Dance Dance Revolution: Disney's World Dancing Museum FAQ

by Ramen Junkie   Updated to v1.1 on Sep 15, 2004

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Dance Dance Revolution:  Disney Dancing Museum (N64)
General Information FAQ
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1) General Information
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System:   Nintendo 64
Language: Japanese Only
Commpany: Konami (Bemani), Disney Interactive

Dance Dance Revolution (DDR) is a popular rhythm based arcade game.
Unlike other games that use a joystick or controller, DDR is played
with the feet. The object is to step on pressure sensitive pads that
match up with arrows scrolling across the screen.  These arrows are
timed to music, hence the "dance" aspect.  The console versions of
DDR however can be played with a controller.  The basic gameplay is
the same except now you press buttons instead of stepping on a pad.

You can purchase home versions of DDR and pads for PC, N64, X-Box,
Game Boy, and Playstation, though the N64 and Game Boy versions have
not been released outside of Japan (to my knowledge).  Also obviously
there isn't a pad available for the Game Boy versions, though it does
include a custom clip on controller piece that resembles a tiny
version of the standard pad.  If you are interested in the series,
the Playstation is probably the easiest system to find pads and games
for.  You can choose from DDR (PC), DDR (PS1), Konamix (PS1), Disney
Rave (PS1), DDRMax (PS2), DDRMax2 (Ps2), DDR Ultramix (X-Box), DDR
(PC), and sometime in the fall of 2004, DDR Extreme (Ps2).  Or you
could always check your local arcade or the machine locator on
http://www.ddrfreak.com for the machine nearest you.
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As far as which to choose, The PS2 or X-Box versions are probably the
best way to go. DDRMax is one of my personal favorites of the
series. The PS1 versions suffer from poor frame rates and the PC
version is extremely buggy. You'll probably have to check eBay for
the PS1 versions anyway. the PC version is exclusive to Fry's
Electronics but can also be found at their online outlet
Outpost.com. There are however a TON of DDR games exclusive to
Japan, likely many more than I know about. For the most part, there
is the main series, 1st Mix through 8th Mix (Extreme), plus a several
spin offs such as Disney Dancing Museum, Game Boy versions, Party
Collection, etc.

This FAQ covers Disney Dancing Museum of course. It should be notes
that this game is different from the Disney's Rave released in the
states. It has different songs for starters. Really that's the only
difference between any of the DDR games, the songs. Over the years
there have been a few cosmetic changes to the interface plus other
"modifiers" that allow you to speed up the arrow scroll or jumble the
steps around a bit, but the core concepts have always remained the
same. This is a Japanese only release DDR game for the Nintendo 64
game system. If you happen to pick up a copy off of eBay or in an
import shop, you will either need a Japanese N64 to play it or you'll
need to modify a US N64, or the cartridge. The only difference
between a Japanese N64 and a US 64 is the shape of the carts. There
is no software protection to bypass with a mod chip, only the
physical barrier.

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2) Menu Translations
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Note: these are not all exact translations, some are just a
description of what the choice does.

Menu Tree Listing

Title Screen
    -Main Menu
    - Game Start (Red)
        - Single Player *
        - Two Player (Versus) *
        - Session (Goofy w/ Controller) *
    - Training (Green)
        - Single Player *
        - Two Player (Versus) *
        - Session (Goofy w/ Controller) *
    - Password & Puzzle Pieces (Orange)
        - Password
        - Puzzle Pieces
        - Main Menu
    - Options (Blue)
        - Sound
            - Stereo (Green)
            - Mono (Red)
        - Vibration (Rumble Pak)
            - On Perfect, Great Good
            - On Miss, Boo

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                - Off (seems to be, I can't read Kanji at all)


* - These are all followed by the following difficulty options
        - Easy
        - Normal
        - Hard



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Descriptions
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Game Start will begin the regular game.  This is probably the option
you'll use the most. Single players lets one person play a regular
game of DDR, Two player mode has two players playing at once, each
player gets half the screen (left and right).  The third mode is sort
of this game's version of "Doubles".  It's essentially the same as
single player except now there will be a bar occasionally on the
right side that is hit using the Z button on the controller.

Training Mode is identical to the regular game except that you can
adjust the speed of the song a bit and select start end ending points
(so you don't have to play the whole song).

Password and Puzzle mode let you check how much you've unlocked
(Puzzles) or enter codes.  The codes are a sequence of 8 arrows in a
row.  There are also 10 puzzles to complete to unlock additional
songs.  Each puzzle has 12 pieces, when a puzzle is complete it will
reveal a "CD cover" image of the new song's character. See Gameplay
for more details on collecting Puzzle pieces.


Option Menu lets you change various options..



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3) Controls and Gameplay
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The Screen Set Up and General Information
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The in game screen has the following set up.
Top colored bar - Life
Static Arrows   - What you're trying to line up with.
Moving Arrows   - Time your actions to these when they match the top.
Top Center      - Stage Number
Bottom Center   - Mode and Difficulty (in Japanese).
Background      - Each stage has it's own animated background image
                  of a Disney character. These do not affect gameplay
                  at all, mostly they are there to entertain and
                  otherwise fill space.


As you play you'll see the following things pop up as you hit arrows.

Timing Rating - This is how well you've matched your timing.  You can
                receive the following ratings:  Perfect, Great, Good,
                Boo, Miss.
Combo - This is the number of arrows you've hit in a row with either
        a Perfect or Great rating.  To hit all of the arrows in a
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song is also called a "Full Combo".

At the end of a song you will receive a letter grade based on how
well you played. The following grades are possible: S, A, B, C, D,
E. It's also possible there is a rating of SS (all perfects) but I
have not managed to get this myself to confirm it.

Grading is a bit iffy as well, I've hit 0 arrows in a song before and
still received a D or an E, missing arrows SHOULD cause you to fail
and receive a game over. It's likely in Easy mode you can't fail.

Game Mode

This is where everything important happens. Don't be too worried
though, if you've played any DDR you'll breeze through this no sweat.
I would go into extensive details on the types of steps available in
DDR but this game barely knows the meaning of the term "8th step"
much less "16th" or "32nd", or worse.

So for the most part what you get is a lot of streaming 4th steps.
The most complex move this game has is jumps, and even those pretty
much only involve left+right and up+down jumps.

It's probably a good thing this game doesn't get too complex in it's
step patterns, all of the arrows are the same color, things could get
confusing.

Anyway, basic gameplay is to hit the moving arrows as the match with
the static arrows near the top. On the controller you may use either
the control pad or the directional C buttons, up matched with up,
down with down, etc.

Two players can play using two controllers, player one on the left,
player two on the right.

In Session Mode you must also hit the long bar arrows on the right
half of the screen. You accomplish this by pressing Any button not
already used to pick up arrows (not the D-Pad or C, Start) Most of
the time (not always) you'll hear a tambourine cling (or other noise)
signaling the hit.

Session Mode is also where you unlock new songs. As you play, some
arrows will be replaced with puzzle shaped arrows. As you collect
these arrows (by hitting them), you will unlock parts of the new
song's cover. Each cover has 16 pieces to collect. Though any song
can be played in Session Mode (once unlocked), only the original
songs will unlock new songs. These are indicated by a glowing Puzzle
Arrow in the upper right corner.

Training Mode

This works the same as regular Game Mode except you can't lose. It's
meant to get you familiar with the music and steps. There are
several options you can adjust. First pick your music, no images or

anything this time so you'll have to guess if you can't read
Japanese. They are in the same order as single player mode.

Next you can adjust the speed. This is sort of misleading actually.
5 is "Normal" speed, 1-4 are slower. You will only hear music at
speed 5, otherwise it's just clicks to the beat. Kind of a shame
really, it's a lot harder to play without music.

Bar Start picks where in the song you'll start. If you're having
trouble with a certain part you can set the position to start there
instead of having to replay the entire song over and over.

Likewise, Bar end is where to stop, you can practice one section over
and over real easily this way. If you need to know the bar numbers
simply play the entire song once in training, the bars are numbered.

Training start begins the training session.

Training End takes you back to the title screen.

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4) Song List and Information
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Songs are listed in order of Difficulty. Formatting is a follows:

Track title
Difficulty
BPM
Character

This game uses little Mickey heads inplace of the standard "feet"
ratings. The hardest possible song is a 5, though a "5 Mouse" song
is still considerably easier than a "5 Foot" song. Also the game
does not list the BPM of the songs. They were found using a set of
Stepmania files I have on my PC. They are approximate, but likely
very close.

Initial Songs

Turkey in the Straw
1 Mouse
90 BPM
Pluto

Taiyo No Rakuen
1 Mouse
85 BPM
Rastafarian Cow Thing (I have no idea)

Electrical Parade
2 Mice
120 BPM
Minnie Mouse

Chip'N'Dale's Vacation
2 Mice
200 BPM
Chip'N'Dale

Mickey Mouse March
3 Mice
140 BPM
Mickey Mouse

It's a Small World
3 Mice
132 BPM
Huey, Dewy, and Louie

Russian Dance
4 Mice
157 BPM
Scroge McDuck

Irish River
4 Mice
125 BPM
Goofy

Para-Para Venus
5 Mice
300 BPM
Daisy Duck

Go Go Go
5 Mice
158 BPM
Donald Duck

Unlocked Songs

Waltz of the Flowers
1 Mouse
188 BPM
Daisy Duck

Mickey Mouse Ondo
1 Mouse
117 BPM
Mickey Mouse

Minnie's Yoo Hoo!
2 Mice
98 BPM
Minnie Mouse

The Tiki Tiki Tiki Room
2 Mice
165 BPM
Goofy

Mickey Motion
3 Mice
133 BPM
Minnie Mouse

Miwaku No Tango
3 Mice
135 BPM
Female Cow (I have no idea)

Tap! Tap! Tap!
3 Mice
173 BPM
Grandma Duck

Savanna No Mukou
3 Mice
120 BPM
Donald Duck

Disco Magic
3 Mice
112 BPM
Minnie Mouse

Morty & Ferdy's Carnival
4 Mice
109 BPM
Two Mice Children (Morty and Ferdy?)

Mickey Fever
4 Mice
133 BPM
Mickey Mouse

Goofy's Rock'n'Roll Show
5 Mice
190 BPM
Goofy