding, daily job of organizing these entries (and he writes his own wonderful FAQs). I must also give a hearty thanks to Al Amaloo, the maintainer of Videogame Strategies ([vgstrategies.about.com](http://vgstrategies.about.com)). He has completed perhaps the best and most extensive archive of codes and tricks ([www.gamewinners.com](http://www.gamewinners.com)) and written extensive guides for games that would go otherwise un-covered. And what makes these two men (Jeff Veasey and Al Amaloo) so special... is that they provide an invaluable service to the gaming community out of the goodness of their heart. They work hard, every day, without the help of any major affiliate. Bravo to both of you!

The wonderful patrons of my own message board, the OtherWorlds Shrine ([www.tows.org](http://www.tows.org)) which is sometimes the only refuge for the true gamer. Along with my friend SineSwiper, we keep the shrine alive as a place for gamers to respectfully speak and get together while online. The friends that I have made there have meant the world to me, despite how my "real life" sometimes drags me offline for days at a time. Either way, here's to ya'll... and I won't mention any names (as there are too many of you to possibly remember them all now. And you'll kill me if I miss any, hehe). The place has been around for years, and I guarantee that it will always exist as long as there is an Internet.

The select few of my OFF-line friends who love gaming almost as much as myself, and keep me inspired to keep on playing. Tacchi, you're as obsessed over games as me. We've been gaming for well near two decades. We're getting old, dude. And Crystal, well you can kick most of our sorry arses ^\_^ Steffanee... you introduced me to Will in Rival Schools! Scott, you've been a pal through it all, despite how you suck at games ^\_^ Kathryn, your love and understanding will always be cherished (yes, call me sappy). And Alex, you've been there since we were infants, when the NES was only a dream in the semi-near future. Chris, you're one of my dearest friends (as well as one of the most eerily unique). Your love for the Butterfly song and the goofy dance you do... will always bring a smile to my face.

And of course, thanks go out to Lynn and Donna! You two are a few of the only people who love Pop 'n Music (and Bust a Move of course) as much as I do. Every time we meet is a cherished moment. And, speaking of music games, I owe a world of thanks to Malcolm. His friendship has meant a ton to me, and he's one of those few folks who plays and works hard at ALL the music game series just like I do (Beatmania, Dance Dance Revolution, Pop 'n Music, Bust a Move, and the countless other Bemani titles as well). And to the fans of music games, worldwide, i offer the greatest thanks of all. Our demand is what keeps this amazing genre of games coming back to us every month.

Konami, Sony, Sega, and all the great companies and people who made the game possible. Without them, we'd never have been introduced to this wonderous world, beautiful characters, and a style of gaming that changed our lives. These Bemani games, like Dance Dance Revolution, are perhaps my favorite genre out there

right now. It gives those folks with a "rhythmical sense" a way to convey that sense through gaming. And besides, it beats having another cookie-cutter RPG or fighter to deal with.

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