Dance Dance Revolution FAQ/Walkthrough

by CyricZ   Updated to v1.2 on Oct 4, 2005

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Dance Dance Revolution (USA Version)
A FAQ/Walkthrough by CyricZ
Version 1.2
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1. INTRODUCTION
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Hi and Konnichi wa! Welcome to my FAQ for Dance Dance Revolution for the
Playstation 1! I refer to this as a "FAQ/Walkthrough", but there's very
little "walking through" to be done with this game. Anyone familiar with
Konami's most famous member of the BEMANI series will know that there are few
written tips that can be given for the Dance Dance Revolution series. You
have to trust your own feet and your burning soul. However, I will, in this
FAQ, give you the heads-up on what the songs are, where they come from, and a
few tips to get you ready for tackling them...

This FAQ was made following the release of DDRMAX2 for the Playstation 2.
Mention is given if songs appear on future mixes.

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2. FAQ
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Q: What is Dance Dance Revolution?

A: DDR is Konami's first release into the DDR world as it gradually makes
its way to American shores.

Q: How does one play Dance Dance Revolution games?

A: It's actually pretty simple. Your "controller" has four directions: left,
down, up, and right, which are shown at the top of your play screen. You
select a song. As the song plays, arrows will start scrolling up to your top
line. When an arrow scrolling up reaches the line of arrows at the top, you
must "step" on the direction matching that arrow's direction. If two arrows
come up at once, you must press both at once.

Q: Is this like any DDR from the arcades?

A: Not at all. For licensing reasons, and the fact that the USA has to catch
up on songs from missed mixes, we're given a hodgepodge of DDR material in
this mix from the early arcade mixes.

Q: Why isn't (insert song here) in this mix or any others?

A: Usually, it's directly related to the fact that, despite Konami's usage
of these songs for DDR, the songs are still owned by the songs' artists.
This means that the contract the artists have with Konami only refers to the
games they specify, which is generally the arcade mix, and (most of the time)
the corresponding Japanese Playstation console port. Getting the songs over
here is a whole other story, and I feel that we're lucky to get the songs that
we do.

Q: Just who is NAOKI?

A: Naoki Maeda has been with Konami for many years. He is the leader of
Konami AM Internal Sound Team, who are in charge of coming up with songs for
each new DDR release. He's responsible for many songs throughout DDR-dom,
under lots of artist names. He also has the support of other artists and
vocalists, such as Paula Terry, Thomas Howard, and Aaron G. His artist names

include, but are not limited to: Omega (the symbol), 1479, 180, 190, 190',
200, 270, 290, 8 bit, B3-PROJECT, BIG-O, BLUE DESTROYERS, Crystal Aliens,
DANDY MINIERO, d-complex, DJ KAZU, DE-SIRE, DIVAS, DR. VIBE, FACTOR-X, FIXX,
KTz, Luv UNLIMITED, mitsu-O!, MR. DOG, MUSTACHE MEN, N&S, N.M.R, NAOKI, NAOKI
190, NAOKI underground, NM, NO.9, NW260, RE-VENGE, RevenG, Stone Bros.,
TailBros, THE FINAL BAND, THE SURRENDERS, UZI-LAY, Z, ZZ. Some of these are
not actually names for Naoki, but sometimes artists he's used for vocals in
the songs.

Q: I think a genre you have listed is incorrect.

A: Tell me what you think it should be, but present a good case, because I've
asked a lot of people about this subject. However, if you're disputing a
genre that has a star (*) after it, then I won't bother, because those are
the official genres as Konami states.

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3. BASICS
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This covers most of the stuff you can find in the instruction booklet, but
we all know how often people hang onto these...

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3A. Controls =
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Directional Buttons: Moves your selection on all the menus or steps in that
 direction.
Circle, X: Confirm selection
Triangle, Select: Cancel selection
Start: Start game
Start and Select at the same time: Return to title screen

If DANCE PLAY is ON on the Options Menu, the face buttons (Triangle, Square,
Circle, X) will also step in that direction relative to its position on the
face.

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3B. Menus/Displays =
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Main Menu

Game Mode: Select this to access the main game (see How To Dance for more
 info).
Workout Mode: A more fitness-oriented way to play.
Lesson Mode: Tutorial for total beginners.
Training Mode: Practice any open song in any kind of situation.
Records: View your high scores for Game Mode, Nonstop Mode, and Workout Mode.
Options: Basic option stuff. Check below for more info.
Credits: Rolls the credits.

Options Menu

Sound Options:
Sound: Select from Stereo or Monaural.
Voice: Select to have All voices, No Booing, or no voices.

Controller Settings:
Vibration: Allows you to set vibration to occur whenever you step, whenever
 you miss, or not at all.
Double Play: If Vibration is on, allows you to set it for Double Mode or not.
Double Mode Settings: Allows you to adjust the controls for Double Play if
 you use a controller
Dance Play Settings: If set to "Off" for a controller, face buttons will not
 register steps. Turn Off if you have a pad.

Memory Card:
Save: Save system data.
Load: Load system data.
Auto Save: Will Auto Save whenever you change anything or do anything.

Game Options:
Game Level: If set to a harder difficulty, the Dance Meter will decrease more
 if you miss.
Number of Stages (Beginner): Sets how many stages you'll play if you select
 Beginner Mode.
Number of Stages (Normal): Sets how many stages you'll play if you select
 Normal Mode.
Game Over During Song: Default is on. If on, then you'll drop out as soon as
 you fail the song. If off, you'll drop out at the end of the song if you
 fail.

Graphics Options:
BG Effect: Turn the background effects on or off.
BG Brightness: Set how bright the background is if it's distracting you.
Danger Display: "Blink" will flash the Danger Display during the song.
 "Still" will just have a constant Danger Display. "Off" will have none.
Stepmark Colors: Type1 is the default. Type2 has solid different colors to
 tell between 1/4 notes, 1/8 notes, etc.

Workout Options:
Measurement: If set on "Free", all steps will add to your Calorie Count. If
 set on "Regulation", only proper steps will be added.
Calorie Display: Toggle between displaying your Calories Burned and your
 standard Score.
Exercise Display: Displays (at the top of the screen) nothing, your stage, or
 your time.
Weight Unit: Toggle between pounds and kilograms.

Shortcut Options:
Shortcut: Turning this on will activate the next three options. Whenever you
 start the game up, your characters and mode will automatically be selected.
Character 1P: Select the first player's character.
Character 2P: Select the second player's character.
Game Mode: Select the game mode to start with (Normal or Nonstop).

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3C. How To Dance =
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Give It Your Best!

Pressing X on Game Mode of the Main Menu will send you right to the Character
Select screen. Pressing O on Game Mode will let you select your style.

Single Mode: This is a 1-player mode using the pad you used to start the game.

Unison Mode: This is a 2-player mode where each player uses a pad, each
 player has their own set of steps for each song. (Check the section on
 Unison later on)
Versus Mode: This is a 2-player mode where each player uses a pad, and each
 player plays as if it was Single Mode.
Double Mode: This is a 1-player mode where the player uses both pads. Every
 song has different steps for Double Mode than Single.

Select Character

Press Up, Down, Left, and Right to toggle characters. The character you pick
will have no bearing on the dancing. Player 1 plays a male character, while
Player 2 plays a female character (unless you have the Shortcut set up). If
playing two players together, the characters selected have to be "partners".

JOHNNY and JENNY: These siblings dress in retro style, and love their euro
 tunes. They first appeared in DDR 2nd Mix.

KONSENTO:2 and KAERU-ZUKIN: Seems every mix has a new KONSENTO (meaning "plug")
 and a ZUKIN for a partner. These two first appeared in DDR 2nd Mix.

ASTRO and CHARMY: These two futuristic cosplayers first appeared in DDR 3rd
 Mix.

RAGE and EMI: These two are raver kids, and first appeared in DDR 3rd Mix.

DISCO and LADY: These disco freaks first appeared in DDR 1st Mix, but these
 particular outfits were first featured in DDR 2nd Mix. DISCO's actual name
 is AFRO, which they changed for some reason.

KONSENTO:1 and OSHARE-ZUKIN: As previously stated, there are versions of these
 guys everywhere, this is the DDR 1st Mix couple.

DISK:A and DISK:B: These circle-frame creatures have their respective gender
 symbols, and were first featured in DDR 1st Mix.

DREAD-SNAKE and JANET: These clubbers first appeared in DDR 2nd Mix.

Select a Game Mode

BEGINNER MODE: Every song in this mode has a 1-foot difficulty. Also, your
 characters, instead of doing their own thing in the background, will guide
 you in how you should step. This mode is not available on Unison or Double
 Mode.
NORMAL MODE: You'll be able to select your songs, and one of three
 difficulties for playing.
NONSTOP MODE: This will bring you to a different screen, where you can select
 a four-song course to dance without stopping. Check the section later on
 for more info.

Select a Song

Use Left and Right to switch songs. Press X or O to make your selection.

Double tap Up or Down to change the difficulty. There are three available
difficulties for every song:

STANDARD (yellow): Very simple steps. More often than not STD difficulty has
 just quarter notes.
DIFFICULT (pink): More complicated steps. Often, the steps will try to match
 how the song goes in DIF.
EXPERT (green): The hardest difficulty. These are tough ones where they focus
 on one of two things: matching the notes exactly or kicking up the difficulty
 to give you pains.

On the bottom of the screen, you'll see the foot rating (general difficulty)
of the song. Each difficulty has a cute little name attached:

1 Foot: Simple
2 Feet: Moderate
3 Feet: Ordinary
4 Feet: Superior
5 Feet: Marvelous
6 Feet: Genuine
7 Feet: Paramount
8 Feet: Exorbitant
9 Feet: Catastrophic

Press Start to bring up a little Options window on your side of the screen.
Each of the four options are default to OFF:

1st Option: This allows you to select FLAT, which will make all arrows the
 same color, as opposed to the grading colors used to distinguish beats.
2nd Option: This allows you to select LITTLE, which will eliminate all non-
 quarter notes in the song, making it really easy.
3rd Option: This is the "Turn" option. MIRROR rotates all arrows 180 degrees.
 LEFT rotates them 90 degrees to the left. RIGHT in the other direction.
 SHUFFLE randomizes the steps.
4th Option: This is the "Appearance" option. If HIDDEN is on, the arrows
 will vanish about half-way. If SUDDEN is on, the arrows will appear about
 half-way. If STEALTH is on, you won't see the arrows at all.

If you can't decide on a song, just pick the RANDOM selection to randomly
bring up a song on the current difficulty.

Are You Ready?

The main field consists of the arrows and the Step Zone, which is a line of
arrows on the screen. As the song plays, arrows will begin scrolling along
the screen. As the arrows reach the Step Zone, you need to step on those
arrows.

On the top of the screen is the Dance Meter. It starts about half full. As
you step properly, it'll fill more. If you misstep, your Dance Meter will
start emptying. If it empties completely, game over.

On the bottom of the screen is the difficulty (in case you forgot), and your
score as it tallies up.

Also in the middle of the screen, you'll see words pop up as you step:

PERFECT: You stepped precisely on the arrow. Combo continues, the dance meter

increases, and you get the maximum possible score from that step.
GREAT: You just about stepped on the arrow. Combo continues, the dance meter
 increases, but you don't get the full score for the step.
GOOD: You're off on the step by a bit. Combo stops, but the dance meter
 doesn't change.
ALMOST: You're off on the step by quite a bit. Combo stops, and your dance
 meter decreases.
BOO: You completely missed the step. Combo stops, and your dance meter
 decreases.
SAVED: A special kind of step for Unison Mode, which I'll explain in that
 section.

Also marked on the screen is your combo, which is how many PERFECTS and GREATS
you have in a row. The announcer will tell you when you hit 100 combo, 200,
etc.

Evaluation

Once you complete the song, you'll see an Evaluation Screen. You'll receive
a letter grade, a tally on how many of each step you got, your maximum combo,
and your score. Your maximum possible score is 10 million.

The letters are AAA, AA, A, B, C, D, and E.

I don't know how the score relates to each letter grade. I'm sure it's an
algorithm relating to Dance Points, like the newest PS2 games, but so far, I
don't know the algorithm

E is a failing grade.

D, C, B, and A are progressive grades you get for scores on the song, without
having a full combo.

AA and AAA are given for scores with a full combo, AAA being higher than AA,
but not requiring all PERFECTs...

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3D. Dancing Tips for the Beginner =
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KEEP PRACTICING!

So, you've just got into DDR, eh? Good for you! You've become a part of a
cult sensation that still holds tons of respect in arcades across the country!
This game will probably seem quite overwhelming to you at first, especially
if you watch people play it and watch them do 9-footers. Don't sweat it.
You CAN be as good as them with the proper practice and effort.

If you really want to get into this, definitely use the Official DDR Pad.
There's no PS2 controller to use in the arcades, so learn the pad nice and
early. Most game stores have a few of these tucked away (possibly more, if
Konami's hyping this game like they should). If you're truly a beginner, you
may just want to start with a nice cheap pad. That way, if you find it's not
for you, you're not out a huge investment.

So, to begin, use the Lesson Mode the game provides you. It will walk you
through the basics and coach you to be a better dancer.

Despite the Lesson Mode, here are some tips I can give you as a beginner:

1. Get a good feeling for the beat. People who have performed with music have an advantage. People in marching band have a serious advantage. ~_^ You'll be stepping to the beat in these early stages, so get used to it now.

2. Now that you have the beat, you must "find the arrows". Yeah, sure. I know they're right there in front of you, to your sides, and behind you, but can you hit them without looking? Early on, you'll find that's your biggest problem: taking a step and not landing on the arrow. If you have to look, look, but that tactic won't last forever, so before a song takes off, take some cursory steps to make sure you're hitting arrows.

3. Keep your center. Especially on cheap pads with no definition, you'll find yourself often taking leave of the center of the pad as you continue stepping. If there's a break in the song, look down to make sure you're in the center.

4. Use the balls of your feet. You may notice, after some days of a lot of playing, that your ankles will start hurting. That's normal, and it's happened to most everyone I know that DDRs. This is your feet telling you to not step with your heels, but with the front of the foot. Get into that habit.

5. Now that you have these basics, and the Lesson Mode (largely) completed, head into Beginner Mode and start tackling songs. In particular, get used to the speed of the songs, as well as the speeding-up, slowing-down, and stopping some songs do. When that just gets too easy, take a deep breath and head into the real DDR world with Standard Mode. Try to keep your songs at three feet or below, but don't be afraid to venture out into the great unknown.

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3E. Dancing Tips for the Intermediate =
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KEEP PRACTICING!

Well, you're definitely not a n00b anymore (pardon my French). You're at the point where you wouldn't completely humiliate yourself at the arcades, but you probably won't impress many people there. In fact, you may just bore them with your simple steps. It's time to go to the next level.

At this point in your career, it's time to consider a new pad. For me, this meant going to redoctane.com and ordering their standard soft pad. This pad has a soft bottom which won't slip or bunch up as much. It's still not a serious pad, but you could do worse with fifty bucks...

So, first tip is to KNOW THE SONGS. You don't necessarily need to memorize the steps, but have a basic understanding of the song before you go into it. Even memorize the music itself, the lyrics, etc. so you can whistle along. Know where the tempo changes may occur, where stops are. Most importantly, know where the songs musical notes occur in the melody, because these will be mostly what you step.

Now that we're heading into dangerous territory, there is one big rule that I have to stress right away:

Remember how in the last part I told you to "find your center"? Well, you've found it by now, so now it's time to GET OFF IT. That's a crutch that's let you into the game, but it will hold you back later on. What you have to learn is to return your feet to the center as rarely as possible, if at all.

Move your feet from one arrow to the next, and don't move them unless you have an arrow to go to. This is probably the hardest thing you'll ever have to learn as a DDR player. Once you've relinquished your grip on the center, you only stand to improve up to the highest reaches of DDR-dom.

This actually leads to the other major point of going intermediate:

Eighth notes. Those are those off-colored ones. You'll have to deal with a lot of them, so learn to love them now. This is actually a good first step to leaving the center, because you are absolutely required to step three or more arrows in succession, and you'll have no time to return to the center at all. Use groups of three eighth notes to figure how to properly move between arrows; combinations such as up-left-down, where your right foot goes on up, left foot goes on left, and your right foot is already carrying back towards the down arrow, for example. Once you get strings of three down, you'll be ready to tackle longer strings, of four, five, seven, even nine if they're not too tangly...

So, for this end, you'll want to go for songs of four to six feet in difficulty, as well as treading into the pink pink waters of Difficult Mode. Just about all songs of this difficulty have at least several eighth notes to give you practice. Take these opportunities to develop your step combinations for your own style, so you'll be ready to use them when they appear again in harder songs.

Also, it may behoove you to get into Workout Mode or Nonstop Mode and repeatedly hammer some songs, particularly those of a brisk pace. This is a good first step to building up all-important stamina.

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3F. Dancing Tips for the Advanced =
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KEEP PRACTICING!

All right. You're through messing around, and through getting condescending looks from your peers at the arcade. It's time to show them what you can really do and kick it up a notch or three.

If you're really serious now, it's once again time for a new pad. Although 7, 8, and even some 9-footers are possible on a soft, flimsy pad, you just won't get the high scores you cherish. For this, I turned to RedOctane's Ignition 2.0. It's also a soft pad, but the thick foam insert, soft gripping bottom, and raised step platforms make it a good pad for aspiring champions, all for a paltry 100 clams.

Of course, if you have the money to blow (approximately $200), you may want to take it even further and buy the Cobalt Flux pad, which is a custom-made hard metal pad. It's VERY resilient, and much like pads you'll see in the arcades.

Anyway, pads aside, it's time to get down to business:

First, you better have mastered the stuff from the previous sections. I want to be able to yell out a song title and for you to hum it right there so you know what it sounds like. I don't wanna see your feet touch that center, soldier, or you'll drop and give me fifty. At this point, you should also have quick enough eye-foot coordination so that matching arrows on the screen with proper steps is second-nature.

Now, for some new tactics:

Chaos. You'll soon find as you reach the higher levels, that not all arrows
are quarter notes and eighth notes. You'll find sixteenths, twelfths, and
thirty-second notes thrown in to mess you up. Very rarely will they be in
random. Almost always, they'll match up with how the song goes, so you'll
at least have that going for you. So, a thorough knowledge of the songs will
allow you to surmount this hurdle with little difficulty.

Gallops. This is the popular name for a series of steps that has two
sixteenth note steps together, then two sixteen notes of dead space, then two
note steps together, and so on. When you step these notes, you'll feel like
a horse gallopping, which derives the name. Oftentimes, these notes will be
strung so that the last note in one gallop is the first note of the next
gallop. To properly step these, leave your last-stepping foot in place, so
it'll be ready to step the next gallop while your other foot moves to the
next note. This leads to the final tactic.

Axis of Rotation. Contrary to popular belief, you do not have to have your
upper body directly facing the screen at all times. A very important tactic
for the toughest songs is turning your body so that making truly difficult
steps becomes easier. Using alternating feet on long series' of eighth notes
is far less taxing than taking two or more eighth notes with one foot. The
best way to start turning your body is with left-down-right eighth note
combos. Left foot on the left arrow, right foot on the down, and turn so that
your left foot hits the right arrow. It'll be very disorienting at first,
but the hard songs will really take it out of you if you don't learn. After
learning a basic turn, learn to maintain your body at a 90 degree angle to
the screen for extended periods of time, and then taking it further by
rotating 180 degrees, or even 270 and 360, if you're brave enough to take
your eyes off the screen.

Finally, it's important to be in relatively good shape for this. You have to
have the proper stamina and leg strength to pull off the toughest ones,
because rather dexterous and tiring feats will be required of you, so keep
pounding at it, do hard songs repeatedly to build up strength, and push
yourself harder and harder to go all the way up to the great green Expert
Mode.

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4. SONG LIST
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Well, here it is, each song in order it's shown in the song list. There are
no secret songs in this game. What you see is what you got.

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4A. HAVE YOU NEVER BEEN MELLOW =
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Artist: THE OLIVIA PROJECT
Genre: 70's Ballad
BPM: 126

Difficulty:
     Sgl Dbl
STD: 1   2
DIF: 2   3
EXP: 4   6

Expert Notes: A four-footer on Expert? Yes, it seems that way. I'd put this at five, at least, myself. The first section is circles around the pad in a clockwise direction, with two quarters and three eighths repeating. After that, it's pretty simple quarters and three-note eighth clusters, except for two spots, just before the chorus starts, there's a thirteen note stream, and just before the end is a nine note stream that circles around the pad.

Lyrics:

Have you never been happy just to hear your song?
Have you never let someone else be strong?

There was a day when I just had to tell my point of view
I was like you
Now I don't mean to make you frown
No, I just want you to slow down

Have you never been mellow?
Have you never tried to find a comfort from inside you?
Have you never been happy just to hear your song?
Have you never let someone else be strong?

Have you never been mellow?

Song Type: License
First Appearance: DDR 1st Mix (Arcade)
Artist Notes: As you can probably guess, THE OLIVIA PROJECT is a cover project
 for songs by Olivia Newton John, famous singer/actress.

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4B. BOOM BOOM DOLLAR =
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Artist: King Kong and D. Jungle Girls
Genre: Euro Dance
BPM: 135

Difficulty:
     Sgl Dbl
STD: 2   3
DIF: 5   5
EXP: 6   7

Expert Notes: You'll find mostly three-note streams, and a few seven-note streams in the opening and verse. When you get to the chorus, it gets a bit nastier, throwing double steps in your streams, as well as long 16+ note streams which work best using crossovers.

Lyrics:

It's thriller, darling
You're a wonderful lover, baby
(Ay, iyaiyaiyai)
July, December

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Always deep inside of my mind
Tell me why (Ay, iyaiyai)

You keep a pocketful of green green dollars
I love you though it's the time
You're very hard
You sound like a young fella
Take me on the night

Boom boom boom boom
Shoot you like a bambar
Boom boom boom boom
At your order
Boom boom boom boom
Pushing all the buttons
More time

Boom boom boom boom
(Ay, iyaiyaiyai)
Boom boom boom boom
(Ay, iyaiyaiyai)
Boom boom boom boom
Pushing all the buttons
More time

Boom boom boom boom boom boom boom boom boom boom!

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Song Type: License
First Appearance: DDR 2nd Mix (Arcade)
Misc. Notes: Yeah, I can't understand the lyrics, either.  You can find the
 K.O.G G3 MIX of this song in DDR Extreme 2.


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4C. EL RITMO TROPICAL =
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Artist: DIXIES GANG
Genre: Samba House
BPM: 133

Difficulty:
    Sgl Dbl
STD: 2   4
DIF: 6   5
EXP: 7   7


Expert Notes: It starts with a lengthy stream, and then settles, for the
entire song, into a sort of psuedo-triplet style.  It's not pure triplets, as
the space between the third note in the triplet and the first note of the next
one is smaller than the others, but it can be played that way.  The rest of
the song is like this, including throwing some doubles in.


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Lyrics:

Carnaval!
Ayayayayai!
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El mundo el cielo
Celebra carnaval!

(Lala lala lala
Lala lala lala lala
Lala lala lala lala
Lala lala lala lala)

Have a party
Shake your body
Do the limbo
Dancin' on 'El Bimbo'
Do it all night
See the sunlight
We go on and on and on

We're gonna have a party
It's time to shake your body
Come and do the limbo
Dancin on 'El Bimbo'
We can do it all night
Until we see the sunlight

We go on and on and on

Samba!
(Lala lala lala)
Carnaval!
(Lala lala lala lala)
Ayayayayai!
(Lala lala lala lala
Lala lala lala lala)

(Lala lala lala)
El ritmo tropical
El ritmo tropical
(Lala lala lala lala)
El ritmo tropical
Celebra carnaval!
(Lala lala lala lala)
El ritmo tropical
El ritmo tropical
(Lala lala lala lala)
El mundo el cielo
Celebra carnaval!

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Song Type: License
First Appearance: DDR 3rd Mix (Arcade)
Misc. Notes: El ritmo tropical = The tropical rhythm
 El mundo, el cielo = the earth, the heavens
 The rest is pretty apparent...

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4D. LET THEM MOVE =
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Artist: N.M.R
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Genre: House
BPM: 115

Difficulty:
     Sgl Dbl
STD: 3   3
DIF: 6   6
EXP: 7   7

Expert Notes: A tricky seven-footer. Whenever you hear orchestra bells,
you'll be stepping them in a sixteenth note pattern, mostly in clusters of
five. Once the main verse begins, you'll be facing long streams. They won't
require much turning, but they're pretty long. Whenever the lyrics say
"Sweet, sweet" etc., you'll be gallopping, starting on the note.

Lyrics:

The party's jacked, and something was sidelined
The mics are dead, Maeda takes the rewind, and use them as guidelines
I hit them, but Maeda breaks too think, within a mix
Cant think, I break him like a toothpick
Can't get with the instrumental record's power
Maeda's hunking me, like ring around a collar
So don't screw up

Let them move
Let them move, oh!
(whoo)
Let them move
sweet, sweet, sweet, sweet
Let them move

Let them move
Let them move, babe!
(whoo)
Let them move
sweet, sweet, sweet, sweet
Let them move, oh!

Song Type: Konami Original
First Appearance: DDR 2nd Mix (Arcade)
American Appearances: DDR Konamix
Artist Notes: N.M.R is a Naoki psuedonym.

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4E. 20, NOVEMBER (DDR version) =
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Artist: N.M.R feat. DJ nagureo
Genre: House
BPM: 130

Difficulty:
     Sgl Dbl
STD: 3   3
DIF: 5   5

EXP: 7   7

Expert Notes: The beginning has some quick sixteenth note taps to follow the
percussion. The middle has a set that goes two eighths, then a gallop for
some time, then, when the main melody starts, you'll match it with your steps.

Lyrics:

(Ah! Doing it together)
(Give it to me... Good)

Song Type: Konami Original
First Appearance: DDR 2nd Mix (Arcade)
Artist Notes: N.M.R is a Naoki psuedonym. DJ nagureo is Reo Nagumo, a very
 popular Bemani artist, who's done tons of songs.
Misc. Notes: This song is a remix of the original 20, november from Beatmania.
 Incidentally, November 20th is Reo Nagumo's birthday...

==========================
4F. PUT YOUR FAITH IN ME =
==========================

Artist: UZI-LAY
Genre: Jazz Funk*
BPM: 120

Difficulty:
    Sgl Dbl
STD: 3   4
DIF: 4   5
EXP: 6   6

Expert Notes: The only thing to look out for here is a series of streams that
sometimes turn. That's it. No double steps in the streams. No sixteenths.
Times were simpler in 2nd Mix, weren't they?

Lyrics:

Put your faith in me, and I'll show you
(Listen to my heart, it's crying)
You bring the reason to doubt it all
(Like I knew, yeah!)
Put your faith in me, and I'll show you
(I just wanna DRIVE you crazy)
You bring the reason to doubt it all

Causing much mayhem, dropping drama
Radical rebel with the need to bomb ya
Fake MCs and I'll hang them higher
The mic is my time, to pay the piper

Crime is blind going off, as I kick them
You and the beat, portrayed as the victim
Maniac, as the cuts, denounces

Supreme, with the war and challenges
Graceful...

Born and raised in Chicago Crook County,
Mike is the only raised Hell like Damian
Pushed through your chest, like the creature in Alien
Pray, like a phantom, on the loose
Hold still while I get the noose
I got your brain in my scope

The plans I hold, so dope, you can't cope
Deadly...

Put your faith in me, and I'll show you
(Listen to my heart, it's crying)
You bring the reason to doubt it all
(Like I knew, yeah!)
Put your faith in me, and I'll show you
(I just wanna DRIVE you crazy)
You bring the reason to doubt it all

Song Type: Konami Original
First Appearance: DDR 2nd Mix (Arcade)
American Appearances: DDRMAX2 USA
Artist Notes: UZI-LAY is a Naoki psuedonym, and was used solely for this song
 and its remixes.
Misc. Notes: A "SATURDAY NIGHT MIX" of this song appears in DDR Ultramix.

==
4G. PUT YOUR FAITH IN ME (Jazzy Groove) =
==

Artist: UZI-LAY
Genre: Jazz Groove
BPM: 120

Difficulty:
    Sgl Dbl
STD: 4   5
DIF: 5   6
EXP: 6   8

Expert Notes: Okay, I take last song's statement back. They were just
setting you up for the hurtin' in this song. Lots of seven-note streams,
plenty of turning during the main chorus, and a few doubles in the streams.
It doesn't get much more fancy, though...

Lyrics:

Put your faith in me, and I'll show ya'
Put your faith in me, and I'll show ya'
You bring the reason to doubt it all

Causing much mayhem, dropping drama
Radical rebel with the need to bomb ya
Fake MCs and I'll hang them higher

The mic is my time, to pay the piper

Crime is blind going off, as I kick them
You and the beat, portrayed as the victim
Maniac, as the cuts, denounces
Supreme, with the war and challenges
Graceful...

Put your faith in me, and I'll show ya'
Put your faith in me, and I'll show ya'
You bring the reason to doubt it all

Song Type: Konami Original
First Appearance: DDR 2nd Mix (Arcade)
Artist Notes: UZI-LAY is a Naoki psuedonym.
Misc. Notes: See PUT YOUR FAITH IN ME

==================
4H. BRILLIANT 2U =
==================

Artist: NAOKI
Genre: Euro Groove*
BPM: 150

Difficulty:
     Sgl Dbl
STD: 4   4
DIF: 5   5
EXP: 6   7

Expert Notes: For the most part, you'll find small streams and quarters.
There are a few tough spots, such as a couple of streams of three double
steps, and during the bridge, you'll step two eighths, three sixteenths, then
another eighth, then a quarter, and do that for a while. You may think it
follows the music, but it doesn't.

Lyrics:

C'mon, let's go, here we go,
Jump jump jump everybody.
Jump up and have a hell of a time, get down.

Get involved, c'mon 'cmon.
Jump jump jump, let go.
Everybody knows how to get down.

Jump jump jump, get involved.
Jump jump jump, get involved.
Jump jump jump, get involved.
Everybody knows how to get down.

C'mon, let's go, here we go,
Jump jump jump everybody.
Jump up and have a hell of a time, get down.

```
Get involved, c'mon 'cmon.
Jump jump jump, let go.
Everybody knows how to get down

Jump jump jump, get involved.
Jump jump jump, get involved.
Jump jump jump, get involved.
Everybody knows how to get down.

---

Song Type: Konami Original
First Appearance: DDR 2nd Mix (Arcade)
American Appearances: DDR Konamix, DDR Extreme 2
Artist Notes: Information on Naoki is in the FAQ.
Misc. Notes: There's a K.O.G G3 Mix of this song in DDR Extreme 2.

===================================
4I. BRILLIANT 2U (Orchestra Groove) =
===================================

Artist: NAOKI
Genre: Orchestra Groove
BPM: 150

Difficulty:
     Sgl Dbl
STD: 5   4
DIF: 6   5
EXP: 7   7

Expert Notes: I'd put this at actually slightly easier than the original, but
oh well.  There are mostly three-note streams in here, with a few longer ones,
and a couple of sections where you'll gallop for two steps.

---

Lyrics:

Get involved, c'mon 'cmon.
Jump jump jump, let go.
Everybody knows how to get down.

Jump jump jump, get involved.
Jump jump jump, get involved. (come on)
Jump jump jump, get involved.
Everybody knows how to get down.

C'mon, let's go, here we go,
Jump jump jump everybody.
Jump up and have a hell of a time, get down.

Get involved, c'mon 'cmon.
Jump jump jump, let go.
Everybody knows how to get down

Jump jump jump, get involved.
Jump jump jump, get involved, come on.
Jump jump jump, everybody,
get involved, come on, come on,
```

get involved, yeah, everyone.

Song Type: Konami Original
First Appearance: DDR 2nd Mix (Arcade)
American Appearances: DDRMAX USA
Artist Notes: Information on Naoki is in the FAQ

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===========
4J. SMOKE =
===========
```

Artist: MR. ED JUMPS THE GUN
Genre: Classic Rock
BPM: 135

Difficulty:
```
    Sgl Dbl
STD: 3   4
DIF: 4   5
EXP: 6   6
```

Expert Notes: Not all that easy. Once the verse starts, you'll be subjected
to seven-note streams with doubles interspersed, then smaller streams later.
Halfway through the chorus, you'll have long streams again, with some triplets
at "Ninety degrees"...

Lyrics:

The time tunnel kicks us back to 1972
We find ourselves in Osaka, there are playin' some dudes
Two times Ian, Roger, Ritchie and John
They let the water burn till everybody is done
An old sailor called Taylor, the cuties here got their cans queer
J.D. the believer, is that right my dear?
Arigatou Mr. Mato knows where to check it out
But the geishas, they are leaving us deep in doubt

Smoke on the water, a fire in the sky
Smoke on the water
Freeze!
90 degrees
Freeze!
90 degrees

Song Type: License
First Appearance: DDR 2nd Mix (Arcade)
Artist Notes: MR. ED JUMPS THE GUN is a cover artist, and this is one of
 their covers.
Misc. Notes: This is, obviously, a cover of the original Smoke On The Water
 by Deep Purple. The names mentioned in the song are the band's members. In
 the original background graphic of this song, there were guns and bullets
 behind the guy, as well as a pixellated cigarette, but we all know how well
 that would sit with parents.

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=====================
4K. MAKE IT BETTER =
=====================

Artist: mitsu-O!
Genre: Reggae
BPM: 119

Difficulty:
     Sgl Dbl
STD: 4   5
DIF: 5   7
EXP: 7   7

Expert Notes: Because this song's so slow, they'll try to trip you up by
overloading steps.  In addition to plenty of streams, you'll get doubles
thrown in, and it gets really evil at the end, where they'll stream up
doubles together to trip you up.

---

Lyrics:

Got no money
Talk to my dream

Time after time I've tried to walk away
Uh, uh, uh, and you don't break my heart
Time after time I've tried to walk away
Uh, uh, uh
Time after time I've tried to walk away
Uh, uh, uh, and you don't break my heart
Time after time I've tried to walk away
Uh, uh, uh

Yeah, yeah, yeah
Yeah, yeah, yeah

Time after time I've tried to walk away
Uh, uh, uh, and you don't break my heart
Time after time I've tried to walk away
Uh, uh, uh

Yeah, yeah, yeah
Yeah, yeah, yeah

---

Song Type: Konami Original
First Appearance: DDR 1st Mix (Arcade)
American Appearances: DDR Extreme USA
Artist Notes: mitsu-O! is a Naoki psuedonym.
Misc. Notes: The SO-REAL mix of this song is in DDR Konamix.

========================
4L. MY FIRE (UKS Remix) =
========================

Artist: X-TREME
Genre: Disco House
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BPM: 130

Difficulty:
    Sgl Dbl
STD: 4   4
DIF: 5   5
EXP: 6   7

Expert Notes: I don't even think it deserves six feet for Expert.  The worst
you'll face is five-note streams that force you to cross over on the bottom
of the pad.  That's it.

---

Lyrics:

Just bring it on down
Just bring it on down
Just bring it on down

Relight my fire
Your love is my only desire
Relight my fire
Cause I need your love

Bring it on down, I'll take it higher
Feel your body burning with desire
One step a little closer
Turn around and take it like you're supposed ta, a roller coasta
About this time I'll make a suggestion
get on the dance floor but use discretion
It's hot, and when I find the spot

Relight my fire
Your love is my only desire
Relight my fire
Cause I need

Relight my fire
Your love is my only desire
Relight my fire
Cause I need your love, ooh

---

Song Type: License
First Appearance: DDR 1st Mix (Arcade)
Artist Notes: X-TREME is a cover artist, who've done other covers for DDR,
 including WONDERLAND and A MINUTE.  I'm told the people involved are
 Andrea Puntillo and Roby Arduini.
Misc. Notes: This is a remix of "Relight My Fire" by Dan Hartman.

======================
4M. IF YOU WERE HERE =
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Artist: JENNIFER
Genre: Euro Beat
BPM: 146
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```
Difficulty:
    Sgl Dbl
STD: 5    6
DIF: 6    7
EXP: 7    7
```

Expert Notes: During the euro-style sound at the beginning and end, you'll
have streams with some triplets thrown in to follow the music. Besides that,
you'll only have some short streams, some with double steps thrown in.

Lyrics:

The train's gone and I am standing alone.
I think of you; I wonder if you think of me too.
I'm back to the town that I was born in
to think of my life and to start it over with you.

Cause you know we've been in a maze of love
and we are losing control to get away.
Here I am walking on a hill in this town.
I gave my childhood that seems like yesterday

If you were here with me
you could feel the way I do now.
If you were here with me
you could see what I am looking for now.

Song Type: License
First Appearance: DDR 2nd Mix (Arcade)

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===============
4N. DUB-I-DUB =
===============
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Artist: ME & MY
Genre: Dance Pop
BPM: 136

```
Difficulty:
    Sgl Dbl
STD: 4    5
DIF: 6    7
EXP: 8    7
```

Expert Notes: Lot of double steps here, and many of them are thrown in
streams. The streams themselves can also get pretty long, up to fifteen notes
long. During the bridge of the song "Love is cold", you'll have to deal with
some gallops starting on the beat.

Lyrics:

Dub-I-Dub-I-Dub-I-Dup-Bup-Bup
Dub-I-Dub-I-Dub-I-Yeah
Dub-I-Dub-I-Dub-I-Dup-Bup-Bup

I don't need your love anymore

I don't need you here by my side
no more, no more, no
And when I feel your love deep inside
I will forget, oh yeah

So don't you dare come knockin' on my door
when you need someone to hold
Cause every door and window is closed
I can live, live without your love

Dub-I-Dub-I-Dub-I-Dup-Bup-Bup
Dub-I-Dub-I-Dub-I-Yeah
Dub-I-Dub-I-Dub-I-Dup-Bup-Bup
I don't need your love

Dub-I-Dub-I-Dub-I-Dup-Bup-Bup
Dub-I-Dub-I-Dub-I-Yeah
Dub-I-Dub-I-Dub-I-Dup-Bup-Bup
I don't need your love

Love is cold, yeah
I don't need your
Love is cold, yeah
I don't need

Dub-I-Dub-I-Dub-I-Dup-Bup-Bup
Dub-I-Dub-I-Dub-I-Yeah
Dub-I-Dub-I-Dub-I-Dup-Bup-Bup
I don't need your love anymore, no

Song Type: License
First Appearance: DDR 2nd Mix (Arcade)
Artist Notes: ME & MY are Susanne Georgi & Pernille Georgi, a group from
 Germany.

====================
4O. KEEP ON MOVIN' =
====================

Artist: N.M.R
Genre: Dance Pop*
BPM: 132

Difficulty:
    Sgl Dbl
STD: 4   4
DIF: 5   6
EXP: 6   7

Expert Notes: This song seems to like streams, and you'll find some of decent
size, and some that require you to turn, but there's very little excitement
besides that.

Lyrics:

Keep on, keep on, keep on, keep on doin' it
All new happy on your own (keep on, keep on, keep on, oh)
Keep on, keep on, keep on, keep on doin' it (What about my love)
Hope you feel good, hope you feel better, ooh!

Oh yeah, that's right, you'll be alone
Why don't you get out, won't you feel the need
You got so much of what you like
You better look at life, cause I've got this for you

Yeah, we want you to savor day, for you to get away
Now if you don't care about what I say, then you gotta think about the time
Because it's on your mind, it got your body goin'
In the motion, as I'm going through this flowing groove, it's funky

Keep on, keep on, keep on, keep on doin' it
All new happy on your own (keep on, keep on, keep on, oh)
Keep on, keep on, keep on, keep on doin' it (What about my love)
Hope you feel good, hope you feel better, ooh!

Keep on, keep on, keep on, keep on doin' it
(Doin' it, doin' it, doin' it)

Song Type: Konami Original
First Appearance: DDR 2nd Mix (Arcade)
American Apperances: DDR Extreme USA
Artist Notes: N.M.R is a Naoki psuedonym.
Misc. Notes: There's a "DMX Mix" on DDR Ultramix and DDR Extreme 2.

=================
4P. La Senorita =
=================

Artist: CAPTAIN.T
Genre: Latin Pop
BPM: 182

Difficulty:
    Sgl Dbl
STD: 4   4
DIF: 6   6
EXP: 7   9

Expert Notes: The main thing you'll notice about this song is that it follows
the music (on Expert) pretty well. It's basically short streams that aren't
always on the beat. Probably the toughest portion of this song is right
before the second verse, where you'll have to go from a stream into a double
step.

Lyrics:

Sitting in the corner with a coffee cup
Reading the newspaper, not looking up
She smiles as she finds something funny there,
The sunlight shining in her hair

When she leaves you want to follow her anywhere
Her dress is too tight but you can't let her see you stare

And she's a hot one, a jalepena
Ooh la Senorita
You'll never get close enough
To la Senorita

Hora, sa fuega

You know she has a mind, she has an attitude
And she likes her space and her solitude
She'll tease you or please you, if she's feeling good
Or burn you like you knew she would

When she smiles It's like the sun shining on your face
Pulling and stretching her leather and lace

And she's a hot one, a jalepena
Ooh la Senorita
In Baja, California
Ooh la Senorita
Ooh la Senorita

Ole!

Song Type: Konami Original
First Appearance: DDR 3rd Mix (Arcade)
American Appearances: DDR Extreme USA, DDR Ultramix 2 (Song Pack 7)
Artist Notes: CAPTAIN.T is Thomas Howard Lichtenstein, more popular for the
 Silent Hill songs and his work on Guitar Freaks. The song itself is by
 Naoki.
Misc. Notes: A remix of this, called "La Senorita Virtual", is in DDR Konamix.

==================
4Q. DROP THE BOMB =
==================

Artist: Scotty D.
Genre: Techno Rave*
BPM: 150

Difficulty:
    Sgl Dbl
STD: 4   4
DIF: 5   5
EXP: 6   6

Expert Notes: You'll be facing short streams with some Chaos, mostly. Once
you reach the bridge of the song, you'll match the percussion with your steps,
and then get back into the normal groove for the last chorus, until the end,
where you'll have to step in time to the synthesizer. It's a string of
quarter-note length triplets, so follow the music with them, and don't go too
fast.

Lyrics:

Sorry, but could I have the music louder?

Yeah drop the bomb! Just drop the bomb!

I'm kinda dizzy, 'cause of my dreams...

Getting sick and tired of the fossil-like system
Now or never it's the time to resist 'em
It's easy to blast them all away
Pull a trigger, push a button, say adios to today
Don't get me wrong, I'm a pacifist
The mind can do more than the fist
Explosives are not what it takes
(You know, terrorists always make these mistakes)

What we gotta do is build momentum
If you need the right tools invent 'em
Ride the wave of time, come feel the rhythm
The march to the future has begun, get with 'em
The brain is the generator of almighty power
Either do it now or your master plan goes sour
Yeah! Are you ready to take that fall?
It's up to you to make that call to drop the bomb!

Yeah drop the bomb!
Just drop the bomb!
Let me see that bomb!

Just...

Learn from the sunken Mu, Atlantis
And from the beheaded male-praying mantis
We've all gotta make room for whats to come
What we gotta do is build momentum
If you need the right tools invent 'em
Ride the wave of time, come feel the rhythm
The march to the future has begun, get with 'em
The brain is the generator of almighty power
Either do it now or your master plan goes sour
Yeah! Are you ready to take that fall?
It's up to you to make that call!

(And if it don't work then make the real thing, wipe it out)

So drop the bomb!
Yeah drop the bomb!
Just drop the bomb!
Let me see that bomb!

That bomb!
That bomb!
That bomb!

Song Type: Konami Original
First Appearance: DDR 3rd Mix (JP PS1)
American Appearances: DDR Konamix, DDR Extreme USA

Artist Notes: Scott Dolph is KCET's guy for public relations with the USA.
 Turns out he's a pretty good vocalist and rapper, too. The actual song was
 composed by U1-ASAMI.
Misc. Notes: The "System SF Mix" of DROP THE BOMB appears on DDRMAX USA and
 DDR Ultramix.

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==================
4R. GET UP'N MOVE =
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Artist: S&K
Genre: Hip Hop
BPM: 132

Difficulty:
     Sgl Dbl
STD: 5   6
DIF: 7   7
EXP: 8   7

Expert Notes: This song likes LONG streams, a lot. Your first is a sixty-two
note stream, followed by a shorter stream, ending with following the hard
percussion hits. Following that is a section following the keyboard hits, and
then it basically repeats the same thing over again, although the first stream
is shorter. Watch for the closely packed steps that suggest the percussion
hits.

Lyrics:

Get Up'n Move!

S & K can make ya, yeah.
Get Up'n Move!

Hold on tight as I let you fly
Way up high, be right by my side.
The critical danger, bodies pumpin',
Feet just frumpin', heartbreak thumpin'.
I feel something movin' me fast.
S & K gonna make it last.
Don't track us, the screamin' four,
Something more than just dance floor.
Men step back, feel phat tracks.
You'll get jacked, now how you like that?
It's brand new, whatcha gonna do
When Sugar Daddy hits the groove?

Get Up'n Move!
S & K can make ya, yeah.
Get Up'n Move!

Get Up'n Move!
S & K can make ya, yeah.
Get Up'n Move!

Unbelievable the way I flow,
Don't need a band gotta kick it solo.
Me and K, I mean K and I

Jammin' track we're gonna make you fly.
It's brand new, whatcha gonna do
When Sugar Daddy hits the groove?

Get Up'n Move!
S & K can make ya, yeah.
Get Up'n Move!

Get Up'n Move!
S & K can make ya, yeah.
Get Up'n Move!

S & K can make ya, uhh.
Get Up'n Move!

Song Type: License
First Appearance: DDR 2nd Mix (Arcade)

===========================
4S. I BELIEVE IN MIRACLES =
===========================

Artist: HI-RISE
Genre: Disco
BPM: 126

Difficulty:
    Sgl Dbl
STD: 5   6
DIF: 6   7
EXP: 8   8

Expert Notes: This is a good one. Lots of seven-note streams, several of
which make you turn to step them. Every time you get the disco brass, you
have special steps: three eighth notes, followed by two sixteenths, and two
offbeats to catch back up. This keeps up for most of the song, and later on
they'll throw double steps into the mess. At the very end, you'll repeatedly
do the disco brass, only instead of the three eighths, you'll have five
sixteenths, as you exactly match it.

Lyrics:

I believe in miracles, baby
I believe in you
I believe in miracles, baby
I believe in you

They say the day is ending
Let's watch the sun go down
And plan a holiday for two
For all eternity
I'm gonna count till you can see
the world I created just for you

Oh, I saw you standing on the street
I wanted to meet you and stop for a while

```
You gave me a smile when you said hello

Now everything's so good inside
Never realized that I didn't hide
the feeling that came when you felt the same.

I believe in miracles, I believe in miracles,
I believe in miracles, don't you?

Lalalalalalalalalala... Lalalalalalalalalala...
Lalalalalalalalalala...

I believe in miracles, I believe in miracles,
I believe in miracles, don't you?

In miracles, in miracles, in miracles...

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Song Type: License
First Appearance: DDR 2nd Mix (Arcade)

===========
4T. AM-3P =
===========

Artist: KTz
Genre: Tech House
BPM: 130

Difficulty:
     Sgl Dbl
STD: 5    5
DIF: 6    6
EXP: 8    7

Expert Notes: Well, the first problem is the eighty-step long stream at the
very beginning.  Be sure to keep your foot on the arrow you step every other
note, and be ready to switch when it does.  After that, you'll follow the
rhythm (in the "Kanto steppu" section), and at the end of that section are
four gallops that start on the beat.  After that, it's pretty simple, except
for a few small streams that have double steps in them.

---

Lyrics:

Start the revolution!
D-D-R
D-D-R
A-woha! (I want to see your body shake)
A-woha!
A-woha! (I want to see your body shake)
Kanto steppu
Kansai steppu
Nagoya steppu
Kyushu steppu
The revolution! (uh-huh)
The revolution! (uh-huh)
Move your body
```

Move your body
Move your body

Song Type: Konami Original
First Appearance: DDR 2nd Mix (Arcade)
American Appearances: DDRMAX USA, DDRMAX2 USA
Artist Notes: KTz is yet another Naoki psuedonym, and is specifically used
 for AM-3P and its remixes.
Misc. Notes: There is a "303 BASS MIX" of this song in DDR Konamix and DDR
 Ultramix (Song Pack 4), and an "AM EAST mix" of this in DDRMAX2 USA.

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==================
4U. DYNAMITE RAVE =
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Artist: NAOKI
Genre: Speed Rave*
BPM: 150

Difficulty:
     Sgl Dbl
STD: 5   5
DIF: 7   6
EXP: 9   8

Expert Notes: The easier of the two nine-footers, although that's not saying
much. This song will definitely wear you down if you're not used to catas.
It has everything a good cata should, though: long streams, sixteenths thrown
in, double steps on some of the shorter streams, and chaos. At the beginning,
you'll have to deal with some syncopation, as the first four notes are on the
eighth-note beat, the next three are off, and the last two aren't, and that
keeps up for several measures. Once the verse starts, you'll have eighths
with groups of three sixteenths regularly thrown in. You'll get a bit of a
respite from sixteenths once you get to the chorus, but those are replaced
with doubles-in-streams, and long streams, then back to the second verse for
more sixteenths, and then back to the chorus for more long streams and
doubles. Good luck to you.

Lyrics:

1, 2, 3, 4
Dynamite Rave!

Come on everybody!
(go, go, go, go, go, go, go, go)
And get on the floor, yeah

Techno, rave
It's time to make a stand
and pave the way
Some might say
Let it go
Stay with the flow
Stay on beat
Move your feet
On concrete

Or on the dance floor
You want more
Then I'll give you more
If it's too hardcore
Let me know
I'll stop the show
Then bring it back
To be exact
At 12 o'clock
Rock the spot
It's too damn hot
They told me so
Dynamite rave
It's on the down low
Use your inner glow
To make a move
Show and prove
The man with the lisp
Sounds so crisp
When you can see me
On TV
On the radio
Here me blow

I don't wanna give up
We're gonna have a party
Have a really great time
Yeah Yeah!
Just feel the heat
Listen to the music
and feel that beat

C'mon, get up
C'mon, c'mon
Let me hear ya
Let me hear ya

C'mon, get up
C'mon, c'mon
Let me hear ya
Let me hear ya

Jump jump
Do your thing
This be the bomb
Try to sing
Narrator king
Spread your wings
Make your head Ring
To this song
All night long
Jack your body
To this party
Feel the pain
When you strain
Don't refrain
Please don't stop
Until you drop

I don't wanna give up

```
We're gonna have a party
Have a really great time
Yeah Yeah!
Just feel the heat
Listen to the music
and feel that beat, yeah!
```

Song Type: Konami Original
First Appearance: DDR 3rd Mix (Arcade)
American Appearances: DDR Konamix, DDR Ultramix (Song Pack 3), DDR Extreme 2
Artist Notes: Information on NAOKI is in the FAQ. Paula Terry and JP miles
 are the vocalists for this tune.
Misc. Notes: You can find the "Down Bird SOTA Mix" of this song on DDRMAX USA,
 and the "B4 ZA BEAT MIX" of this song is in DDR Extreme 2.

==============
4V. AFRONOVA =
==============

Artist: RE-VENGE
Genre: Tribal
BPM: 200

Difficulty:
    Sgl Dbl
STD: 5   6
DIF: 7   7
EXP: 9   9

Expert Notes: A tough nine-footer. The toughest nine-footer in this mix,
anyway. The big problem is at the first "Hey, vibe" part, where you have a
long stream of changing alternating steps, and then a series of "left, up,
right, left, down, right", using turns you've become used to, only these are
all in the same stream. Be sure to use alternating feet for that and practice
those steps. After that, it's actually relatively smooth sailing. Once you
get to the second half, you'll run into a recurring stream that keeps one foot
on the up arrow, and at the end, the percussion hits are all double steps.

Lyrics:

(I've written the lyrics phonetically, if it's actually in Swahili or another
African language, PLEASE set me straight...)

LupalupalupalupalupaLAAAA!
Jeeerah!
Hey, vibe! Hey, hey, vibe! Ha! Brrrrah!
Hey, vibe! (Heyleypolay!) Hey, hey, vibe! Ha! Brr...

Jawa obalabala shomoba HEY!
Jawa obalabala shomoba HEY! (Brrrrah!)
Jawa obalabala shomoba HEY!
Jawa obalabala shomoba HEY!

Eylay, ohlay, ohlay, ohlay

LupalupalupalupalupaLAAAA!
```

Jeeerah!

Ha!  Brrrrah!

Heyleypolay!

---

Song Type: Konami Original
First Appearance: DDR 3rd Mix (Arcade)
American Appearances: DDRMAX2 USA
Artist Notes: The first track by Naoki under his RE-VENGE moniker, which is
 dedicated to producing tunes from song styles all over the world.
Misc. Notes: A remix of this, AFRONOVA PRIMEVAL, appears in DDR Konamix, DDR
 Ultramix (Song Pack 2), and DDR Extreme 2.  There's also a "FROM NONSTOP
 MEGAMIX" version of this song in DDR Extreme 2.

```
==================
4W. TRIP MACHINE =
==================
```

Artist: DE-SIRE
Genre: Drum'N'Bass
BPM: 160

Difficulty:
    Sgl Dbl
STD: 6   7
DIF: 7   8
EXP: 8   8

Expert Notes: One thing that seems to be common with the TRIP MACHINES is that
they follow the rhythm of the song pretty well. Of course, the song has
some pretty weird rhythms. Still, expect nothing more complicated than short
to medium length streams that require you to turn, and a few double steps
put in the streams.

Lyrics:

Brothers...
5, 4, 3, 2, 1... Let's start!
Come on! Yeah, baby!
Y-Y-Y-You got it! Come on!
Come on! Do it now!
Do you love me? Do you?
Come on! Do it now!
Do you love me? Do you?
Ohhhhh yeah!

Start the show
Start the show
Start the show

DDR!
DDR!
D-D-D-D-R!
DDR!

Brothers...

DDR!
D-D-D-D-D-R!

Song Type: Konami Original
First Appearance: DDR 1st Mix (Arcade)
American Appearances: DDR Extreme USA
Artist Notes: DE-SIRE is the name Naoki uses for the TRIP MACHINE series.
Misc. Notes: Other featured TRIP MACHINES include the -luv mix- from DDR
 Konamix and DDR Ultramix, TRIP MACHINE CLIMAX from DDRMAX USA, and TRIP
 MACHINE Survivor from DDR Extreme USA.

=================================
4X. SP-TRIP MACHINE (JUNGLE MIX) =
=================================

Artist: DE-SIRE
Genre: Jungle*
BPM: 160

Difficulty:
    Sgl Dbl
STD: 6   7
DIF: 7   8
EXP: 8   8

Expert Notes: Like the first TRIP MACHINE, the steps tend to follow the song,
with mostly just streams that require turning, and some that start on the
offbeat. It's not super hard, but there are a lot of them.

Lyrics:

(Give it to me good)

5, 4, 3, 2, 1! Let's start!

Do it right now! (do you love me)
Do-do-do it right now! (do you love me)
(Do you love me)
DDR!
(Do you love me)
D-D-D-DDR!
(Do you love me)
DDR!
(Do you love me)

Let's start! 1, 2, 1, 2, 3, 4!

DDR!
D-D-D-D-R!

Song Type: Konami Original
First Appearance: DDR 2nd Mix (Arcade)

```
American Appearances: DDRMAX2 USA
Artist Notes: See TRIP MACHINE
Misc. Notes: See TRIP MACHINE


==============
4Y. PARANOiA =
==============


Artist: 180
Genre: Jungle
BPM: 180

Difficulty:
     Sgl Dbl
STD: 6   7
DIF: 7   8
EXP: 8   9


Expert Notes: Like the TRIP MACHINES, the PARANOiAs tend to follow the music
closely.  Also, you'll find much of the same stepwise.  Short streams, turns,
wacky rhythms, but nothing truly chaotic, only faster than the TRIP MACHINES.
The original also has some repeated taps on the same arrow during a stream
that are designed to wear your feet out at that speed.  These show up near the
end, so watch out.


---


Lyrics:


Fee-fee-fee-feels so good...
Feels good!


---


Song Type: Konami Original
First Appearance: DDR 1st Mix (Arcade)
American Appearances: DDR Konamix, DDR Extreme 2
Artist Notes: 180 is a Naoki psuedonym, which obviously denotes the BPM,
 something Naoki likes to do with his PARANOiA mixes...
Misc. Notes: In addition to those in this game, we also have:
 - PARANOiA MAX (DIRTY MIX) (Club Version Another) on DDRMAX USA
 - PARANOiA Rebirth on DDR Konamix and DDR Ultramix
 - PARANOIA EVOLUTION on DDRMAX USA
 - PARANOiA ETERNAL on DDR Ultramix and DDR Extreme USA
 - PARANOIA survivor on DDR Extreme 2
 - PARANOIA survivor MAX on DDR Extreme 2


==============================
4Z. PARANOiA MAX (DIRTY MIX) =
==============================


Artist: 190
Genre: Jungle*
BPM: 190


Difficulty:
     Sgl Dbl
STD: 6   7
DIF: 8   8
EXP: 8   9
```

Expert Notes: At first, this seems much like the original, only a bit faster,
having slightly longer streams, and more double steps. This all holds until
you get to the end, where you have a sixty-one note long stream, before going
for the last stretch to the end.

Lyrics:

Fee-fee-fee-feels so good...
Feels good!

Song Type: Konami Original
First Appearance: DDR 2nd Mix (Arcade)
American Appearances: DDR Extreme USA
Artist Notes: 190 is another Naoki psuedonym, again denoting the BPM.
Misc. Notes: See PARANOiA

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==============================
4AA. PARANOiA KCET (clean mix) =
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```

Artist: 2MB
Genre: Jungle
BPM: 180

Difficulty:
     Sgl Dbl
STD: 6   7
DIF: 7   8
EXP: 8   9

Expert Notes: Just read the PARANOiA section for basic info. There are no
real surprises here, compared to the others, just a different ordering of the
song's contents.

Song Type: Konami Original
First Appearance: DDR 2nd Mix Link Version (Arcade)
American Appearances: DDRMAX2 USA
Artist Notes: 2MB is a psuedonym for U1-ASAMI, another popular Konami in-house
 artist, responsible for plenty of remixes, including La Señorita Virtual,
 Healing Vision (Angelic Mix), TRIP MACHINE (luv mix), and the brand new song,
 "MAX. (period)" featured in DDR Extreme for the Japanese PS2.
Misc. Notes: See PARANOiA

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5. NONSTOP MODE
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The basic gist of Nonstop Mode is that you select a course of four songs.
Each song in the course has a specified difficulty. Each course has two
difficulties: "Level 1", which will involve songs with Standard and
Difficult difficulty, and "Level 2", which will boost Standard songs to
Difficult, and Difficult songs to Expert.

The courses are played just like normal songs, only you'll immediately jump
to the next song after completing one. The only major difference is that as
you get further in the course, you'll get penalized more severely in your
Dance Meter if you miss, and it'll take longer to fill back up.

As for scoring, the first song's max is 10 million, the second is 20 million,
and so on up, making the max for each Nonstop Course 100 million.

(Note: The #'s listed are for Single Play. Double Play has all the same
difficulties, but not necessarily the same # of feet.)

Nonstop Courses

* SIMPLE MIX *
These are the nice and easy songs from the beginning of the list.
                                Level1 Level2
1. HAVE YOU NEVER BEEN MELLOW STD(1) DIF(2)
2. BOOM BOOM DOLLAR   STD(2) DIF(5)
3. EL RITMO TROPICAL   STD(2) DIF(6)
4. PUT YOUR FAITH IN ME   STD(3) DIF(4)

* KONAMI MIX *
These are four Konami Originals.
                        Level1 Level2
1. LET THEM MOVE   STD(3) DIF(6)
2. PUT YOUR FAITH IN ME STD(3) DIF(4)
3. KEEP ON MOVIN'   STD(4) DIF(5)
4. TRIP MACHINE   STD(6) DIF(7)

* CLUB MIX *
These are some club-style songs.
                 Level1 Level2
1. 20, NOVEMBER STD(3) DIF(5)
2. MY FIRE   STD(4) DIF(5)
3. DROP THE BOMB STD(4) DIF(5)
4. AM-3P   STD(5) DIF(6)

* WEIRD MIX *
Four songs that really have nothing in common...
                 Level1 Level2
1. SMOKE   STD(3) DIF(4)
2. PARANOiA   STD(6) DIF(7)
3. GET UP'N MOVE STD(5) DIF(7)
4. AFRONOVA   STD(5) DIF(7)

* POP MIX *
Some pop-style songs.
                        Level1 Level2
1. KEEP ON MOVIN'   STD(4) DIF(5)
2. DUB-I-DUB   STD(4) DIF(6)
3. I believe in miracles DIF(6) EXP(8)
4. IF YOU WERE HERE   DIF(6) EXP(7)

* PARTY MIX *
Songs great for a party.
                             Level1 Level2
1. HAVE YOU NEVER BEEN MELLOW DIF(2) EXP(4)
2. EL RITMO TROPICAL   DIF(6) EXP(7)

```
3. MAKE IT BETTER                DIF(5) EXP(7)
4. La Senorita                   DIF(6) EXP(7)


* HARD MIX *
Well, it's no MAX QUARTET, but this is about as hard as it's gonna get on
 this mix...
                                 Level1 Level2
1. PUT YOUR FAITH IN ME (Jazzy) DIF(5) EXP(6)
2. DROP THE BOMB                 DIF(5) EXP(6)
3. BRILLIANT 2U                  DIF(5) EXP(6)
4. DYNAMITE RAVE                 DIF(7) EXP(9)


* RANDOM MIX *
Four completely random songs.  You won't know what they are until you play.
            Level1 Level2
1. ???????? STD(?) DIF(?)
2. ???????? STD(?) DIF(?)
3. ???????? DIF(?) EXP(?)
4. ???????? DIF(?) EXP(?)


********************************************************************************
6. OTHER MODES
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6A. Unison Mode =
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This is a special shortlived mode.  In the USA, it only appears on this mix
(with something like it in Konamix).  To access it, press O on Game Mode on
the main menu, then select it from the Game Style menu.


This mode requires two players.


Here's how it goes down.  Instead of the usual arrows, you have arrows of
three different colors, yellow, blue, and red.


Yellow arrows need to be stepped on by both players.
Blue arrows only need to be stepped on by the first player.
Red arrows only need to be stepped on by the second player.


So, you'll select your song as normal (all difficulties are the same as they
would be for Single/Versus).  When you start, your two Step Zones will merge
into one Zone, and all three different colors of arrows will scroll up to
that one Step Zone.  Generally, the song starts with yellow arrows, then
alternates between blue and red.  Then, they'll throw blue and red at the
same time (watch carefully, here).  Then, they may get really evil, and throw
blue, red, and yellow all at the same time.  Even the most respectable
players can find themselves confused by the colors.


One more thing: This is finally where the SAVED rank for stepping is used
(as you may have seen in the Evaulation screen).  Both players have the
option of stepping on the red or blue arrows, if they have time, and both
will get credit and combo extenstion for stepping.  However, if a player
misses their own red/blue colored arrow, they'll get a SAVED if their partner
steps on that arrow for them.  This only works for red/blue, not yellow.  If
you're SAVED, your combo won't stop, and your Dance Meter won't drop, either.


==================
6B. Workout Mode =
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This mode allows you to observe the calories melting away as you dance.

Workout Setting

Weight: Set this and the amount of calories burned will be slightly changed
 to reflect your weight.

Menu: Set to "Play Time" to play a specific amount of time. Set to "Calories
 Burned" and you'll play until you reach that number of calories. "No
 Setting" will let you have no restrictions.

Goal: Set to minutes if "Play Time" is on Menu, and to a calorie amount if
 "Calories Burned" is on Menu.

Select Character

The character you pick here reflects the difficulty of the song. Picking
Charmy turns it down to almost Beginner. Picking Emi will turn it down to
about equivalent to turning on the Little option. Picking Jenny will give you
the normal setup.

Select a Game Mode

NORMAL: Select this and you can pick and choose your songs.

PROGRAM1: Select this, and you can choose a starting song, after which, you'll
 go to the next song (like a Nonstop) in song list order. The song list is
 truncated so as not to include songs above 136 BPM, which means nothing
 faster than DUB-I-DUB.

PROGRAM2: Select this, and you can choose a starting song, after which, you'll
 go to the next song (like a Nonstop) in song list order. The entire song
 list is game for this one.

Workout Results

After every song (or at the end of your program), you'll see a Workout Results
screen where you can see your calorie-related results.

==================
6C. Lesson Mode =
==================

Select this to learn basic lessons about DDR. The CPU will perform for you,
and you'll have to match what it's doing. You'll have an onscreen character
to guide you, as well. Lesson 1 is largely basic steps. Lesson 2 will throw
in some different kinds of movements. Lesson 3 will throw eighth notes into
the mix as well as some fancy moves.

===================
6D. Training Mode =

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Select this to pick songs and tackle them on your own terms. You may select
the song, the mode (Single, Unison, Versus, Double), its difficulty, and any
song options you want (as detailed in the How To Dance section far above).

In addition (unlike other modes of gameplay), you can set Assist, which
allows you to play with any combination of the music, a metronome (which
marks standard quarter note beats), and a handclap (which claps whenever
there's an arrow).

Also, you can set the song's speed. Unlike the song option called Speed,
this actually changes how fast the song goes. It's good for taking fast
songs at speeds you can manage.

Finally, you can set what measure the song begins and ends. The "Start"
function below it will allow you to quickly change between the measures you
select and the whole song.

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7. STANDARD GUIDE STUFF
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7A. Legal =
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Zdankiewicz. You may not take it in whole or in part and claim it as your
own. You may not alter it in any way, even if you ask me first, and that
includes putting it in HTML format. Please don't post this on your site
unless you have express consent by me. I've put a lot of time into this.
Give me some credit...

All songs and their lyrics are copyright their respective owners. DDR is
Copyright © 1998-2004 Konami Computer Entertainment Tokyo.

Currently, the following sites have permission to post my FAQ:

www.gamefaqs.com
www.gamewinners.com
www.ign.com
www.cheatcc.com

I'm not going to allow people with small personal sites to post this FAQ.
They may post the link on GameFAQs with all the DDRMAX2 guides, but, trying to
keep updates, well, updated, I'll only allow large committed sites that I
trust.

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7B. E-mail Guidelines =
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If you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Make sure it has something to do with DDR. I don't want spam, chain
letters, offers for friendship. Don't bother me with info on other DDR games,
really. I keep my ear pretty close to the ground about such things, and I'll
probably know about it before you. Compliment me on the FAQ all you want,
though...

```
- Make sure you say "DDR" at one point in your e-mail.  I have more than one
FAQ, and I can't always figure the question out without specifying what game
you're asking about.
- Asking how to beat a song will result in a deletion.  There really are no
tips to offer for DDR'ing besides what I have in my section.  It has to come
from your own skill and desire to pass.
- Spell correctly and use proper grammar, please.  If I can't understand
your e-mail, it'll go to the junk pile...


=============
7C. Credits =
=============


CJayC and Al Amaloo for having this on their sites.

www.animelyrics.com, for compiling, catalouging, and translating tons of
lyrics, including those in the DDR games.

John Rax, for a little artist help.

The GameFAQs B&RA board, for all their help with genres.

Konami and the Bemani studio, for their effort in bringing DDR to the States.

=====================
7D. Version Updates =
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Version 1.0 - 2/20/04 - Well, that oughtta do it.  Lemme know if I need more
 info or got some incorrect.

Version 1.1 - 9/24/04 - Genres added.

Version 1.2 - 12/5/04 - Updated for Ultramix 2.


===================
7E. The Final Word =
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DDR takes its first tentative steps out of the Pacific.  It's not the best mix
they've ever produced, but it was clearly a good sign of things to come.
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