

Dance Dance Revolution FAQ

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Dance Dance Revolution (also covers Dance Dance Revolution USA)-FAQ v2.5

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E-mail: see bottom of this FAQ. Don't just scroll down. Read this FAQ, please.

You can find this FAQ at:

Gamefaqs.com
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"Mammy, would you sing, 'Trip Machine'?" --_Trip Machine (Luv Mix), first screen (hope your eyes are as fast as your feet)

"Can you catch me?" --_Butterfly_, first screen

"Under the raven's wings"-_Boom Boom Dollar_, chorus (I don't know what this is supposed to mean)

"Show me your moves" --_Put Your Faith In Me_, parting shots

"No real, no idea" --_End of the Century_, various shots

"She is Atomic!" --_Dub I Dub_, various shots

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I. Really, really basic introduction

Left, right, left, right, hit both pads at once. Welcome to the world of Dance Dance Revolution. For the duration of the game, you are a dancer. You will be performing for a live audience within the game, and some spectators waiting for their turn to show off their moves. There will also be a very annoying MC who will make some extremely dimwitted comments. Now, onto the basics...

II. Version info...I think

1.0-While this FAQ has been around much longer than the date of this version (started 1/26/00), I needed to make some MAJOR changes to certain vital parts of this FAQ (like the songs section). Finally got around to releasing it. (3/15/00)

1.1-Oops, forgot my e-mail address (cherriebomber@yahoo.com). Updated songs section and streak. Ah, well. (3/16/00)

1.2-Someone brought a Playstation, a Dance Pad, and a copy of Dance Dance Revolution-2nd Mix to a nice little party. I will include strategies to what songs I remember seeing. Updated song and streak section. . .again. (3/19/00)

1.3-After reviewing the previous version, I found a HUGE error. I forgot to fill in my thought for the Playstation cheat! Note to self: Don't use Save As command unless absolutely necessary. Did a bit of tweaking (Commandments, songs, streak), and added the quotes in the beginning. (3/20/00)

1.35-Not a real update (well, at least not the one I was planning for). Put in a note about injuries. After all, it's hard to dance when. . .read for yourself. I stuck it in the Commandments section (geez, the number of commandments just keeps rising). (3/28/00)

1.4-Sheesh. . .trying to copy text off an e-mail is a major pain in the rear. Fortunately, Nickel's e-mail (deloura@halcyon.net) wasn't ridiculously long. He gave me advice on just about everything. Someone was nice enough to sell me a CD containing the songs from Dance Dance Revolution: 3rd Mix Nonstop Megamix, so I've just included the few titles I could decipher from that. Feel free to add or correct me if I'm wrong. Updated the Commandments section. . .again. (3/29/00)

1.41-The only reason why I'm commenting on such a minor update is because I got a 44 streak for Trip Machine Trick Mode. You'll see why this is important in the streak section. This not an April Fool's joke! (4/1/00)

1.47-Added a new section. I hope you like it! Also added another commandment. Did some Nonstop nonsense. About the e-mails: I may not be able to get back to you for a few days, especially if you mail me on a Friday. Sorry! (4/6/00)

1.5-One of my friends happens to have the legal copy of Dance Dance Revolution: 3rd Mix Nonstop Megamix, so I bummed off some song titles and groups from him. Since he also has a copy of the lyrics, I'll be using what I remember to screen the songs (geez. . .a group called E-rotic. . .wonder what kind of music they play). In the credits section, I credit two people because someone borrowed the CD from someone, and I don't know who did what. Added some tempos. I'm adding the tempos to give you, the reader, an idea on just how much difference there is between songs like My Fire and Butterfly. This is for those who want to try a more difficult song with a similar tempo. It's easier to make the transition from Boom Boom Dollar to Brilliant 2 U than from Make It Better to Paranoia. Are your eyes tired yet? (4/9/00)

1.6-Oops, forgot to change the version number! Since that nice friend of mine was nice enough to let me see the song titles, groups, and lyrics, I was able to update a good portion of the 3rd Mix section. Sorry, but I haven't danced since the last update :(. (4/10/00)

1.7-Hi, good to see you all back again. My life, being dormant for a while, woke up all of a sudden. Now that I have a bit more time, I can fix a really major error. Skywalker (one of my friends) told me that the Nonstop Megamix is a combination of two different mixes, and that IT'S FOR LISTENING PLEASURE ONLY!!! Therefore, I will take the ratings off some of the songs in that section. Meanwhile, Jonath8436@aol.com gave me a few ULTIMATE streaks (some which I never would have gotten on my own). Updated the strategy, Commandments, both streak sections, and the credits. (5/4/00)

1.8-I wish I could access the Internet on my personal computer. Since I can't, I haven't been able to update for a LONG time (there is a use for school). Now I'm dancing in Maniac Mode. I've updated the songs section (that section that I have been neglecting). Added a few more general rules, a.k.a. commandment, and updated my personal streak section (laugh away, experts). (7/26/00)

1.81-Deathlok the Demolisher was, ahem, nice enough to point out some lyrical errors. Props to him!! (9/2000)

1.9-Dance Dance Revolution USA has hit our shores!!! I'll try my best to put everything I know about this song into this FAQ!!! This means an update in the song list section and songs strategy sections (and maybe, just maybe, something more in the introduction!!!) BTW, I never got around to releasing this version. (11/12/00)

2.0-Added a lot of tidbits to just about every song. Check it out! Still writing strategy (this may take a long time. . .) WARNING: THIS VERSION WILL LOOK VERY STRANGE. OH, WELL!! (11/19/00)

2.1-More DDR USA stuff-including Flat Mode, a few more strategies, and various streaks (and one mynah bird in one papaya tree!). (12/8/00)

2.11-I want my brain back NOW!! Forgot to change version number. . .added a bit more info (guess where). (12/13/00)

2.2-Mele Kalikimaka!! Did some corrections (what was a Marvelous song doing in the Superior section?). Again added info in the usual areas, and put in an IMPORTANT note about cheats. More scenery added, too. (12/22/00)

2.3-After all sorts of nasty things from school have been somewhat resolved, I have time to update (sort of). Added quite a bit of stuff (next section, commandments, song info, streaks, and cheats, of all places). (1/12/01)

2.4-Another update. . .almost. This time, double ratings (only ratings) were added. Ugh. Driver's ed is doing bad things to me schedules! For the very first time. . .I shall be participating in a tournament. Check out the credits section for more info. (3/5/01)

2.41-Highly minor, but still warrants another update. While surfing the web, I found something very interesting. It's in the credits section. Oh, yes, and this FAQ can now be viewed at neoseeker.com. Excuse me while I recover from my second cold in as many months. (3/10/00)

2.5-Man, that tournament gave me a lot of info! My results are in the credits section. . .look if you dare (but I didn't win first. . .sorry!). So many AAA grades! Most were on Beginner mode. Anyway, song section, and various streaks updated!! (4/8/01)

III. I'm supposed to play this game with my WHAT?

Welcome, O Newbie Dancer. If you know the answer to the question above, skip this section. For those of you who don't know. . .you play this game with your feet. There's no joystick. At the beginning of every song, you will notice four arrows at the top of the screen. Arrows will be rising from the bottom of the screen. As soon as they match up to one of the arrows on the top of the screen (the gray ones), step on the appropriate direction pad. There will be times when two arrows will need to be stepped on. Jump on both correct pads. For the more difficult songs, you will be stepping on the arrows between beats.

When you successfully step on four or more arrows correctly (get a Perfect!!! or Great!! message), a Combo will start. The more arrows you combo, the more points you'll get, and the higher your overall grade will be. Above the arrows is a gauge. To clear a round, there must be at least one bar left in that gauge. Miss the arrows repeatedly, and your gauge will decrease. A "DANGER" message will flash across the screen. You know you have utterly failed when the background turns orange, and stays that way. Don't be embarrassed; try again when you feel rested. Regardless of whether you pass or fail a round, you will be graded. The grade ranges from from SS (meaning that we all bow down to you...for now) to E (meaning that there is room for improvement, because you'll only see this rating when you fail a stage).

The messages in Dance Dance Revolution USA (or whatever it's called elsewhere) are almost the same. The "Perfect", "Great", and "Good" messages remain. "Almost" replaces "Boo!", and "Boo" replaces "Miss" (which means "Almost" is in purple and "Boo" is in red). This time around, it's fairly easy to get an A. I've also managed to get an AAA-with nothing by "Perfect" and "Great" messages (and a really long streak). Do mediocre on a song (don't streak too much) and you'll get a B. If you somehow manage to get nothing but "Great" and "Good" (and don't streak that much) messages, you'll probably get a C. Get nothing but "Good" messages (well, a lot) and keep your streak to below 5, and you'll probably end up with a D. Fail a stage completely and you'll receive an E. There is another downside to failing. You stop earning points the instant you fail (junk, isn't it?).

If you somehow make it through all three stages, you'll see your score and a nice long string of numbers below it. To brag to the world, follow the on-screen instructions (don't bother with the prize, because the high score at last check was 98 million). The machine will also keep high scores (only the top 5, and it's really hard to get in!!).

Although it's a bit early, I recommend dancing to something like Boom Boom Dollar with a friend (Dance Dance Revolution people) or Silent Hill on Beginner (DDR USA people). Not all Beginner songs are equal. I DO NOT recommend dancing to Afronova on beginner.

IV. Music terms and other terms

Since this game deals with music, I will be spewing out quite a bit of musical terms, as well as a few of my own made-up ones (for the arrows). To help sort out the confusion, this section will deal primarily with various words and phrases that will appear in Section VI. For this, I am assuming that you know NOTHING about music. If you already know some of these terms, don't feel insulted.

DOWN BEAT/UP BEAT-To figure out what this means, tap your foot in time to AM-3P or Butterfly. You'll notice that your foot hits the ground with the beat. There will also be times when your foot is in the air. The time when your foot hits the ground is called the down beat. When your foot is in the air, it's called the up beat (I may refer to an up beat as an eighth note).

MEASURE-In all the songs (with the exception of Paranoia and maybe Brilliant 2 U), four beats. The exception songs are two beats per measure.

SIXTEENTH NOTE-I know you're trying to dance, but I can't think of any other way to express this. Divide every beat into four parts (yes, this will be fast). Each part is a sixteenth note.

TRIPLET-For every beat, cram in three even notes. Not featured in any songs.

QUARTER NOTE TRIPLET-For every two beats, step three times evenly. I'll mention the songs that have this weird rhythm.

HALF NOTE TRIPLET-For every four beats, sluggishly stomp three times evenly. If you can do this, congratulations. You'll notice that the stomps will have an interval longer than one beat. Will only appear in the Make It Better series.

PAD-Now, now, let's all be mature. This refers to the pink/blue arrow you step on whenever an arrow scrolls up on the screen.

DOUBLE JUMP-Press up on the joystick twice. Only kidding. Jump on two pads at once.

VERSE/CHORUS-The easiest way to illustrate these terms is to use Boom Boom Dollar. In this case, the verse starts after the music starts. The chorus starts when the artist starts singing the title of the selection. This may not be true for all songs.

V. I wanna dance NOW!!! (or The Commandments, for short)

So you don't have the patience to read through the whole FAQ? Well, hothead, here are a few general tips before you make a complete idiot of yourself (or you can call this the Twenty and a Half Commandments of Dancing).

0.5. Make sure that the shoes you're wearing have treads on them and are comfortable. I've already slipped twice because I wore non-tread shoes. Also, you're not supposed to have blisters by the time you're done dancing. Nickel also sent this note in about socks: "Make sure you wear socks that aren't wearing thin on the bottoms or sides, as they may give you blister problems." Girls, if you really want to be good at this game, wear regular running shoes with treads on them. Platform sneakers don't count, as it takes more effort to lift than a regular sneaker (and yes, I wear running shoes when I dance). But if it comes down to a choice between slippers/high heels/slippy shoes or sandals or bare feet, use your bare feet (it's better to bruise your foot than to slip). At least bruised feet aren't an automatic failure).

1. Watch what others do. It's a great way to learn how to feel the beat. I could ramble on and on about why it's important to watch others. But for your sake, I won't.

2. If there is any room behind you, dance along to the songs while someone else is playing. People may give you funny looks, but don't worry. Life's too short to worry about such things.

3. Drag a friend along. Couple (two player) mode is easier than one player mode. Or, if your friend happens to be good, Versus mode can give you some

valuable practice (because Versus mode has both players dancing to the same set of arrows as the one player game). Just remember that ONE of you has to have something left in the dance meter. On the same token, if you really want to prove that you're good, dance alone.

4. Start off simple. Trying to show off will only make you look like a fool when you fail the round.

5. Dance to your personal favorite songs. I always do best on the songs I like. Dancing to songs you really dislike is a good way to fail (which is why I'll never pass My Fire). Just don't fall in love with Paranoia right away, okay?

6. Keep your left foot on the left arrow. Use your right foot to step on the other three arrows. Don't forget to shift your weight whenever a left arrow scrolls onscreen. Do this for songs you're not too familiar with. For the songs you're fairly familiar with, use your left foot for whatever arrows show up (but don't lose your balance). Oh, yes, and you can just leave your foot at whatever arrow you last stepped on. It makes life so much easier on Boom Boom Dollar. Keeping your feet in neutral will make dancing to any song higher than two feet downright impossible (someone tried this). Either that, or you'll end up stepping on your own foot.

7. Step to the beat. Very simple concept, yet very hard to do. If you know how to march, you have an advantage. If you're in a marching band, you have a bigger advantage, because you'll also know the fundamentals of music (which is extremely important in harder songs).

8. Always look at your final grade, along with the graph at the top. You'll either feel extremely depressed or surprised.

9. Remember that NOT ALL SONGS ARE EQUAL. If you can dance to a song with a Superior rating, you may not be able to dance to ALL songs with a Superior rating. Some songs really should have gotten half-ratings (like three and a half feet).

10. If thou art tired, thou shalt take a long rest. This means that if you've just played Maniac Mode 5 times in a row, take a nice long break. The machine isn't going anywhere (at least I don't think it's going anywhere). As an add-on, if you suffer from any health problems that are triggered by exertion (like asthma), make sure you're rested before you dance. Remember, THIS IS ONLY A GAME!!!! If you start to feel strange (I got a stomach cramp after dancing to Paranoia Rebirth), rest, drink lots of fluids (water or some sports drink is best), eat something small (like a char siu bao, manapua, or meat bun, whatever you call it, 'cause it all describes the same thing), and, if possible, get some sleep. And whatever you do, DON'T EVER, EVER DANCE WHEN YOU'VE SKIPPED A MEAL OR MORE!!! I got VERY sick when I did this (I nearly ended up with a bad case of dry heaves).

11. I sincerely hope this commandment doesn't apply to you. If you're recovering from some type of leg injury (sprained ankle, newly-healed broken leg, etc.), don't dance for long periods of time. You may end up injuring yourself again. For that matter, if you have back problems (slipped disc, etc.), don't dance for too long. DDR requires some odd back movements (especially the harder songs), and such twisting/jarring is not good for a bad back (trust me).

12. Unless you are in grave danger of falling down, don't lean on the back bar as you dance. First, it messes up your balance (it does nasty things to my balance). Second, someone else may be leaning on it. Third, you may slip and

fall down. Fourth, it looks more impressive when you do Paranoia without gripping the back bar. Lastly, the bar may be missing its black covering, and if you happen to grab the gray stuffing, you may slip anyway. Oh, yes, and if you're, um, heavy, and you're dancing with another heavy friend (no insult intended), and both of you lean on the back bar while you jump, the stage might move (always bad).

13. Sheesh, I thought I wouldn't need to include this, but here it is. WAIT YOUR TURN! In one day alone, five different people cut in front of me (and I can't stay at the arcades for very long). Ask before you challenge. If you are better than the person who challenged you (this shouldn't happen too often), don't be a show off. In short, be courteous to others.

14. Dancing style: Whatever feels comfortable to you. Some people play like they're sleepwalking, others stomp on the arrows and occasionally jump (me), some spin around (experts and related show-offs only), some lurch around trying to get to the next arrow (me again), some actually have a shuffle-step they've perfected (another expert trick, one which I usually use to make my shoes look scruffier), and a few will be constantly jumping. Do the last one only if you think you can handle the strain.

15. If someone else is dancing, don't step on their arrows to mess them up. You may hurt that other person, and just maybe yourself. If someone does this to you (and you lose because of this), my opinion is that you have the right to ask the offending person to pay you a dollar (or however much a game of DDR costs).

16. Girls, don't be afraid to improve. Who cares if a guy can dance really well on Maniac/Expert Mode? With practice, you should be able to challenge any guy! I don't want to be the only girl who can dance ALONE in any mode other than normal.

17. If there's a DDR USA in your favorite arcade, and you don't think you're all that good, play Beginner (the one with the blue feet). You'll have to miss a LOT of arrows to fail (but please, don't start off with a Paranoia mix).

18. Don't be afraid to show off a little (but make sure you know the song well. I accidentally did this while dancing to Brilliant 2 U (Orchestral Groov)). Just a little. Too much and you'll start missing arrows/getting dizzy/falling down, etc. Yes, I know it sounds a bit contradictory, but if you actually show off, make sure you know where the fine line is between showing off and being silly.

19. Watch out for walking dance stages. Nearly got a foot squashed because the stage MOVES! It's worse if the stage is on a waxed floor!! Please refer to #12 for a specific situation.

20. Last of all, HAVE FUN!

VI. The songs

This is a listing of all the songs you will find in the arcades (I live somewhere in that country called America). These ratings are for normal mode only.

A not-so-quick note about the ratings: The songs listed here are in order of difficulty, from simplest (one foot) to hardest (in this case, six feet). The ratings can go as high as eight feet (Exorbitant). To find the Trick Mode

ratings, add one to the number of feet shown here (unless I make some other note in the strategy section). For Maniac Mode ratings, add two feet (again, I may make some comment about the rating in the strategy section).

Title: Artist RATING

One foot:

Have You Never Been Mellow:The Olivia Project SIMPLE

Two feet:

Boom Boom Dollar:King Kong and D Jungle Girls MODERATE

Three feet:

Butterfly: Smile-dk ORDINARY

Put Your Faith In Me: Uzi-Lay ORDINARY (first stage only)

Four feet:

Put Your Faith In Me (Jazz Groov): Uzi-Lay SUPERIOR

Brilliant 2 U: Naoki SUPERIOR

Make It Better: Mitsu-o SUPERIOR

My Fire: X-treme SUPERIOR

Five feet:

AM-3P: kTz MAREVELOUS

Brilliant 2 U (Orchestral Groov): Naoki MARVELOUS (last stage only)

Make It Better (So Real Mix): Mitsu-o Summer MARVELOUS (last stage only)

Six feet:

Trip Machine: De-Sire GENUINE

Paranoia: 180 GENUINE (last stage only)

2nd Mix songs (those that I remember) (I don't think this was released in America):

_20, November: (if this is the same song that appears in Hip Hop Mania, n.a.r.d.) SIMPLE (may replace _Have You Never Been Mellow_)

Boys: Smile-dk ORDINARY (replaces _Butterfly_)

El Ritmo Tropical: Dixie's Gang ORDINARY

Tubthumpin': Chumbawumba SUPERIOR

Hero: Papaya SUPERIOR (probably replaces _My Fire_)

Dub I Dub: Me & My SUPERIOR

Stomp to my Beat: JS16 MARVELOUS

If You Were Here: Jennifer MARVELOUS

Love This Feeling: Chang Ma MAREVELOUS

Paranoia (Dirty Mix): 190 GENUINE!

Paranoia MAX (Dirty Mix): KCET GENUINE

Paranoia (Clean Mix): 2MB (?) GENUINE (enough with the Paranoia mixes!)

SP Trip Machine (Jungle Mix): De-Sire (?) GENUINE (?)

Trip Machine (Luv Mix): 2MB GENUINE (secret song!)

Bad Girls: (?) (not ridiculously hard)

think ya better D: sAmi (?) (someone has a shift key problem)

In The Navy: Captain Jack PRACTICE MODE ONLY (appears in 3rd Mix as a playable song)

The Race: Captain Jack PRACTICE MODE ONLY (appears in 3rd Mix as a playable song)

Those arcade songs that weren't replaced are in this mix, too. A little bit on replacements: I used this term because those songs that "replaced" an arcade song have similar step patterns or (in the case of _Boys_), were done by the same artist. If there is a question mark next to anything, that means I'm relying on what I remember, and I may be wrong.

THESE SONGS APPEAR IN _DANCE DANCE REVOLUTION: 3RD MIX_ ONLY:

I am in desperate need of ratings. There is supposed to be a rating of

Catastrophic (nine feet!) in this mix. The ratings are pure guesswork! The songs without an underscore are songs that do not appear in this mix. As far as I know, this mix wasn't released in America (but then, I live in a place where we get "new" releases six months after the initial release).

Afronova: Re-Venge (I could get to like these guys) MARVELOUS
The Race (Formula One Mix): Captain Jack ORDINARY (?)
Dam Dariram: Joga SUPERIOR (?)
Mr. Wonderful: Smile-dk (them again) SUPERIOR (?)
Operator: Papaya ORDINARY (?) (good for annoying people)
El Ritmo Tropical (El Bimbo) (!): Dixie's Gang ORDINARY (Oh dear. . .)
In The Navy '99 (XXL Disaster Remix): Captain Jack ORDINARY (?)
Do it all Night: E-rotic (um. . .no) MODERATE (?)
Dynamite Rave: Naoki (whoopie!) MARVELOUS
Rock Beat: Loud Force MARVELOUS (?)
Gradiusic Cyber (AMD G5 Mix): Big-O featuring DJ Taka (here we go with the DJ thing) GENUINE (?)
Captain Jack (Grandale Mix): Captain Jack MARVELOUS (?)
Boom Boom Dollar (K.O.G. G3 Mix): King Kong and D Jungle Girls SUPERIOR (?)
End of the Century: No. 9 SUPERIOR (Beethoven's 9th, techno style)
Gentle Stress (AMD Sexual Mix): Mr. Dog featuring DJ Swan GENUINE (?)
(before I get tons of hate mail, THIS IS AN INSTRUMENTAL!)
Jam Jam Reggae (AMD Swing Mix): Rice C. featuring jam master '73 MODERATE
Tubthumpin': Chumbawumba SUPERIOR (?) (*burp*)
Get Up And Dance: Freedom SIMPLE (?)
So Many Men: Me & My MODERATE (?) (someone is in desperate need of a life)
Make A Jam!: U1 (not U2)
It Only Takes A Minute (Extended Remix): Tavares MODERATE (?) (so why is the time listed as 2:19?)
Get Up (Before The Night Is Over): Technotronic featuring Ya Kid K SUPERIOR (?)
Upside Down: Coo Coo MODERATE (?)
Silent Hill: Thomas Howard MODERATE (I call it the Christmas song. WTH?)
Xanadu: The Olivia Project SIMPLE (?) (Another Olivia Newtown-John song. Are these guys bent on remaking every single one of her songs? I hope they didn't remake that song called _Physical_!)

Love: Sonic Dream
Holiday: Who's That Girl! (why me, of course) ORDINARY (?)
Wonderland (UKS Mix): X-treme (not them again!) SUPERIOR (?)
Oh Nick Please Not So Quick: E-rotic (There goes my lunch) ORDINARY (?)
If You Can Say Goodbye: Kate Project (huh?) ORDINARY (?)
Luv To Me (AMD Mix): DJ Kazu featuring tiger Yamato SUPERIOR
Flashdance (What a Feeling): M.A.G.I.K.A featuring Stixman MARVELOUS (?)
Volume 4: Raver's Choice MARVELOUS (?)
Follow the Sun (90 Degrees in the Shade Remix): Triple J SUPERIOR (?)
Turn Me On (Heavenly Mix): E-rotic (what do I look like, a light switch?) MARVELOUS (?)
Butterfly (Upswing remix): Smile-dk SUPERIOR (?) (about time!)
Paranoia Rebirth: 190' (hmm. . .does this remind you of any SNK characters you happen to know of?) GENUINE
Paranoia KCET-Clean Mix-2MB GENUINE
La Senorita: Captain.T SUPERIOR (really bad Ricky Martin wannabe. Or is it the other way around?)
Dead End: N & S MARVELOUS

I'm missing a lot of information, in the form of ratings. HELP!

As for the song censor, you figure it out (really big hint: look at my comments about the songs and/or the name of the group that performed the song. If I make sarcastic/otherwise stupid comments, that song isn't meant for the younger

generation (the really, really, younger generation), with the exception of the Paranoia remix).

THESE ARE THE SONGS FOR DANCE DANCE REVOLUTION USA:

_El Ritmo Tropical (El Bimbo) (!): Dixie's Gang MODERATE (Oh dear. . .)
_Jam Jam Reggae (AMD Swing Mix): Rice C. featuring jam master '73 MODERATE
Silent Hill: Thomas Howard MODERATE (I call it the Christmas song. WTH?)
_20, November (DDR version): N.M.R. featuring DJ nagureo ORDINARY
Boys: Smile-dk ORDINARY
Let Them Move: N.M.R. ORDINARY
_Make A Jam!: U1 (not U2) ORDINARY
Put Your Faith in Me: Uzi-Lay ORDINARY
So Many Men: Me & My ORDINARY (someone is in desperate need of a life)
Brilliant 2 U: Naoki SUPERIOR (all right!)
Dub I Dub: Me & My SUPERIOR
End of the Century: No. 9 SUPERIOR (Beethoven's 9th, techno style)
Keep On Movin' : N.M.R. SUPERIOR (HMM 2 song!!)
La Senorita: Captain.T SUPERIOR
_Luv To Me (AMD Mix): DJ Kazu featuring tiger Yamato SUPERIOR
Make It Better: Mitsu-o SUPERIOR
Afronova: Re-Venge (I could get to like these guys) MARVELOUS
Dead End: N & S MARVELOUS
Dynamite Rave: Naoki (whoopie!) MARVELOUS
I Believe in Miracles: Hi-Rise MARVELOUS
Love This Feeling: Chang Ma MAREVELOUS
Stomp to my Beat: JS16 MARVELOUS
_Paranoia (KCET Clean Mix): 2MB GENUINE (enough with the Paranoia mixes!)
Paranoia Rebirth: 190' GENUINE
Trip Machine: De-sire GENUINE
_Trip Machine (Luv Mix): 2MB GENUINE

These are only the ratings for the songs on Double Mode. Convince me, and I might just start playing Double.

Song title: Standard; Difficult; Expert

El Ritmo Tropical: 4; (?); (?)
Jam Jam Reggae: 3; 5; 8
Boys: 4; 6; 7
Brilliant 2 U: 5; 6; 7
Dub I Dub: 4; 6; 7 (yes, this is correct)
End of the Century: 5 (?); 7 (?); 9
_Afronova): 6; (?); 9 (?)
Dynamite Rave: 5 (?); 7 (?); 8
Love This Feeling: (?); (?); 8 (?)
Stomp to my Beat: 5; 6; 7 (?)
_Paranoia (KCET Clean Mix): 6; 7; 9
Paranoia Rebirth: 6 (?); 8 ; 8 (?)
Trip Machine: 7; 8; (?)

I know this list is incomplete. More if I ever learn of it.

STRATEGY, SORT OF

(Before you decide that I'm a control freak, I'm putting in my comments about the lyrics as a service to those who have younger siblings to watch. Some parents may not appreciate their children being exposed to some of the subject matter that is sung about)

Here are the songs-with my opinions:

Have You Never Been Mellow-Originally by Olivia Newton-John. This song is only for those who can't take the speed of Boom Boom Dollar. The biggest problem in the song is the speed-up in the chorus. The steps go from one step per measure to two steps per measure to one step per beat. There will be a long break right before the chorus kicks in. During the chorus, one section will go left/right/up/down. Remember that there is no break between the first two arrows. Watch your balance. Tempo: too slow (112)
BEST FOR: Beginners. It's slow and fairly hard to fail.
HARDEST PART: Lack of speed.

TRICK MODE-Still easy. However, the arrows now come once every two beats in the verse, and will come once every beat sooner than you'd like to think.

MANIAC MODE-The only time I saw someone dance to this was when his "friend" accidentally hit the song select buttons, thus selecting Have You Never Been Mellow. If you can dance to AM-3P in single player mode and clear that stage easily, passing this song should be fairly easy. Yes, there are eighth notes thrown in (a whole string of 'em, in fact). The rating goes up to Superior for some odd reason. . .oh yeah, this is Maniac Mode.
BEST FOR: Those who want a small taste of what Maniac Mode is supposed to be like. Not too hard for a Maniac Mode song.
HARDEST PART: Lack of speed, again.

Boom Boom Dollar-Some people might object to the lyrics. IMHO, this should have been the beginning song. The step rate is pretty constant. The chorus stepping is also fairly easy to figure out. When dancing to this song, do not put your feet back at neutral. Tempo: 124
BEST FOR: Those who think the previous song is too slow (and still can't get the arrow thing down).
HARDEST PART: Getting from arrow to arrow.

TRICK MODE-The rating goes up to Marvelous. It's not as bad as it looks. Just keep a clear head (and remember that most of those bunched-up arrows are UP BEATS). Somewhere in the verse, a string of eighth notes (seven of them, according to Nickel) will appear. Memorize this string, as it will be repeated in Maniac Mode.
BEST FOR: Those who think that Make it Better is too slow and Brilliant 2 U is too easy.
HARDEST PART: Seven-note sequence.

MANIAC MODE-What did they do to this song? The Genuine rating should be taken very seriously, especially when the singer starts to hold out his words. Sixteen arrows will race up to the top of the screen (did you memorize the string of arrows in Trick Mode? The sequence is the same, but the timing is not). If you can pull this stunt off while the aforementioned arrow string is going, it's impressive (from Nickel). Practice this slowly, because there is a very good possibility that you'll trip. Use your right foot for the up and down arrows. Use your left foot for the left and right arrows. The sequence goes up/left/down/right/down/left, and will repeat itself until sixteen arrows are stepped on. The chorus is also a pain in the rear, but the last time the chorus is sung is really nasty. If you don't believe me, try it yourself.
BEST FOR: Those who think My Fire on Maniac Mode is too easy, but Put Your Faith In Me is too slow.
HARDEST PART: All those double-jumps!

Butterfly-Many people like this song. Again, the beat is fairly constant, but the concept of double jumping is what messes people up. In the one player game, the two pads will always be left and right. In the Couple game (normal),

the double jump on the up and down pads will show up. Moral of the story: try this song out in one player mode or Versus mode first. Tempo: 127.

BEST FOR: Most dancers. The double jumps may throw some people.

HARDEST PART: Double-jumps.

TRICK MODE-Easier than the original, the only real change is the up-down double jump before the left-right double jump, and a surprise in the chorus. Sort of reminds me of hopscotch.

BEST FOR: Dancers who are familiar with double jump patterns and the original Butterfly.

HARDEST PART: Not getting it mixed up with the original.

MANIAC MODE-Although it's supposed to be easier than Boom Boom Dollar on Maniac Mode, I find it harder. The up beat steps are very hard to predict. The beginning is, well, shifted (try this to find out what I mean). The ending is the same, though.

BEST FOR: Whoever thinks that Boom Boom Dollar is too tiring and are too proud to play Have You Never Been Mellow?

HARDEST PART: Strange eighth notes.

Put Your Faith In Me-The trick to this song is timing. Since this is one of the slower songs, make sure that you step exactly on the beat. There will be times where the arrows come on the up beat, but they are rare. Not too many people dance to this song on normal mode. Tempo: 121 (?) (my metronome is doing some odd things. . .)

BEST FOR: Those who think Butterfly is annoying.

HARDEST PART: Getting the eighth notes squared away.

TRICK MODE-If you can pass the normal mode without difficulty, then you should be able to pass this mode (with a little bit of difficulty). When the verse is being sung, the extra arrows show up.

BEST FOR: Make it Better (So Real Mix optional) fans.

HARDEST PART: Four-string eighth note bunch.

MANIAC MODE-About a third of the arrows in this song are stepped on the up beat. There's a pattern to the verse of the song (with the exception of the seven-arrow string that shows up here and there). Have fun with the chorus! This is a typical, slow Genuine piece.

BEST FOR: People who can assimilate eighth notes that go slowly. It also helps if they can tell where the arrows break.

HARDEST PART: All the groups!!

Put Your Faith In Me (Jazz Groov)-DON'T DO THIS SONG ON THE LAST STAGE, UNLESS YOU HAVE LOTS OF ENDURANCE! This time, the up beats aren't in nice sets of three. One in particular comes in a set of two. If you're not dead on your feet when doing this song, you have a chance of passing. Tempo: forget it (jazz and my metronome don't like each other).

BEST FOR: People who think My Fire is lame and the original version of this song boring.

HARDEST PART: Keeping awake (for me).

TRICK MODE-The beginning is confusing. If the verse is no problem for you, then the rest of this song should be a breeze. Please note that you'll be dancing to a few too many up-beats.

BEST FOR: Whoever thinks Make it Better (So Real Mix) is boring (but the speed is fine).

HARDEST PART: The "jazz".

MANIAC MODE-There's a reason why this is the Jazz Mix. The rhythm may feel weird, but that's the essence of jazz (up beats). Hence, some of those weird

strings start on the up beat.

BEST FOR: Those who forgot to play Put Your Faith In Me Maniac Mode.

HARDEST PART: Rhythm.

Brilliant 2 U-My personal favorite song. This song will only show up in the first two stages. The beat is fast if you're new to this song. If you find Butterfly too slow, try this song. The double jump pattern is again used, but this time, the arrows are up and down (along with the left and right arrows). The ending requires some very fast stepping. Some eighth notes will pop up in the beginning. Learn to recognize them, as songs with the Superior rating and higher will incorporate them (in some cases, way too often). Are you up to it?

Tempo: 147, or about five beats every two seconds.

BEST FOR: People who think Butterfly is too slow, and Make it Better has too many up-beats.

HARDEST PART: Speed.

TRICK MODE-Prepare for a lot of jumping. Much more double jumping than in the original. The ending is jazzed up a little (but the rhythm is the same).

BEST FOR: Those who are familiar with double-jumping and just LOVE this song.

HARDEST PART: Double-jumps.

MANIAC MODE-The thing that makes this song a pain on Maniac mode is the fast stepping during the synthesizer melody (because you are literally stepping to the melody). Just note that some patterns are used more than once (okay, okay, it's two patterns used seven times). For these patterns, don't be afraid to shift your feet around (start off the first string with your right foot on the up arrow, and your left foot on the down arrow. Once you step on the up arrow, step on the up arrow with your righttt foot again. After stepping on the up arrow, quickly stomp on the left arrow with your left foot. Immediately after the previous step, step on the right arrow with your right foot, and the down arrow with your left foot. Figure out the rest on your own). You may find just a trace of the Normal Mode steps...

BEST FOR: Those who can figure out the middle (or those who think they can pass the Orchestral Groov).

HARDEST PART: "Melody".

Make It Better-The programmers put in every double jump pattern in this song.

After the annoying double jump section, the song will go into various eighth note patterns of monumental annoyance. The half note triplet is introduced, and it is SLOW (you know, those steps that just don't feel right? Those are the half note triplets)! Do this song as a bridge between the Superior and Marvelous ratings (only because AM-3P is slightly faster than this). Don't be heartbroken if you can't pass this song on your first try. Tempo: 117, or a little slower than two beats per second.

BEST FOR: Hardcore fans of the song (and who like slow songs).

HARDEST PART: Lack of speed (again).

TRICK MODE-There was only one really hard spot, and that was at the end.

Besides the obligatory extra steps, the timing has been changed ever so slightly. You'll know what I mean when you play this. Some slightly sleep-deprived programmer put a certain something in the beginning, and if you find THAT hard, you'll find the rest of the song extremely difficult. If you find that you can't dance to this, don't even consider Maniac Mode.

BEST FOR: People who think AM-3P is an easy song.

HARDEST PART: The end.

MANIAC MODE-Before you play this, make sure you are familiar with Trick Mode. Life will be much easier if you are. If you aren't, you're in for a nightmare (unless your reactions are FAST). Most of those eighth note strings end in a double jump. One string of six arrows is in a pattern of one, two, one, two

(the numbers represent how many arrows you have to step on at once). IMHO, there is WAY too much up-beat stepping. Before you try the remixed version, try this first. If you can clear the ending to this song without scrambling, you have a chance of doing the So Real Mix. The ending requires either careful dissection or three feet. This song wasn't rated Paramount for nothing. It is possible!!

BEST FOR: People who fall asleep during Put Your Faith In Me (Jazz Groov) Maniac Mode.

HARDEST PART: The end of every eighth note string.

My Fire-No offense to all of you who like this song, but I find it to be a Put Your Faith in Me wannabe with Butterfly dance steps and more questionable lyrics (you can prove me wrong by e-mailing me the lyrics to this song). Not too many people dance to this song. The beginning is easy enough. Use the relatively simplistic down arrows to build a streak. The bunched-up arrows call for three very fast steps on the same arrow. You will know the song has ended by the last two down arrows, very close together. Pace yourself. This song really feels like a hop-scotch game.

BEST FOR: Those who want to go one step past Butterfly, but can't quite get past Brilliant 2 U.

HARDEST PART: Eighth notes, again.

TRICK MODE-More arrows. That is all I remember.

MANIAC MODE-It's not the up-beats that make this song hard. It's where the up-beats are placed. Hmm. . .maybe Konami should have retitled this My Fire (Trip Machine Mix) :P.

BEST FOR: Those who can't quite get past Put Your Faith In Me Maniac Mode.

HARDEST PART: Figuring out WHICH group of eighth notes it is now.

AM-3P-I have no idea what the title is supposed to mean. I do know that this song is much harder than it seems. The beginning has a nice hopscotch pattern.

When you hear the "melody" to this song, get ready for a musician's nightmare.

I call it a musician's nightmare because it's very hard to play a quarter note triplet correctly (especially at the speed of this song). Step carefully, and don't fall over. Tempo: 130.

BEST FOR: That in-between stage between the Superior songs and Paranoia.

HARDEST PART: Eighth notes and triplets.

TRICK MODE-This is what AM-3P will be like in Maniac Mode-sort of. The hardest part is trying to figure out the rhythm. If you don't flunk out on the beginning, you may make it through the whole song. Oh, yes, and a note about the beginning. The programmers put some strange things in the beginning of this song (like a bunch of eighth notes where they don't belong). . .

BEST FOR: People who can pass BOTH Make it Better and Brilliant 2 U in Trick Mode.

HARDEST PART: Double jumps and eighth notes too close together.

MANIAC MODE-This is the second-most popular song on Maniac Mode (next to Trip Machine). In the beginning, there will be a constant stream of down arrows, with arrows in other directions on the up beat (although many people, like me, leave one foot on the down arrow, I've seen someone do it with one foot on the left arrow. I'm not quite sure how, but he passed with an S rating). Next will be a string of right arrows, with more annoying arrows on the up beat. After that, you'll have to deal with a string of left arrows. Streak here if possible. When the "melody" plays for a second time, there will be two notes that look very close together. Welcome to the sixteenth note. For more info on how to deal with these things, please refer to the Brilliant 2 U (Orchestral Groov) Maniac Mode section. After the second long eighth note string (the one where it's easy to get a 16 combo), there will be a very

confusing mass of eighth notes (show-off alert, show-off alert!). If you really want to dance to this song, do so before you use the bathroom. :) For a real challenge, do this song on either Hidden or Shuffle mode.

BEST FOR: Whoever is attempting their first Exorbitant song.

HARDEST PART: The beginning, if you don't know what you're doing, or the sixteenth notes, if you've got the beginning down.

Brilliant 2 U (Orchestral Groov)-There's no melody in this mix.:(There are more eighth notes thrown in (with one eighth note in a really weird spot), along with a frustrating number of double jump patterns. Some demented programmer put a surprise in the beginning. Do not try _Trip Machine_ before this song.

BEST FOR: People too shy to play _AM-3P_ or _Paranoia_ (but could probably pass the former).

HARDEST PART: Speed.

TRICK MODE: Want to know the meaning of syncopation? Play this song. It ain't easy, though. You'll know when the syncopation hits (the part where you're lurching, trying your best not to fall over). At one point, the arrows will look a bit weird. When this happens, stomp to the beat of the music (literally). This is passable (and if you think this one is hard. . .)

BEST FOR: Those who can't quite pass _Make it Better (So Real Mix)_ on Trick Mode.

HARDEST PART: Speed and rhythm (two odd eighth note clusters).

MANIAC MODE-Don't take this rating lightly. There are sixteenth notes galore in this song. If the arrows look close together (and are in the middle of a "melody"), those arrows are probably sixteenth notes. Don't even attempt to step on the sixteenth notes with the same foot. You'll NEVER make it in time (or you may, but you'll have a nasty leg cramp). Something that Nickel suggested (and I am guilty of it too) is to jump in the air and land in such a way that you land on the first arrow with one foot, and your other foot lands on the second arrow as fast as you can (but not at the same time). However, this rule doesn't always apply.

BEST FOR: Original people who think _Paranoia_ is played too often.

HARDEST PART: Speed and rhythm (the eighth notes!!!).

Make It Better (So Real Mix)-Not very popular. More annoying than the original. Still the double jump patterns like crazy. Go figure. This wouldn't be a _Make it Better_ song without it. Tempo: too slow!

BEST FOR: Those who REALLY want to practice their double jumps.

HARDEST PART: Double jumps.

TRICK MODE-Don't EVER dance this song right after playing something like _Trip Machine_ or _Brilliant 2 U_. This song goes very slowly, and the timing is something else. If you don't believe me, try it for yourself.

BEST FOR: People who think _Paranoia_ is passable, but too fast.

HARDEST PART: Double jumps, again.

MANIAC MODE-This is the hardest song to do on Maniac Mode, hands down (the Exorbitant rating should tell you something). If you see a nice, on-the-beat step, your eyes are deceiving you. Those steps are probably half note triplets! All the double jump patterns are there, but they are dispersed through the song. Some parts are going to feel strange, because you won't be stepping in time to anything (the background music or the singer). The ending requires careful dissection or three feet (for best results, leave left foot on left arrow, and use right foot to stomp on other arrows, until the last two or three beats, when you're on your own). If you're confident you can pass it, this is a great finisher.

BEST FOR: Those who don't believe that this song is the most tiring song.

HARDEST PART: The end!!

Trip Machine-Take the title of this song literally. Make sure that your shoe laces are tied tight, unless you really like tripping in front of many people (especially after the "singer" says something about "returning to the show"). The rhythm is synchopated (you'll know what I mean after you try to dance to some of the oddly-placed eighth notes). This song is very popular in Maniac Mode. I'm not sure why. Tempo: 160!

BEST FOR: People between _AM-3P_ and _Paranoia_.

HARDEST PART: Surprisingly, speed.

TRICK MODE-The middle is so very different from Maniac Mode. The ending is also a bit different. . .thank goodness the beginning is fairly easy.

Otherwise, I'd never have lasted through this song!

BEST FOR: Those preparing for. . .

HARDEST PART: Speed and rhythm (eighth notes).

MANIAC MODE-VERY tiring (yes, I've tried it). A note about the beginning-you can position yourself so that one foot is on the down arrow. It makes the beginning easier. . .until a left-up-right pattern shows up. After that pattern shows up, go back to your regular position. Don't ask me how to do the nine-arrows-in-four-and-a-half-beats section, because I usually miss a few arrows in that section. There is a three-beat break in the middle of the song.

After the three-beat break, things start getting very weird (like eighth notes where they don't belong). For all of you who like to show off, try to turn around in the middle of the song (the easiest part of this song besides the beginning). One word best describes the middle and end of this song: cycle (this will make sense to those who have seen/danced to this song often). If you thought normal mode was hard. . .

BEST FOR: Whoever can decipher the beginning.

HARDEST PART: Timing and related eighth notes.

Paranoia-Finally, the grand daddy of all songs (in speed, not necessarily timing). Missed steps will result in having plenty of your dance meter taken away. The song will slow down in the middle (for the whole of three measures).

After that, there will be plenty of arrows for you to step on. If you're going for score, get the streak in the beginning. Tempo: 180, or three beats per second!!

BEST FOR: Show-offs.

HARDEST PART: Speed, of course!

TRICK MODE-Not as bad as certain other songs that are played in Trick Mode (like _AM-3P_). Remember to keep stomping on the bunched-up arrows until all arrows are gone. If you really want to know the secret of passing this finale song, your reactions must be up to par. . .

BEST FOR: Show-offs with endurance.

HARDEST PART: Double-jump ending.

MANIAC MODE-The nightmare never ends. There are an alarming amount of people who dance to this song in Maniac Mode. Trust me, this song goes twice as fast on Maniac Mode (especially the beginning). The timing is also strange (if each down beat had a number, and each up beat is represented by *, then the beginning would look like: one, two, three, *, four, five, six, *, seven, *, eight, etc.). This pattern will repeat in the middle (sort of).

BEST FOR: Show-offs with lots of endurance.

HARDEST PART: Keeping on your feet.

NOTE: THE SONGS LISTED BELOW ARE FOUND ONLY ON _DANCE DANCE REVOLUTION: 2ND MIX_.

Boys -Much like _Butterfly_. If there's been any changes, I haven't noticed (except the lyrics change, which now makes this song sound something like a bad cross between _Butterfly_ and _Boom Boom Dollar_).

BEST FOR: Read the DDR USA section.

HARDEST PART: Read the DDR USA section.

El Ritmo Tropical -Lousy rhyming, tricky timing (this is why I'm writing an FAQ and not a song). This is what triplets are all about. They're bound to feel weird, but it's correct. Just be glad that there are no old English marches included in these games (as everyone who tried to dance to them would DIE!).

BEST FOR: Read the DDR USA section.

HARDEST PART: Read the DDR USA section.

Tubthumpin' -The only thing I remember is that this song is SLOW! (This song is about drinking. And drinking. And drinking. Some people may not like this subject).

BEST FOR: _Make it Better_ fans.

HARDEST PART: Not turning this song into a drinking game.

Hero -Much like _My Fire_. Unfortunately, I don't remember anything significant about this song (other than the ugly green background, and a few eighth notes).

BEST FOR: _My Fire_ fans.

HARDEST PART: Said eighth notes.

Stomp to my Beat -Take the song title literally. That is, stomp to the artist's beat. Here's a Deathlok-corrects-Tracy-on-lyrics song.

BEST FOR: Read the DDR USA section.

HARDEST PART: Read the DDR USA section.

MANIAC MODE-Instead of stomping only to the artist's beat, stomp to the drummer's beat, too. Don't slip on the extremely fast section in the middle.

Love That Feeling -This is the only song with a tempo change. It starts out very, very, very slow. To give you an idea how slow it goes, look at a watch with a second hand. For every two seconds that go by, evenly tap three times. Go slightly faster (and I do mean slightly) and you have the tempo for the beginning (which, for all of you who know how to read a metronome, is 95). Somewhere in the middle, this song will speed up past _Paranoia_ speed (to 190, while _Paranoia_ speed is 180. To give you an idea on how fast the latter is, evenly tap three times in one second). The step pattern, however, is the same (which isn't saying much).

BEST FOR: Read the DDR USA section.

HARDEST PART: Read the DDR USA section.

MANIAC MODE-Well, all I can say is have fun on the fast section!

Paranoia (Dirty Mix) -Consider it a faster version of Paranoia (and if the group name has anything to do with tempo, then the tempo is probably 190).

BEST FOR: Show-offs who miss the original _Paranoia_.

HARDEST PART: Not slipping on the dance mat.

MANIAC MODE-Same steps as original _Paranoia_.

Paranoia MAX (Dirty Mix) -Not too sure about this song, since my slightly insane friends played it on Maniac Mode.

MANIAC MODE-Gulp. Too many arrows. I have yet to see anyone go more than halfway through this song. To give you an idea of the arrow format, combine

the significant feature of _Make It Better_ with the beginning of Maniac Mode _Paranoia_, and set it to this song's speed (which is about as fast as you'll fail this song on the first try. I'm not insulting you. I'm being a realist. Think you can pass it on the first try?).

BEST FOR: People who can get insane streaks in the beginning of any song.

HARDEST PART: Eighth notes on the dance mat.

Paranoia (Clean Mix)-My friends played this song on Maniac Mode. Crazy, huh?

BEST FOR: Read the DDR USA section.

HARDEST PART: Read the DDR USA section.

MANIAC MODE-Just like the previous song. Count yourself a champion if you can pass this song without panting.

SP Trip Machine (Jungle Mix)-The faster version of _Trip Machine_. That's all I remember.

Trip Machine (Luv Mix)-Imagine someone playing _Trip Machine_ backwards. Now imagine the timing is trickier. Welcome to the remix.

BEST FOR: Read the DDR USA section.

HARDEST PART: Read the DDR USA section.

MANIAC MODE-How many superlatives can I cram into this FAQ? Another pain to dance to (literally). This time, there's more rest (and some nasty little things between rests).

Dub I Dub-I only played this song in Maniac Mode.

Tracy sticks her tongue out at Leviathan, who just HAD to try this song on Maniac Mode

MANIAC MODE-Hey, who put the dance steps to _Trip Machine_ and _Butterfly_ in here? Like _Trip Machine_, the beginning is easy (for a Maniac Mode song). The chorus is another matter entirely.

BEST FOR: Read the DDR USA section.

HARDEST PART: Read the DDR USA section.

I am not going to bother with _Bad Girls_ and _20, November_. I seem to have a case of amnesia concerning those two songs.

In The Navy-This is a practice mode song. Find out yourself. Just remember that when the Village People sang this song, some people were offended (it had to do with the Navy and a sensitive issue that is usually associated with another branch of the military. If you can't figure out what this is supposed to mean, fine by me. Don't e-mail me about this).

The Race-Okay, Deathlok, here's a tribute to you. The lyrics aren't TOO bad (but I still think they're junk). Find out yourself, as this is a practice mode song.

THIS IS THE DANCE DANCE REVOLUTION USA STRATEGIES.

For _Brilliant 2 U_, _Make It Better_, _Put Your Faith in Me_, and _Trip Machine_, just look at the original Dance Dance Revolution synopsis ('cause I'm lazy). It's the same. For other mixes, I'll elaborate a bit more.

A note about difficulty ratings: See the next section for details.

El Ritmo Tropical-Why is this song in this game? Not too bad for a Moderate song. The notes in the beginning come once every two beats. Then it speeds up to one note per beat. There are double jumps, so be prepared. Not the easiest song (IMHO, it's _Silent Hill_). It's party time on the ship whose name I will

not mention, because it's not right!!

BEST FOR: Silent Hill graduates.

HARDEST PART: Notes every beat.

DIFFICULT MODE-Follow the singer. Or, figure out the rhythm on your own (it's strange) and dance along. Survive that and you should get past everything else. A Genuine pain.

BEST FOR: Those who actually like this song (otherwise you will be on the floor, screaming in pain) and can take the weird timing.

HARDEST PART: Starts with, "We're going to have a party. . ."

EXPERT MODE-Paramount, and that rhythm thing is now a nightmare. The small section in Difficult Mode now makes up the whole song. The beginning is eighth notes. Left-right double jumps thrown in all over the place. The rest. . .good luck!

Jam Jam Reggae-Slow, slow, slow!! So slow that someone decided to put in a few eighth notes to throw off the unwary beginner. The best way to view these notes is to listen to something like Put Your Faith In Me or Make It Better (I think Silent Hill works). Note how fast each quarter note in above songs take. Now imagine the scary eighth notes as those quarter notes. See, that wasn't so bad. Other than that, count to yourself, because the slow speed will throw you.

BEST FOR: People who have good rhythm and a sketchy idea on where Konami put the dance pads.

HARDEST PART: Slow, slow, slow speed.

DIFFICULT MODE-Genuine. Imagine Expert Mode with half of the eighth note-double jump strings and no sixteenth notes. Welcome to this mode. Try getting the remaining strings down. The only truly confusing part is the eighth note string which consists of left-up and left-down double jumps. It repeats itself, but this time, the string is right-up and right-down double jumps. It's great preparation for this song on Expert Mode. The rest is either eighth notes or overly slow quarter notes.

BEST FOR: People who *almost* have all the double jumps down and can pass at least half the songs on Difficult Mode (okay, a little less, but said person had better be familiar with the mechanics of this mode).

HARDEST PART: The strings, if you're unprepared, or resisting the temptation to jump on two arrows all through the strings (you'll probably get tired).

EXPERT MODE-It's just safer to jump on two pads for the beginning. There will be a part right after the beginning where you'll need to step on alternating arrows (the up/down arrows, to be exact). The really, really bunched up arrows are to be stepped on twice as fast as you've been stomping up until now (they're sixteenth notes). From then on, good luck!! This song is divided into two parts: the eighth-note double jumps, and the footrolls. Step to whatever the singer sings in the end, and you should pass (if you're still alive, that is). I can pass this (on Versus Mode). Exorbitant, indeed!

BEST FOR: Show-offs who know that speed isn't everything. Timing is!

HARDEST PART: Distinguishing a double-jump from a footroll.

Silent Hill-My friends think it's sappy. I think it's sweet. Regardless of anyone's opinion of this song, it's slow (everyone can agree on this one). The notes start out as being one note every four beats (slow enough for ya?).

Unfortunately, said notes come on the fourth beat of every measure (which is sure to throw a few). Then the notes come once every two beats. One section (I think it's the chorus) features notes once a beat (with a couple of other short exceptions).

BEST FOR: The very first song a newbie dancer plays.

HARDEST PART: Timing the once-every-four-beats notes.

DIFFICULT MODE-Marvelous, just marvelous. This song looks deceptively easy in the beginning. However, things start getting ugly when a picture of a jewelry box appears. It looks like a left-up-right-up-left-down-right-down-left. . .pattern. Your best bet would be to alternate feet (use left foot for left arrow, right foot for up arrow, left foot for right arrow (your back will be to the screen, but don't freak out), right foot for up arrow, left foot for left arrow, etc.). Some of the eighth note groups will lead into a double jump. There are at least two parts that have an up-down double jump expressed as eighth notes. Don't fall.

BEST FOR: Anyone who wishes to attempt _Stomp to my Beat_, Expert.

HARDEST PART: Starts with a jewelry box.

EXPERT MODE-Watch first. Memorize the arrows in the beginning. From there, let your reflexes take over. Chances are, you'll pass (yes, there is a part where there is a string of three notes that end with a double jump. Your eyes work just fine!). Don't lose it on the long string of eighth notes that you'll have to step on with the same foot! Paramount!!

BEST FOR: People who can interpret eighth notes and double jumps as they come (because as far as I can tell, there's no pattern!!!).

HARDEST PART: The beginning.

20, November-Eighth note alert! Now that I've got your attention, this song goes fairly slow (except for said eighth notes). Don't get mixed up on the three measures (yes-three measures, or twelve counts) of up arrows. Other than the eighth notes and the occasional double jump (exactly one left-right double jump at the end), shouldn't be too hard. Steps should come once a beat (or something close to it).

BEST FOR: Those who really want to play _Make a Jam!_, but can't.

HARDEST PART: The illusion of notes scrolling up at Mach 3.

DIFFICULT MODE-Mostly on-the-beat stepping-except for one part, where it's follow the melody (almost). Don't be scared by the eighth notes in the end. It's possible to alternate feet (left foot on left arrow, right foot on down arrow, left foot on up arrow, right foot on right arrow, etc.). Other than that and a bunch of double-jumps, fairly easy. Marvelous.

BEST FOR: Those who have trouble with _Stomp to my Beat_, Difficult Mode.

HARDEST PART: The ending sequence, where the eighth notes really come out.

EXPERT MODE-First, go to your favorite Hip Hop Mania 2 machine and play this song on Hard Mode. Now go and play this song on Expert Mode. The stepping is just like the buttons!! Paramount, I think.

BEST FOR: Those who are familiar with this song on Hip Hop Mania, AND can dance slowly.

HARDEST PART: Rhythm.

Boys-No, not another _Butterfly_ wannabe! Oh, well. This song feels like _Butterfly_, and it's a good deal more forgiving than _Butterfly_. The only problem is that there are more double jumps (the left-right one). I suggest you find your own way to have a "little fun". Theirs is, well. . .

BEST FOR: _Butterfly_ mourners.

HARDEST PART: Double jumps.

DIFFICULT MODE-Now comes a slightly tricky timing part. Just follow the singer on those weird-looking arrows. Few more double jumps mixed in, some which deviate from the left-right and up-down double jumps that normally appear in the song. Steps just about every beat. Still feels like _Butterfly_ (same rating too, superior).

BEST FOR: _Butterfly_ mourners with fairly good rhythm.

HARDEST PART: Comes in three arrows.

EXPERT MODE-It's a double-jump into something. General rule of thumb, even with the eighth notes. Don't know why. It's possible. Reminds me of the end of _Dub I Dub_, Difficult mode. Paramount.

BEST FOR: _Butterfly_ mourners who think _Dub I Dub_ looks like fun.

HARDEST PART: Eighth notes that contain at least one double jump.

Let Them Move-. . .right past this song.

DIFFICULT MODE-Marvelous. Regular steps, with some eighth notes. The only section that stuck out in my mind was composed of a group of three eighth notes. One of those groups started off with an up arrow, had another up arrow, and ended with an up-down double jump. For those sections, just jump on both arrows until all three go away. Other than that, not too bad.

BEST FOR: _So Many Men_, Difficult Mode dancers.

HARDEST PART: Eight notes groups that end in a double-jumpluff, er, jump.

EXPERT MODE-Those bells are going to throw you! The ugly bunches of notes that appear (they look like two or three double jumps close together) are actually footrolls. Follow the bells. Sometimes, they may come together, in which case, follow the bells. When the lady starts singing, the sequence is left, right, up, down (I think), and is repeated for quite a while. Then the bells interfere. Get past these two problems, and you've got yourself another Paramount song. In short, this is the result of combining _Stomp to my Beat_, Expert, and _Luv To Me_, Expert.

BEST FOR: _Stomp to my Beat_ Expert people who are thinking of trying _Luv To Me_ on Expert.

HARDEST PART: The footrolls!

Make A Jam!-Eighth note alert! There are eighth notes AND double-jumps here.

Those parts that look like they're double jumps are actually an alternating sequence of left and right arrows. Sort of tricky.

BEST FOR: Those not quite ready for Superior songs.

HARDEST PART: Left-right alternating eighth notes.

DIFFICULT MODE-Marvelous.

EXPERT MODE-Not as bad as I thought. Bells aside, this song goes at a speed slow enough for me to assimilate, but fast enough for me to keep awake. Alternates between double jumps and eighth notes. There's even a tribute to Boom Boom Dollar in the middle (just kidding!!). Some eighth note strings end on a double jump. Go figure. Paramount.

BEST FOR: Whoever can take the bells, the bells, the bells, and doesn't mind a slow song, and can pass _Luv To Me_ on Difficult Mode with no problems.

HARDEST PART: Eighth notes that end with double jump.

So Many Men-Double jumps and steps every beat. Almost. The only thing that may cause problems is the up-down double jump seen a couple of times. Other than that, it shouldn't be too difficult. Please don't do one of the double jumps and return your feet to neutral. It does bad things to your meter.

BEST FOR: Alternative to _Boys_.

HARDEST PART: The flash in the beginning (it blinded me).

DIFFICULT MODE-Marvelous. The chorus is bound to throw some people off (up-down-up-double jump). Just keep doing the up-down double jump until all the nasty arrows are gone. Then you can resume normal steps.

BEST FOR: _Let Them Move_ dancers (I love circular reasoning).

HARDEST PART: Chorus.

EXPERT MODE-Genuine. Eighth notes not necessarily in groups of three. Same

problem as Difficult. More when I learn it!

Dub I Dub-A step and a half above _Boys_. There are a couple of eighth notes (literally). If this song is failed, it's because of all the double umps (which threw my mom for a loop). The combos that seem to appear the most are the left-up and right-down ones (the ones that have a space between them). Memorize them well. The left-down and right-up also appear, but not as much. Other than that, it's just stepping to the surprisingly slow beat.

BEST FOR: All of you who are above _Boys_.

HARDEST PART: Lack of speed and the double jumps.

DIFFICULT MODE-A Genuine pain in the rear. Please don't get the eighth notes and the double jumps mixed up. That section in the middle is a string of EIGHTH NOTES (so many people mess that part up). If you're really having trouble with the bridge, look for the odd-colored arrow, and let your reflexes take over. While it is possible to spin in that section, I wouldn't recommend it (I got dizzy).

BEST FOR: Anyone that can get through this song without going insane (being able to pass both Naoki songs may prove helpful), or those who used to play _AM-3P_ on Maniac Mode (just kidding!).

HARDEST PART: Telling the double jumps and the eighth notes apart.

EXPERT MODE-Definitely exorbitant. First, note that the nice familiar groups of three may have a double jump or three mixed in. This happens quite often in the verse and chorus. Use the arrow colors to help you figure out whether it's a double jump or eighth notes (sometimes they're mixed together), especially in the chorus. During the bridge (the "I. . .don't. . .need. . .your. . .love", sung in the background), the notes turn into something other than eighth notes.

Watch this to see what I mean. I'll try to figure out the ending (it's weird). . .

BEST FOR: Those who can't take the next song on Expert Mode, and who played _AM-3P_ on Maniac Mode a lot.

HARDEST PART: Bridge sixteenth notes.

End of the Century-Okay, so it didn't happen like they said it would.

Instead, all they have are an annoying amount of left-right double jumps (like towards the end, where you're better off just doing the left-right double jump until the arrows aren't left or right). Other than that, it's just good old on-the-beat stepping (I convinced my mother to play this and she passed!!)

This song goes pretty fast, so be careful!

BEST FOR: Those who can pass _Luv to Me_, but HATE that song!

HARDEST PART: Speed, again.

DIFFICULT MODE-Now the chorus is a double jump festival. Eighth notes are added in. Don't get confused on the right-left-right sequence followed immediately by a left-right double jump. Most of them are the familiar groups of three (with the first of every group on the very first and third beats of every measure, with a few exceptions), except for a few (which are either a group of two or a group of five). The last six arrows are up-beats (except for the very last one). Quite a few people seem to have trouble with this particular song. Paramount.

BEST FOR: Expert Mode prep (just about any song).

HARDEST PART: The very, very fast eighth notes.

EXPERT MODE-Someone tried this and couldn't pass. At two points, there were double jumps mixed in with the eighth notes (and it was mighty confusing), one halfway through the middle of the first verse and the second halfway through the second verse (it's really sudden). All I remember was that the chorus became next to impossible, and there were a long strings of eighth notes for the verse. Tiring like I couldn't believe! The bridge is also a long string

of eighth notes with ONE double-jump thrown in there to confuse you (ignore it). Exorbitant, but many think it should have been Catastrophic.

BEST FOR: Masochists, and people that can follow the eighth notes.

HARDEST PART: Staying alive through the song.

Keep on Movin'-On-the-beat steps with some double jumps. Not that bad (at least that's what the little voice in my he-, er, my memory is telling me).

More when I learn it!

DIFFICULT MODE-Marvelously full of double jumps (the second-to-the-last time the chorus is repeated). There is a pattern to the eighth notes (a very lame pattern, but a pattern nonetheless).

BEST FOR-People who think _Dynamite Rave_ is just too fast, and _Make it Better_ is too easy.

HARDEST PART: Double-jump festival.

EXPERT MODE-Genuine, and a timing song. Eighth notes may start on the up-beat (which is always fun). Follow the singer in the end. Groups shouldn't be too long (as in, less than 15, I think). Don't be thrown by the string of up arrows that have a few eighth note down arrows mixed in. It follows the music.

The speed is extremely slow, and this song isn't quite as easy as it appears (still trying to figure it out).

BEST FOR: Those who found that _Put Your Faith In Me_ Expert Mode was boring.

HARDEST PART: Rhythm.

La Senorita-Fast, on-the-beat steps. Sometime before the chorus is sung (first time only), there will be a nice long section where you can get away with doing the left-right double-jump until all the left and right arrows are gone. Patterns usually repeat themselves (a set of four notes will scroll, and the exact same four notes will scroll on right after the first set). About the only place that breaks this rule is the second chorus (only a few measures).

BEST FOR: People who love speed.

HARDEST PART: Not collapsing in a heap.

DIFFICULT MODE-Geniune. Mostly on-the-beat stepping, with two eighth notes that appear in the chorus. The chorus and the second verse follow the bass. The bass rhythm starts on the first beat of every measure, then goes to the up-beat of the second beat, and on to the third beat. Double jumps quite rampant. If anything kills you, it will be the speed.

BEST FOR: _Paranoia Rebirth_ graduates.

HARDEST PART: The speed, of course.

EXPERT MODE-Some Konami programmer carelessly put eighth notes all over the song. Eighth notes will come in various groups (from two to eleven, if my memory serves me right). Only one part actually follows the trumpet. If I recollect correctly, the pattern repeats itself. Between the chorus and the second verse, the longest string of eighth notes in this song will appear. Stay sharp! It is stuck in the middle of a flash. No fair! It starts and ends with a left-right double jump. It also alternates between the up arrow and the right arrow. Good luck!

BEST FOR: Those who think _Trip Machine (Luv Mix)_, Difficult Mode is too slow.

HARDEST PART: Double jumps and eighth notes getting mixed up in your head.

Luv To Me-Finally, a song which people dance to! This time, the left-right double jump is repeated-four times in a row, at one point. All steps are on the beat, you lucky person you! That double jump shouldn't be to much of a problem. Personally, I'd just dump that guy and get over it. FYI, this is a song about some girl who's remembering all of the "good times" she had with her boyfriend. Major sappy alert!

BEST FOR: The we-think-_Boys_-is-too-easy-but-_End of the

Century_-is-a-lame-song group

HARDEST PART: Speed, double jumps, and background.

DIFFICULT MODE-First song I played, first song I passed, first time I felt like actually killing my dancing partner (next time, Skywalker). The rating has been bumped up to Paramount. The beginning is a string of eighth notes that should be slow enough to follow (it's a 7-4-4 pattern). Follow the singer through the chorus. The bridge may be difficult (it switches from duple to triple and back, if you know what I mean), but it's possible.

BEST FOR: Whoever can get past Trip Machine (Luv Mix) on Difficult Mode.

HARDEST PART: Timing those eighth notes.

EXPERT MODE-This song goes from a speed song to a timing song. First, some of those arrow strings in the verse start on up-beats (like the up-right string). A good deal of this song isn't straight eighth notes. Those arrows that look like double-jumps in the chorus aren't. It's a drumroll done with the feet (alternate your feet, or else. . .). If you've played the Disco Mix on Hip Hop Mania 2, the rolls will feel familiar. The bridge is just there to frustrate you (I'm trying to figure out the timing). Right before the chorus is repeated a second time (as in, a measure or so before the chorus is repeated), the "footroll" is actually two left-right double jumps and a few too many down-right double jumps. Only the very last strings are straight eighth notes.

Don't ask how, but I can make it through all those dang sixteenth notes and fail HERE, of all places. It's now Exorbitant, whatever it is.

BEST FOR: Those dissatisfied by 20, November on Expert Mode.

HARDEST PART: Eighth and sixteenth notes and various footrolls.

Afronova-Don't let that bald man scare you (younger kids may find him scary. I do). Basic on-the-beat steps. The beginning has quite a few double jumps. Lots of double jumps. Show off during the chorus, if you want. Follow the drum beats in the end, and you'll be just fine.

BEST FOR: People with fast reaction time and a familiarity with double jumps (fast reaction time=the group that can nail Paranoia's quarter notes, but not the eighth notes).

HARDEST PART: Speed!!

DIFFICULT MODE-Strange paramount song. More double-jumps, more fun to show off during the chorus. Eighth notes added during one part. They're kind of fast, so be careful (hint: ALTERNATE FEET!!). If you really want to show off (and have no qualms about a broken ankle), try getting in at least 5 half-turns in the "chorus", a.k.a. seven beats of double-jumping). Show offs, there are at least four distinct sections where you can show off, and look good. Find them on your own. I abuse one. Again, follow that drum.

BEST FOR: The group that got tired of Paranoia (and could pass any mix on Difficult Mode).

HARDEST PART: Transition from on-the-beat stepping to eighth notes.

EXPERT MODE-Now there's eighth notes all over the place. The very first pattern (after the AM-3P tribute) is a combination of the left-up-right eighth note string and the left-down-right string (all stuck together). This little pattern will go on for eight beats. Alternate feet, if you're coordinated enough. If not, look down, and don't forget to look back up in eight beats. After that comes the chorus (if you can't figure that out, just watch). Once the chorus is out of the way (and you have a 28+ streak going), the song will give you two eighth note patterns, then squish them together, and add in an extra note (so it's a 3-3-7 pattern). Meanwhile, you'll have to contend with an up-left-up-down-up-right-up pattern that always sneaks its way into the ruckus (six times). At one point, the song will shift to an up-left-up, up-right-up pattern (in groups of three). Use that time to switch feet (so the foot pattern would be right-left-right, followed by left-right-left). Really

fun to show off, really hard to pass. The ending is the same-it's just all double-jumps, that's all (yep, that's all, indeed), starting with an up-down double-jump, a left-right double-jump, a left-down double-jump, and going counterclockwise (that means that the next double-jump is going to be a down-right double-jump), and a final left-right double-jump (so you can face the audience). This song is extremely tiring-play at your own risk (I got two nasty cramps from this song, AND I had to rest, which is a rarity for me). Catastrophic, and deserving it!

BEST FOR: People with endurance from here to the Middle of Nowhere.

HARDEST PART: The ending double jumps.

Dead End-Slightly slower than Afronova, but it compensates with timing. The beginning should be self-explanatory. After that, notes should come every beat. The arrows will take a short break (one and a half beats), and two up-beat arrows will show up (so the rhythm is something like 1, * (up-beat of 2), * (up-beat of 3), 4 or 1, depending on where in the song you are). Everything else is either one step per beat, or that strange pattern I mentioned earlier. That is, until the siren goes off (maybe a bit earlier). Don't panic at the group of three eighth notes. They're just like steps on the beat-twice as fast. The ending requires knowledge of double-jumps. It is nearly impossible to pass this song if your feet always find their way onto the little silver island in the middle of the arrows after you step on every beat.

BEST FOR: One step below Afronova.

HARDEST PART: Strange rhythm mentioned earlier.

DIFFICULT MODE-Timing, timing!! The speed won't kill you, but the timing will.

Try to ignore the odd things that are happening in the music, 'cause it will throw you off! No!!! Bad upbeats!!! Threw me for a loop!!! After the fairly easy beginning (as in, all those nice easy notes), the song will break into groups of three eighth notes. These follow the music. The occasional group of five may sneak in. After that, a section featuring the left arrow will appear.

Follow the music. Then, two on-the-beat steps will come, followed by a group of three eighth notes that will come on the same foot. A "breather" section will come next. The three eighth note groups will restart. When the music starts sounding funky, be prepared for a fairly repetitive group of five eighth notes. Once the siren goes off, the eighth notes will be in groups of two. The ending chords will come in the form of three double jumps with strange timing. The same group will repeat itself, and then the song will finish!

This song is best played as a last stage, because it is TIRING!!

BEST FOR: Timing buffs who are familiar with double jumps and weird patterns.

HARDEST PART: Lasting through the song.

EXPERT MODE-Now there's eighth notes with breaks in strange places. The beginning is once again simple. The next part will look something like Difficult Mode. Somewhere in the middle, the arrows will become groups of 15. Yes, 15. If I were to take each group in eight counts, the rhythm would look something like this: * 2 * 3 * 4 * 5 * 6 * 7 * 8 * * 2 . . . etc. (where the * are the up-beats). The next section pretty much follows the Difficult Mode format (except the arrows with the strange rhythm are now dispersed throughout the arrows). The next part reverts to the groups of 15 thing. Can't quite remember what happens in the next section, but after that's over, the eighth notes come in groups of 4. The ending is almost the same (with a few notes added in). Miss the breaks mentioned earlier and you may be on your way to failing this song! This seems to be the ultimate timing song (well, maybe one other can beat it). The rhythm gets weird in the double-jump section. Wish yourself luck, and you may just pass (I did. Once. I'm still not sure how I walked out of the arcade). Again, catastrophic.

BEST FOR: The elite group of timing buffs mentioned above (but they must be able to last through the song!).

HARDEST PART: Stopping the eighth note strings.

Dynamite Rave-Nice on-the-beat stepping with double jumps all over the place. I'm beginning to sound very repetitive. Goes kinda slow. Follow the singer again.

BEST FOR: Those familiar with double-jumps and fast songs.

HARDEST PART: Double jumps.

DIFFICULT MODE: Sort of like _Put Your Faith In Me_, Expert Mode. The beginning is just there to throw you. The first eight counts of arrows are double jumps. What occurs after that is a group of three eighth notes followed by a group of seven (I hope my counting is correct!). From there, it breaks down into the familiar groups of three with strange stuff in the middle. Final group of eighth notes end with a left-right double jump. The eighth notes come in groups of three. Follow the singer during the chorus (sound familiar?). Familiarity with double jumps extremely helpful. Paramount.

BEST FOR: _Luv To Me_ haters (who can pass Difficult Mode).

HARDEST PART: For now, the groups of eighth notes.

EXPERT MODE-Yep, notes that are made to make you think that they are eighth notes and a Catastrophic rating. Said weird notes occur sometime after the third beat of every measure (so the rhythm looks something like 1, *, 2, *, 3, ^, *, 4, *, repeat, with * being up-beats and ^ being the lone sixteenth note, I think). Don't rush it (my biggest problem). That is, after the first little pattern, wait for the first beat of the next measure (if you listen closely enough, you should hear it). The beginning sets the pace for the rest of the song (rhythm-wise). During the verses, there are NO double-jumps. If it looks like a double-jump, it's a group of sixteenth notes. The double jumps occur about two beats into the chorus. The double-jumps are also seen throughout the chorus. Good luck on the bridge-didn't quite catch everything there. The ending isn't as hard as it seems. Some think it's the easiest Catastrophic song. I disagree.

BEST FOR: Timing experts who are NOT freaked out by a mess of notes scrolling up a bit too fast for my tastes.

HARDEST PART: Rhythm, followed closely by not panicking.

I Believe in Miracles-Mostly stepping to the beat. I say mostly because there is ONE part that requires intelligence to figure out (that trumpet thing. Follow that trumpet). Get past that (which becomes repetitive in the end) and you should be able to get past this song.

BEST FOR: Those who think _Boys_ on Difficult Mode is too easy (but just love that rhythm part).

HARDEST PART: Trumpet rhythm.

DIFFICULT MODE-Every four measures, an eighth note pattern will pop up. The ending becomes a double jump thing (twelve of 'em, to be exact). Trumpet melody is once again present (and the same, thank whatever). Other than that, notes every beat or so. Genuine.

BEST FOR: Those who loved _Keep on Movin'__, Difficult mode, but found it too easy (not enough eighth notes), and who can bear this song.

HARDEST PART: Double jump ending and that blasting trumpet!

EXPERT MODE-Every four measures, some weird sixteenth note thing will come into play. Other than that and the continuing chorus, it is passable. Exorbitant.

BEST FOR: People who love a rhythm and endurance challenge (that rhythm will throw you!), and those who can't decide which Exorbitant song to play.

HARDEST PART: Rhythm, again.

Love This Feeling-For details on what happens in the middle, go check out the DDR 2nd Mix strategy on this same song. It's fun. Follow the singer as she sings, "Love this-feeling".

BEST FOR: Those who can't decide whether they like slow songs or fast songs.

HARDEST PART: Speed-up.

DIFFICULT MODE-The slow part, not the fast part, will kill you. The six notes in the slow section that look like three left-right double jumps are actually a nice little group of sixteenth notes that started with the right side. I was barely hanging on when the song sped up. Be light on your feet at the end. Then double jumps come FAST. Not quite as tiring as Expert Mode.

BEST FOR: Jam Jam Reggae and Paranoia people who can't quite pass the latter.

HARDEST PART: Rhythm, in the slow part.

EXPERT MODE-The beginning isn't quite what it seems. Follow the bass guitar to catch my drift. Don't let the bunched-up arrows in the beginning scare you. Find the very first arrow and step from there (for the first group, it should be an up arrow. Use the infamous right foot to step on it). Those arrows are probably sixteenth notes. If you somehow survive all the way to the fast part, you just might make it through the rest of this song. The largest group of eighth notes in this song ends with a left-right double jump. You'll know it's the end when you step on arrows that resemble a Stomp to my Beat Expert Mode pattern. Exorbitant.

BEST FOR: Those who want to show the world that schizophrenic tempos rule (oh, yes, and they must be able to get past the beginning, which is actually composed of three groups of two eighth notes)!

HARDEST PART: Beginning bunches of I-don't-know-what.

Stomp to my Beat-Great if there are bugs on the dance pads. Nice, tame, on-the-beat stepping that scares the heck out of people. Some eighth notes. Double jumps all over the place. Kinda slow. Don't worry.

BEST FOR: An alternative to Dynamite Rave (it goes a lot slower).

HARDEST PART: Eighth notes.

DIFFICULT MODE-Still not that bad for a Genuine piece. More double-jumps. Though I have seen this piece countless times, I still can't think up of anything outstanding. Sheesh.

EXPERT MODE-YES, I CAN PASS THIS!!!! The drum part may throw you. There are also two eighth-note strings that end in double-jumps. Let your feet do the middle, not your mind. I suspect one part in the middle (right before the two eighth notes that need to be stomped on with the same foot) isn't straight eighth notes. Probably some strange variant on the sixteenth note. There are two ridiculously long strings-the first is the easiest to figure out. The second is a left-right-up-down pattern repeated for two measures (four times). In my opinion, the ending is the hardest part (because of all the eighth note strings that end in double jumps). Paramount.

BEST FOR: Those who can take a timing joke, and can get past those two long strings of eighth notes.

HARDEST PART: Constant strings of eighth notes.

Paranoia (Clean Mix)-You'll know this song by the fact that it won't feel like it's over (it ends abruptly). This is the song with the eighth notes in the beginning. But I remember this much-those clumps of three in the middle are EIGHTH NOTES. The one-beat rests are bound to throw all but the most skilled of Paranoia addicts. IMHO, harder than the next song.

BEST FOR: Those who passed the original Paranoia with an A or higher (eighth notes will throw you!)

HARDEST PART: Figuring out the ending.

DIFFICULT MODE: Paramount, same eighth note spin-thingy in the middle (it appears in all modes of this song), can't remember anything overly special.

EXPERT MODE: ALMOST like the next song (except that it doesn't seem to go quite as fast. Might be an illusion). The very beginning is an up-right-down, up-left-down, up-down-right, right-down-left pattern (the rhythm is 1 * 2, 3 * 4, repeat, with the * standing for up-beats). Sometime after that, an on-the-beat arrow, followed by a group of five eighth notes (now the rhythm looks like 1 2 * 3 * 4) will appear. The rest shouldn't be too difficult (if you're lost, just watch someone else play this). The only difference is timing, and the fact that you don't need to be wheeled off on a stretcher after you're done (most groups are 3-7 eighth notes). Exorbitant.

BEST FOR: Dance addicts that can't get past the next song on Expert Mode.

HARDEST PART: Getting all the eighth notes.

Paranoia Rebirth-Double jumps like crazy at the end. Like the original _Paranoia_, keep stomping on those eighth notes until they all disappear. Not as hard as it seems.

BEST FOR: Those who can think on their feet (in terms of double jumps) (sorry about the bad joke).

HARDEST PART: Double-jump ending.

DIFFICULT MODE-Combine this song on Standard mode with _AM-3P_ on Maniac Mode, and you have some idea on what this song is like. The string that always gives me trouble is the down-left-down-right-down-left-down-right-. . . Don't trip up on the ending (which is just a mild taste of what Expert Mode is like), and you should be able to pass. Paramount.

BEST FOR: People who can't get enough eighth notes out of _Afronova_, Difficult Mode.

HARDEST PART: The _AM-3P_ tribute in the middle.

EXPERT MODE-Tons of eighth notes, and someone passed this with a FULL METER!! If that wasn't enough, there are at least two people I know who can pass this song with AAA!!! Props to you, whoever you are! Tiring as heck (I got tired by just watching them arrows). There are strings of 35 eighth notes (and probably more) punctuated by a few breaks. If you make it past the halfway point (right before the easy part), congratulate yourself. Be wary of up-beats and simple groups of three that will throw you. Catastrophic.

BEST FOR: Whoever can make it past _Afronova_ Expert Mode without being winded.

HARDEST PART: Keeping on your feet.

Trip Machine (Luv Mix)-The grand daddy of all timing songs. The rhythm is weird (it doesn't follow anything in particular). Most of those eighth notes consist of only a down beat and an up beat. Can be passed.

BEST FOR: Timing people who want to show off (one of the trickiest timing songs around).

HARDEST PART: Timing.

DIFFICULT MODE-More eighth notes. Trickier timing. Nearly fell down. Don't let the little sixteenth note section throw you. My challenge to all dancers: Play this song on Expert. Now play this. Confusing? Paramount.

BEST FOR: Timing show-offs who think _Luv to Me_ Difficult Mode is boring.

HARDEST PART: Rhythm.

EXPERT MODE-Exorbitant. The beginning is deceptively easy. As the song goes on, it gets harder. The ending looks like an _AM-3P_ reject. At one point, the arrows will follow the melody. Meanwhile, the eighth note strings will end in a double jump (always fun). The eighth notes turn into a constant stream at the end (67 total, I think). I highly recommend that you DO NOT leave the left foot on the left pad and use the right foot to stomp on everything else, because the right leg will get extremely sore (I speak from experience). Instead, use the right foot for the up arrow and the left foot for the left

arrow for the first four arrows (up-left-up-left). Then get the left foot to the up arrow in a hurry, because the next string is up-right-up-right. Figure out the rest for yourself. The whole string is one long pattern of notes used twice (or maybe three times). Don't get turned around. Good luck trying to follow the beat!!

BEST FOR: Those who can't stand El Ritmo Tropical, but have the ability to beat it.

HARDEST PART: The ending, as it has lots of notes.

VII. SOME Secrets

Alternate Characters

Stand on either the left or right arrow when you hit START, and keep standing on it until the Song Select screen pops up.

Trick Mode

At Song Select screen, down, down, down, left, left, right, right. Ratings will appear in red. Works on the first stage only.

Maniac Mode

At Song Select screen, down, down, down, right, up, up, left. Ratings will appear in green. For true maniacs only. Works on the first stage only.

Mirror Mode

This mode scrambles arrows somewhat. At Song Select screen, left, right, left, right, left, right, left, right. The word Mirror should appear in the lower left or right corner of the screen (depending on whether or not you are 1P or 2P).

Left/Right Mode

More arrow scrambling. At song select screen continually stomp on EITHER the left or right arrow. Please reread the previous sentence aloud to yourself 10 times. Now that we are all on the same track, the word Left or Right will appear over your score (keep in mind that the cheat is related to what direction you were stomping on. Thus Left means that you were stomping on the left arrow, and vice versa).

Shuffle Mode

The ultimate arrow scrambler. At song select screen, up, down, left, right, down, up, right, left. This may not work, in which case, go to Gamesages.com.

Note that you can have only ONE of the previous arrow-scrambling cheats on at a time.

Hidden Mode

Arrows will disappear four beats before they need to be stepped on. At Song Select screen, up, down, up, down, etc. (keep alternating) until you hear a sound. The word Hidden should appear in the lower left or right corner of the screen (depending on whether you are 1P or 2P).

Little Mode

If you're in this mode, there had better be a VERY GOOD reason why! All arrows are down beats. Won't help that much on anything rated below Superior. Anyway, the code is left, down, right, down, left, down, right, up. DON'T USE THIS CODE TO PLAY _PARANOIA_ ON MANIAC MODE. IT'S INSULTING!

Versus and Double Mode

Before you hit start, hold down the two yellow arrows that appear on either side of the start button. Versus Mode will repeat the 1P arrows for both players (in a 2P game), and will show who won at the end of every song. Double Mode will let one player dance on ALL the arrows (this is very tiring). If you put in enough money for one player, Versus, Double, and Couple (why would anyone choose this?) will only last for one stage. If you put in enough money for two players, those modes will last for three stages.

Cheat cancel

Keep stepping on the Up arrow on the Song Select screen. Note that Trick, Maniac, Versus, and Double Modes will not disappear.

I-don't-wanna-play-in-Maniac-Mode Cheat

On the very first Song Select screen, keep stepping on the Down arrow to cancel any Mode changes, and set the mode to Normal.

For more cheats, go to gamesages.com, click on Arcade, and look for Dance Dance Revolution.

The Playstation cheat:

All songs

On stage select, keep pressing the Song Select right arrow until you hear the infamous "You've successfully entered a cheat" sound.

DDR USA cheats:

If you want to turn off any of the cheats, you'll have to enter the same code again (so if I want to turn off Shuffle Mode, I'd have to enter the whole thing in again. No fair!!). However, when you enter a cheat determines how permanent the cheat is. If I decide to play _Boys_ on Mirror Mode, I have two opportunities to enter the code. The first is on the song select screen (the one with all the CDs on it). Entering a cheat on this screen will make it last through all the songs. ALL the songs. If I enter the code on the Mode Select screen (the one with the various ratings on it), that cheat will be effective ONLY FOR THAT SONG. That means that if I enter the Mirror Mode code on the _Boys_ Mode Select screen, the cheat will only be effective for _Boys_, and not _Dead End_ (my next song). Confusing, isn't it?

Hidden/Sudden/Stealth/Off mode

Start with up-down-up-down-up-down-up-down. . . The machine will yell out whatever cheat you've entered. First it will yell out, "Hidden", which means that notes disappear before they need to be stepped on. Then it will yell out, "Sudden", which will make the notes appear right before you need to step on them (no color, either). Keep up with that up-down thing, and the machine will yell out, "Stealth", or NO NOTES!!! Do more of those up-down things and it will turn off this Hidden/Sudden/Stealth thing.

Mode Select

This is now done right before you dance to the song. Colors are the same, except that blue feet mean one and only one thing-Beginner Mode, where you have to work to fail ('cause it's in some strange Little Mode version).

Character Select

Seems to be random. It's weird!! All the characters from THE DDR are in there (in some variation or another), and there are some new ones (like the dude in the bulletproof vest and the girl in a bright yellow trenchcoat, probably an escapee from my newspaper), and one that SOMEONE is bound to complain about (the 1P character with purple wings and clothes). If you really want to know who's who, check out Crono's FAQ at gamefaqs.com. It should be under the Dance Dance Revolution section. . .somewhere.

Flat Mode

Strange arrow colors getting to you? Left, Left, Left, Right, Right, Right, Left, Right. Should work (I hope) (Skywalker, my readers are depending on you!!!!).

There is also a mode that is supposed to shut the announcer up. I'll see if I can find it. At the rate I'm going, I might end up begging people to spill.

ALL OTHER CODES SHOULD BE THE SAME.

VIII. My PERSONAL Hall of Fame

As the title states, I will be posting my personal best for some of the songs. PLEASE DON'T E-MAIL ME WITH YOUR BEST STREAKS! There is a certain logic to this. Every song has a finite amount of arrows. Thus, streaks can only go so high (go check out the next section to see what I mean). BTW, I am not trying to be arrogant. I am just trying to show those fairly unfamiliar with the game that yes, it is possible to get these streaks. You don't believe me? So far, I've won the Most Accident Prone award (band award) for three years straight. Besides, it's always good to know how good the author REALLY is (quit staring at me like that). You can compare your streaks to mine. Or, you can just laugh at me.

Highest grade: SS (Brilliant 2 U, Trick Mode), AAA (End of the Century, 20, November)

Streaks:

Have You Never Been Mellow: 32 (you can do better than this!)

Boom Boom Dollar: 103 (this is the only song where I will post someone else's streak. In this case, the proud owner of this streak is my mom, who can beat me at this song any day of the week) TRICK MODE: 42 (my own) MANIAC MODE: 54

Butterfly: 80 TRICK MODE: 113 (Don't ask me what I did to get this streak. My next highest streak on Trick Mode is 45) MANIAC MODE: 133 (a miracle to me)

Put Your Faith in Me: 63 TRICK MODE: 81 EXPERT MODE: 77

Brilliant 2 U: 129 TRICK MODE: 176 (SS! Finally!) MANIAC MODE: 83

Make It Better: 35 (stop laughing) TRICK MODE: 47 MANIAC MODE: 17

AM-3P: 88 TRICK MODE: 72 MANIAC MODE: 111

Brilliant 2 U (Orchestral Groov): MANIAC MODE: 41

Make It Better (So Real Mix): MANIAC MODE: 27 (and my guess is that there are 230 arrows in this song)

Paranoia: 112 TRICK MODE: 108 MANIAC MODE: 26 (pretty bad)

Trip Machine: 55 TRICK MODE: 44 MANIAC MODE: 87

Jam Jam Reggae: 56 EXPERT MODE: 92 (yes, I managed a streak)

Silent Hill: EXPERT MODE: 43

20, November: 103 EXPERT MODE: 36

Make A Jam (not a jelly)!: EXPERT MODE: 120

Dub I Dub: EXPERT MODE: 56

End of the Century: 231 DIFFICULT MODE: 180

La Senorita: 83 EXPERT MODE: 38

Luv To Me: DIFFICULT MODE: 22 EXPERT MODE: 35 (yay.)

Afronova: DIFFICULT MODE: 144 (no kidding!)

Dead End: DIFFICULT MODE: 16 EXPERT MODE: 43

Dynamite Rave: EXPERT MODE: 23 (sigh. . .)

Love that Feeling: DIFFICULT MODE: 61 EXPERT MODE: 58 (cheer!)

Stomp to my Beat: EXPERT MODE: 37 (don't ask)

Paranoia (Clean Mix): DIFFICULT MODE: 205 EXPERT MODE: 204 (at the tourney)

Paranoia Rebirth: DIFFICULT MODE: 135 EXPERT MODE: 67 (still failed)

Trip Machine (Luv Mix): 41 DIFFICULT MODE: 56 EXPERT MODE: 112

I did not put my streaks for all the songs simply because I got a streak of downright humiliating on those songs I didn't mention.

IX. The Ultimate Streak

So you think you're GOOD? Here are the highest possible streaks. Please note that I did not bum off of anyone's work to get these streaks. I simply observed others and noted the total number of arrows through some addition. Other streaks were obtained when certain show-off friends of mine (*cough*cough*Mr.AM-3P Mattxima*hack*cough*) somehow got a Perfect!!! or Great!! for every single step they took! I think I need to find friends with actual lives now.

Have You Never Been Mellow: 64 TRICK MODE: 118
Boom Boom Dollar: 103
Butterfly: 160 TRICK MODE: 160 MANIAC MODE: 219
Put Your Faith In Me: MANIAC MODE: 203
Put Your Faith In Me (Jazz Groov): TRICK MODE: 145
My Fire: TRICK MODE: 144
Brilliant 2 U: 130 (?) TRICK MODE: 176
Make It Better: TRICK MODE: 188
Brilliant 2 U (Orchestral Groov): TRICK MODE: 187
AM-3P: TRICK MODE: 195 MANIAC MODE: 244 (who doesn't get this streak?)
Trip Machine: MANIAC MODE: 230 (someone addict got a SS)
Paranoia: TRICK MODE: 214 (?) MANIAC MODE: 319 (I got these numbers through
some fast addition)

El Ritmo Tropical: 124
Jam Jam Reggae: 123 EXPERT MODE: 252
Silent Hill: EXPERT MODE: 265
20, November: 103 DIFFICULT MODE: 150
Make A Jam!: EXPERT MODE: 280 (?)
So Many Men: 115
Dub I Dub: 134 DIFFICULT MODE: 205
End of the Century: 231
La Senorita: 138 (?) EXPERT MODE: 204
Luv to Me: 203
Afronova: EXPERT MODE: 370 (this I got when someone got an AAA!)
Dyanmite Rave: 269
I Believe In Miracles: EXPERT MODE: 234
Stomp to my Beat: DIFFICULT MODE: 181
Paranoia (Clean Mix): EXPERT MODE: 355
Paranoia Rebirth: EXPERT MODE: 433
Trip Machine (Luv Mix): EXPERT MODE: 293

X. Name that tune

Okay, okay, so you've just stepped into the arcade. Someone is playing something on Maniac Mode, and you don't know whether to laugh at the person or bow down to him/her. Here are a few interesting notes I made about the individual songs. Enjoy!

YOU KNOW IT'S (INSERT SONG TITLE HERE) WHEN. . .

Have You Never Been Mellow:
All colors are pastels. Nothing but pastels.
It's possible to fall asleep anytime during the song.

Boom Boom Dollar:
There's a thing about raven's wings.
The singer holds his notes for a while. A long while. Like forever.

Butterfly:
The background's green. 'Nuff said.
The chorus will always begin with a certain three-arrow sequence.

Put Your Faith In Me:
NO DROOLING!!
Arrows appear either bunched up or far apart. No exception.
Some word sequence appears at the end.

Put Your Faith In Me (Jazz Groov):

NO DROOLING!!

Just about everything is in shades of BLUE!

Trumpets are heard.

Make It Better (either mix):

Some people's faces show up in the middle of the song (recognize anyone?).

Every single double-jump combination is present.

The middle looks too slow to be true.

The ending is made up of arrows requiring either three feet (Maniac Mode only) or your behind (as in, bounce it on the last arrows).

Orange.

My Fire:

Way too many hearts appear out of nowhere.

The colors remind you of _Boom Boom Dollar_.

The steps remind you of hopscotch.

Brilliant 2 U (either mix):

My pet tiger is seen in the very beginning <G>.

The difficulty of the ending is directly proportional to the difficulty of the "lyrics" (that "here we go" thing).

Electric blue seems to be the dominant color.

I dare you to add all of the numbers that flash by.

AM-3P:

The only colors are light and dark blue, white, black, and a little gold.

There are no lyrics (anywhere. It's a pure instrumental).

It sounds like a freeway during rush hour.

Trip Machine:

It's pink or red.

Weird timing. Really weird timing. Enough to give the _Make It Better_ series some serious competition.

A three-beat respite appears out of nowhere.

There's a countdown.

NO! THOSE ARE EYES STARING AT YOU!!!

Paranoia:

The tempo can be defined as really, really, really, really fast.

It's as easy technically as _Put Your Faith In Me_.

The song is played on the last stage.

El Ritmo Tropical:

It sounds like Ricky Martin has turned into a girl.

Trumpets. Trumpets. Trumpets.

Shame on you if you forget what song it is. The song's title is only posted all over the place!

Lime green sunset. Wow.

Nice blue sky. . .erm, water.

All your sunset are belong to annoying little dancers onscreen.

Jam Jam Reggae:

It looks like a nice little sunset.

Those arrows aren't speeding up. . .

I think they took this song in cut time!

There's a planet listening to something. . .pretty background!

Maracas players moving SLOW!

There's a pretty flag in the beginning!

Silent Hill:

It looks like a Christmas song.

The bells. Need I say more?

Ooh. . .pretty moonscape!!

Whatever you do, DON'T play this song when 1. your crush is watching, and 2. your friends with the oversized mouths are nearby and know what this song is (or you will be RAZZED!!! My friends would, too).

Hey, look! Teddy bears and the family jewel! Well, maybe not. . .

20, November

"I made a sign to him with my eyes". . .

Lots and lots of brown.

Music near inaudible.

Boys:

Please don't ask what that guy in the beginning is doing. I don't know.

It looks like a chat room.

Alien invasion! Only kidding.

Let Them Move:

Why is it so dark?

There's that clothesline again!

Make a Jam!:

Those bells promise to drive you nuts.

Sunset.

With palm trees.

Lots of yellow.

Planet has earphones, with monochrome background.

Graffiti art (I think).

So Many Men:

It's another moonscape.

NESTS had a hand in this.

Or, for those who didn't understand the previous. . .

Plenty of robot-looking things in the beginning.

Lots of bass, for some reason.

"So many men; so little time". . .

There's a FLASH in the beginning.

Dub I Dub:

Your screen looks funny. It's not your fault.

Your screen has been invaded by various objects. It's still not your fault.

Sounds peppy, goes extremely slow. We don't blame you one bit.

End of the Century:

Ooh, looks like someone hasn't been brushing.

Time slips by. . .

Scary silver faces.

"End of the Century, baby!"

Keep on Movin':

Glub, glub, fishies!!

Someone got clotheslined.

Um. . .very domestic.

Does that woman remind you of anyone? No? Oops.

La Senorita:

Stuff is moving. Perpetually.

Hmm. . .our planet in shades, with spotty yellow background?

FLASH! AGAIN!!!

Aren't the maracas players cute? No? *sniff*

Luv To Me:

Some girl has a problem with her hand.

Maybe those pool balls are responsible.

Sounds sparkly. I can't describe it anyway else.

Watch out for the hearts that look like a shiny piece of steak!

Yum. . .candy and ice cream. . .sugar. . .

Afronova:

There's a scary guy that wants to eat me in the beginning.

He never goes away.

Jawa, a whatta whatta jawa hut hey?

Blue geometric patterns.

Dead End:

Now it's black and blue.

Somewhere in that song, a police siren will go off (I'm not kidding!).

The ending is a bit further back than where most think it is.

Time splitters!

Dynamite Rave:

It's red and black (mostly).

Pipes. Pipes. No pippettes.

Combine _Boom Boom Dollar_ and the intro screen for this song and you get under the raven's pipes.

I Believe in Miracles:

The theme colors are greenish-gold and black.

The title repeats itself a few zillion times.

Speaking of the song, it becomes nothing but gibberish towards the end.

Love That Feeling:

Those dancers look like they're moving awful slow!

Oh, wait, they just sped up.

Did someone say skulls and roses?

Lots of red!

Stomp to my Beat:

Title repeats itself over and over. . .

Song is most easily mixed up with Attack the Music 49 Music Mix (don't ask).

Rainbow Moon Heart. . .um, just rainbow colors.

The black-white-blue title screen will pop up again (without the blue).

Please don't think about the title screen in a nasty way!

It's the Pink Bridge to Nowhere in Particular.

Paranoia Rebirth:

Starting of a brand new day!!

Acutally sounds sort of like THE Paranoia!!

It makes sure you know when it ends.

The beat is harder than Clean Mix, and the sirens are annoying!

Paranoia (Clean Mix):

Look at all the green in the screen.

The song ended? Could have fooled me!

The scenes keep flickering! Annoying!!

The background beat is driving, but not as harsh as Rebirth.

Trip Machine (Luv Mix):

"Mammy, would you sing, 'Trip Machine?'"

HUGE breaks all over the place!

It looks like you failed. . .oh, that's just the lights.

Those are, ahem, EYES!!!

XI. Credits

This FAQ was supposed to be very boring. Because of everyone here, it's not quite so boring.

Gamefaqs.com, Gameadvice.com and Neoseeker.com

For actually posting my FAQ, and for being cool sites overall (did you take the poll of the day at Gamefaqs.com?)

Konami

The makers of the game. They got me addicted.

All the video arcades who carry this game

This one is obvious...

My Music Teachers

It takes someone who is familiar with music to figure out what the heck Konami threw in their game. Go figure.

All my friends (if you know my other name, this is for you)...I think

You were the nuts who supplied most of my song info, without realizing it. I have quite a few dresses in my closet, and I'm not afraid to use them!

K', and whoever you borrowed that dance mat from

Needless to say, you provided me with pretty much all the information for _Dance Dance Revolution: 2nd Mix_. Can you dye your hair silver?

Gamesages.com

THE site for codes!

Nickel (deloura@halcyon.com)

For LOTS of game info (especially on Third Mix). Really, I thought Exorbitant was the highest rating.

Editor-in-Chief at KHS

Thanks for selling me the _Dance Dance Revolution: 3rd Mix Nonstop Megamix_ CD. Now I can really annoy people with _Mr. Wonderful_.

Skywalker, Leviathan, and Mattxima

For all those 3rd Mix titles, gropus, and lyrics and for dancing and putting up with me. I can still beat ALL of you at Hip Hop Mania 2!

Jon I. (Jonath8436@aol.com)

For putting up with me and my lame jokes, getting those ultimate streaks, and somehow getting a SS on AM-3P and a bunch of other songs on Trick Mode (my grade average for AM-3P is a C, give or take a grade).

My Mom

She pointed out the relationship between The Olivia Project and their songs. She also got a SS on _Boomb Boom Dollar_. This proves that anyone can dance, regardless of gender or age (you can TRY to figure out how old she is. . .but don't ask me about it, because she will kill me if she finds out about this!)

Deathlok the Demolisher (deathlok@thefiresauce.com)

For correcting me. Okay, okay, stop grinning like that!

DJ Lee and DJ Taka (this is an inside joke)

For dancing to the darndest songs. Now get DJ Kazu addicted.

Team Kiken (greenbeans.virtualave.net/DDR)

For showing the world what DDR is SUPPOSED to look like, and for also hosting a tournament which I can actually go to! Knowing these guys, they'll probably be putting my mug on the Web. Therefore, I can only tell you that I placed (money is coming. . .). Check out their site for the winner of the Men's tech competition (his score will blow you away).

Really, really cool site?

Keep scrolling down.

You

For taking the time to read this thing.

So you REALLY want to know who I am? I'm the girl that dances solo or with a (ahem!) friend on Expert Mode, and almost always to _Love that Feeling_ or _Dead End_ (only if I have the energy for it). Or, I'm the nut who dances to _Paranoia (Clean Mix)_ as a first stage (and on Expert).

Do you have any questions, comments, or CLEAN jokes? E-mail me cherriebomber@yahoo.com

Yep, it's a tradition. I add stuff to the bottom of my FAQ.

Being sick does have its advantages. For one, I get to read other people's writing. Most of it is in desperate need of grammar checking (yes, that means you fanfic writers). For a lot of great writing tips (okay, so it's a bit slanted to one anime, I'm sorry, but it's the only thing like it I've ever found), ask me personally (cherriebomber@yahoo.com). While this webmaster sounds like an English teacher, take her advice. Please?

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