

Dance Dance Revolution FAQ

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THE COMPLETE DANCE DANCE REVOLUTION SERIES FAQ

Version 0.5

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You can find my homepage at: <http://www.emutech.net>

This FAQ covers the following DDR games:

- Dance Dance Revolution (PSX, Arcade)
- Dance Dance Revolution 2nd MIX (DC, Arcade)
- Dance Dance Revolution 2nd ReMIX (PSX)
- Dance Dance Revolution 3rd MIX (PSX, Arcade)
- Dance Dance Revolution 3rd MIX Korea ver. (Arcade)
- Dance Dance Revolution 3rd MIX Korea ver.2 (Arcade)
- Dance Dance Revolution 4th MIX (Arcade)
- NEW! Dance Dance Revolution 4th MIX (PSX)
- Dance Dance Revolution GB (Game Boy Color)
- Dance Dance Revolution GB2 (Game Boy Color)
- NEW! Dance Dance Revolution GB3 (Game Boy Color)
- Dance Dance Revolution Best Hits (PSX)
- Dancing Stage (Arcade, Europe/Australia/NZ release)

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0 . 0 I n t r o d u c t i o n

Welcome to my Dance Dance Revolution FAQ! This FAQ covered the entire DDR series of games. I started this FAQ quite simply because it's my favourite game of all time! I usually play games for 2 weeks tops. Gran Turismo 2 lasted for 1 week. Zelda 64 lasted for 6 days. DDR games, especially 2nd ReMIX, has lasted 8 months and counting! (My old favourite game was the old Commodore 64 game, Monty on the Run, in case you wondered.) There's a few DDR FAQs around, and most contain gameplay/menu information. Some contain some stepping information. I think one contained a few performance hints. While getting good at DDR is something best done by yourself in my opinion (I had no such FAQs to turn to!) this FAQ will point you in the right direction. For more information on this, see section 4.0.

This FAQ is based on the contents of my old DDR page at www.emutech.net/ddr/. I've left it up for historical purposes, but I'm working on a new page, which for better be...better! Or else!

This FAQ is based equally on the arcade, PSX, GBC and DC versions of DDR. If you have something to contribute, don't hesitate to email me! This includes DDR sites. If you email me edit data, I'll post it on my own site if you so wish.

I might restart my DDR site from scratch soon, based on this FAQ...

0.1 FAQ History

- v0.1 > The first version. (31 May 2000)
 - > Began the FAQ cos' I lost my NeoGeo Pocket Color while playing DDR and thus was unable to finish my Sonic Pocket Adventure FAQ. Isn't

that ironic?

- > Since the PSX version of 3rd MIX comes out tomorrow, I expect there will be a small update within a fortnight.
- v0.2 > Released 19 June 2000.
- > Added further 3rd MIX arcade details after the arcade machine tried to eat my memory card.
- > Extended section 3.0 and of course, added 3rd MIX PSX info.
- > Performance section introduction extended and new performance trick added!
- > Double mode tips added to 3rd MIX score info. Step/Score Guide extended.
- > Confirmation of the 'hackers version' of DDR in Myths/Legends.
- > 3rd MIX GameShark codes added.
- > I musta added a lot, because this version contained just under 2000 lines compared to just over 1200 or something for the last version! Sheesh! (1976 lines)
- v0.3 > Released 29 June 2000.
- > Added ratings system for each difficulty level of song!
- > Brief guide to announcer's sayings added in part 3.3 to help players indicate where their health is if they aren't looking at the screen.
- > Added hints on Official Edit Data!
- > Begun techniques glossary!
- > Added DDR Illness Guide!
- > This version 3220 lines long and 185kb! Sheesh again! If I type another 100 letters it'll be 186kb long! Oops! Now it is, isn't it? Damn! And it's 3222 lines long now!
- v0.4 > Happy New Year! Released 01 January, 2001!
- > Added more song info!
- > Added info on DDR GB, DDR GB2, DDR 3rd Mix Korea ver., and DDR Best Hits.
- > Expanded on DDR Illness Guide! Note 'Giddiness' and similar illnesses can be avoided now no matter how long you play!
- > Added mat reviews!
- > Added some info on DDR Best Hits (esp. the PAL Speedfix code!)
- > This version isn't really finished, but it's been so long since the last update that I really should release it as is. Nonetheless, I found a Korean DDR 3rd Mix machine (ie has all the extra songs), so I'll give guides to the Korean version as best I can...keep in mind that most of the new song titles are in Korean :) (NB: Not all the band names are, though - so if in doubt...they will be listed under the band name)
- > A side note: Part of the reason why this FAQ hasn't been updated in 6 months is because I was in hospital for a while with a collapsed lung. Doctors said it was spontaneous, as I don't smoke or anything, but I have to wonder...marathon runners get collapsed organs a lot; is it possible DDR caused my collapsed lung? A scary thought... (no, it isn't a serious problem and the only permanent effect it has is I can never go scuba diving. Boo hoo. :P)
- v0.43 > Released 04 February 2001.
- > Called version 0.43 for no apparent reason. I just like the sound of it!
- > In for a penny, in for a pound: Upon failing to find some DVD's I wanted, I brushed past the ol' 3rd MIX hangout in hope of their Daytona USA/Daytona USA 2 machines being vacant. Lo and behold, I found DDR 4th MIX! And nobody was using it!
- > Thus added info on 4th MIX and 4th MIX song guides.
- > Added one technique for Gradiusic Cyber ~AMD G5 MIX~ which makes it incredibly easier! (NB: in my opinion :P)
- > And myths/legends/etc on 4th MIX.
- > Added small descriptions of each different mix with the song guides.

> 90% of emails I get are asking for help with getting 3rd MIX started.
In section 8.0 I've clearly marked out some basic help for it.

> Added section 4.3.

> Added section 7.1.

> Added section 9.6.

> Totally rewrote the Author Profile thingy at the bottom end of the
FAQ that nobody reads anyway (I know because nobody submitted what
I requested in the 'in the next version part', and lord knows every
man and his dog would have if they saw it :P)

> This FAQ is exactly 5000 lines long now. Woohoo :P
(yes, I deliberately rounded it off cos' it was only 2 lines short)

v0.47 > Released 1 April, 2001. No April Fools jokes (honest!)

> Added even more and more 4th MIX song info!

> Consequently added 4th MIX PSX info!

> And DDR GB3 info!

> Great new DDR 3rd MIX PSX GameShark codes! Play the game at 75-150%
speed! And the music slows down/speeds up too!

> And don't forget the DDR 4th MIX PSX PAL Sync Code! Essential for PAL
users! Verified to be 100% correct cos' I got an AA on 1,2,3,4, 007
with it!

> Extremely detailed Operator/Settings info for 4th MIX Arcade! Great
for people who happen to own or have unrestricted access to a
machine's operator box and don't know what anything does!

> Oops. Forgot to list the 4th MIX arcade info in the index!

> Important update to DDR 4th MIX Internet Ranking.

> Added section 1.1.

> No more emails about getting DDR 3rd MIX started, but I added
a genuine FAQs section to the FAQ - section 1.1. Many of my emails
now are about unlock codes or PAL sync codes for DDR Disney's Rave.
It suprises me people actually bought this game in such vast
quantities!

> "GurtyGurt has equipped the Boots of Sluggishness." - put on big
loose-fitting sheepskin boots to find hidden techniques for harder
songs, and to find how easier songs might be hard for novice and
intermediate level players once again. The boots dull your reactions
so you require technique, namely not using the same foot twice in
a row for different steps...suprisingly, it worked. Not only did my
stamina rise massively, but my technique increased too! I recommend
you try it!

> Added 'recommendations' to song info, one list of recommendations for
each mix. Sorted into categories for every type of DDR player.

> Added detailed information on 'recommendations' to the very start of
section 5.0, including how to distinguish each type of DDR player.
See which one you fit in best!

> Added the most important DDR guideline of all to section 4.3 -
not being afraid to face new challenges, even if it means losing
a credit or two.

> This FAQ is getting a bit too big (it's over 360kb now). I don't
know if it IS too big yet, but in the future I may divide this into
two parts. Over 5000 lines long. Over 50,000 words long too,
apparently. I type too much!

> Joined a DDR team (see links). This will allow me to expand on info
a lot more.

> I got DDR: Disney's Rave but I haven't been able to find a PAL speed
sync fix code thing. I could slow down the music, but it'd require
a multitude of codes as it seems to switch between them a lot, and
it wouldn't really be fixing the problem, it's just be altering the
problem, wouldn't it? Don't expect a sync code...

> Added a few links & credits!

> Released in a bit of a hurry and is still messy. I couldn't delay it

any longer - I've been withholding this for a week now.

v0.5 > Released 1 May, 2001.

- > An excellent method of checking the condition of the sensors in your local arcade's DDR platform has been suggested by Andrew Campbell! See the 'actual' Frequently Asked Questions section a few pages down.
- > Much more detailed and much more accurate medical bits, thanks to Vince Yim!
- > 4th MIX PSX Bugs reported. Many thanks to H.Edward from Ranking Task Force (the DDR team I'm in, plug plug :P) for the information on these undocumented 'features'! All this information originally comes from Konami's Message Board, but it's in Japanese, of course...
- > Excellent contributions and feedback on 4th MIX Arcade technical info from Dvae Van Horn!
- > Section 8.0 and 8.1 condensed into one section, and made nice 'n' neat. Some never used 2nd ReMIX code info removed to save space...
- > Renamed section 1.0.
- > Added section 0.2 for important notices and DDR news...it's sorted by reigon (World, North America, Europe, Oceania). Hope this helps! This info will be erased once it is obsolete. Info will not be repeated.
- > This is just so everyone notices: I have changed the trivia bit about the 'swastika' X on Orion.78 AMeuro MIX (and Hero KCP Happy Grendale MIX) because I was half asleep when I typed it up and forgot that I knew all about backwards swastikas and stuff. I received umpteen corrective emails about this, so I learnt my lesson...thanks to everyone who snapped me out of it! :)

0.2 Announcements and Notices

World

- * 5th MIX Internet Ranking is now open! Please see <http://www.konami.co.jp/am/ddr/ddr5th/> for details.
- * Extra MIX now definately sounds like worth buying - please see the Extra MIX section in this FAQ for further information.
- * www.lik-sang.com now sells imported Japanese games, including DDR 4th MIX. Lik-Sang is an excellent and reliable place to order from, and you don't even need a credit card - you can deposit payments in reigonal bank accounts (no transfer fee!), or use Western Union...and no, I don't get paid to say this. :) The price of the game is merely average, though...

North America

- * ? (no contacts at this point - sorry)

Europe

- * The King of Styles 2nd tournament held on the 28th of April is over! The winner this time was London Ting! People are glad that he won because he was very sporting, which considering it was a performance contest, is quite relieving. Congratulations! For further information, please visit www.dancegames.com.
- * King of Styles III - Third Style has been announced for this halloween. This time, the competition will be private entry with smaller elimination tournaments held earlier, but the final will be broadcasted on the BBC and MTV! It will be held at the Trocadero, London once again. As always, this tournament is perofmrance only. For further information, please visit www.dancegames.com.

- * The Perfect Sound Step Party 10th Competition has been announced once again! This tournament, held by Ranking Task Force will be held in Brisbane, Sydney and Melbourne on the 26th and 27th of May commencing at 11:30am. It will be run in all 3 states simultaneously. There are no prizes, as this tournament is all for the fun of it. There are sections for each difficulty level in score attack, a perfect attack section and various performance sections. This competition is unrestricted - it is open to the general public. In fact, we encourage you to enter it! The last one was great fun! Entry fees will vary from state to state. The venue in Brisbane is Replay on Albert Street, as always. The venue in Sydney is Playtime on George Street. Currently the venue for Melbourne is not finalized, but it will either be at Box Hill or Highpoint. For further information, please contact your area organizer, read the flyer in your local arcade or visit <http://rtf.genxer.net/> and click on the 'DDR 10th Comp! (TRI-COMP)' link. I highly encourage everyone to enter, as all the DDRers who entered last time were very sporting and friendly. It's a great opportunity to meet new friends like I did!
- * The first DDR 5th MIX in Australia has arrived at Playtime on George Street, Sydney! Currently it is set to \$2/4 songs so let's hope it changes quickly...
- * Two new ParaPara Paradise v1.1 machines have arrived in Australia; one at Playtime on George Street, Sydney, the other at Replay on Albert Street, Brisbane. Therefore, ParaPara Paradise competitions are being held in both states in the near future...Ranking Task Force is holding one on the week before their DDR competition, see <http://rtf.genxer.net> or the flyer on the front of the machine for further details. Another one is being scheduled for sometime this Winter (remember, Southern Hemisphere has Winter in the middle of the year! This is for your Northern Hemisphere people!) in Sydney by the newest team around, Republic of Velfarre.
- * Speaking of Republic of Velfarre, I should take the time to introduce them - they are a new team in Australia which specializes in ParaPara Paradise. Their main focus at the moment is to teach anyone who wants to learn how to do the proper ParaPara routines for the game! If you would like to know more about the game, or would like to learn how to play it, please visit Playtime on George Street, Sydney at 2pm on Saturday the 5th of May. This is only the second lesson so far, so you won't have to catch up for long...this is an excellent opportunity for people to learn how to play another dancing game (and one by Konami!), so don't miss it! And all the best of luck to everyone at RoV in the foundation of their new team, which is already doing the PPP community a great service! For further information and updates on the competition, please visit <http://www.republicofvelfarre.moonfruit.com/>.
- * Dancing Stage Euromix has finally reached the shores of Australia and New Zealand in larger than limited quantities.

1 . 0 B a s i c I n f o

Dance Dance Revolution is a Dancing simulation, sort of. Unlike Bust-a-Groove or even the old 8-bit breakdancing games of the early-mid 80s, Dance Dance Revolution requires you to play with your feet. A 1½ minute long series of arrows scrolls up the screen in time with some music. The arrows point in the 4 principle directions - up, down, left, right. When these arrows get near to the top they go under some greyed out arrows - this is the moment you step on the corresponding arrow button on the pad below you. Depending on your timing, you can score 'Perfect!', 'Great!', 'Good!', 'Boo!' and

'Miss!'. You can score combos by getting 'Perfect!' and 'Great!' steps in succession - getting one of the others breaks this combo. An energy bar is located up the top of the screen. Getting 'Perfect!' or 'Great!' increases this, getting 'Boo!' or 'Miss!' decreases it. If it empties, you lose. At the end you are given a rating based on your stepping accuracy. An E is a fail. D is almost a fail. C is an average score. B is a good score. A means you made one or two mistakes and got a lot of great steps, or made several mistakes but generally got perfects. S means you missed one or two steps. SS means you got all perfect/great steps. This scoring system changes slightly in 3rd MIX - SS and S both mean you got all greats and perfects, however if you got mostly perfects you get an SS as opposed to an S for too many great steps. An A means you missed one or more steps. If you pass the song, you get to choose another. You ultimately get between 3 and 5 songs (depending on what the settings are, and that's if you aren't playing two player on one credit).

As you progress, the game's difficulty level will automatically become tougher - by the last stage, missing a step will penalize you severely. If you play in two player mode, only one player is required to pass the chosen stage for both of you to progress. If one player loses all his or her energy, but then gets a combo of around 40 or more, they will gradually start to receive energy back (but will most likely get a D or E overall). This means that if one player fails, but revives then the other one fails, you still continue playing. Each song is graded on the difficulty of the steps with a rating system which indicates the difficulty by footprint symbols. Songs are ranked between 1 foot 'Simple' songs and 8 foot 'Exorbitant' songs (in 3rd MIX, there are also 9 foot 'Catastrophic' songs and in 2nd MIX link ver. or on consoles, there are 'Step battle' songs given no rank. In these, each player creates their own step sequence of about 8 steps, then repeats it, then the first and second player's created sequences swap over and each player has to do the other player's sequence twice). The pace of the steps and the speed of the song can not be configured.

1.2 Frequently Asked Questions

Q. The Gameshark code to make DDR 3rd MIX work doesn't work! What's wrong?
A. Two possibilities: One is that you're putting the code in as the master code - that won't work. The second is that you may need to put the code C1000000 0000 at the top of that code.

Q. The Disc Swap mode doesn't work for me on any MIX! Why not?
A. Disc Swapping does not work with an external modchip/gameshark device - you need a real modchip.

Q. Why did Konami release the arcade style platforms only in limited quantities instead of mass producing them for cheaper?
A. Note this answer isn't a fact, but it's a theory: The platforms are in actual fact the lighter Solo 2000 platforms (that's fact), and they may have had a few thousand spare machines. So where did the actual cabinets go to? Probably they were made into Para Para Paradise cabinets, which use the exact same design. DDR 4th MIX Solo machines may have been made separately or only to order.

Q1.The DDR platform at my local arcade seems a little dead and sometimes I could swear I got the step, but the game says I didn't! How can I fix this?

Q2.The DDR platform at my local arcade has a mind of its own! Sometimes it gets steps on its own, and sometimes when I push the (insert direction here) arrow, nothing happens at all.

A. Both of these questions are regarding similar problems: As you might expect, DDR platforms aren't invincible. Each floor panel has 4 sensors, one for each side. If one of these starts to wear out, it'll start saying it's being pressed when it actually isn't. This is the case in problem #2. If the button is already held down (or rather, the machine thinks it is), that means if you press the panel, it won't register the step. Meaning you'll miss. Usually a hard stomp will temporarily fix this.

Problem #1 is similar: Some arcade operators will remove permanently crippled sensors altogether. There is an easy way to check for this, as suggested by Andrew Campbell: Simply with your hand, finger, foot, or whatever, lightly press on all 4 sides of each panel. If one side has no reinforcements, the sensor has been removed. This means if you step on this side while playing, nothing happens! Of course, it's usually the lower side which breaks first since it gets the most friction on it. If this is the case, there's little you can do but play on Player 2's side or play on another machine.

NOTE: DDR Solo tier machines (Solo Bass Mix, Solo 2000, Solo 4th) have two sensors per panel, not four...

2 . 0 A r c a d e O p e r a t i o n

The arcade machines feature 4 arrows to step on per side, 2 selection buttons per side, and a start button as standard. This type of setup is featured in the US, Europe and World versions of DDR (such as Dancing Stage, the Europe/World version). Some of the Japanese cabinets also feature memory card slots (such as 3rd MIX) - you can insert PSX memory cards in here and save your data. Also, DDR Solo and DDR Solo 2000 feature a single platform to dance on and have 6 arrows instead of 4 - they feature 2 upward diagonal arrows. The basic operation is as follows: You insert your coin. Use the selection buttons to input any codes desired (more on those later). Press the start button. On Japanese versions of the game, select a game mode using the selection buttons and the start button. Then, on all versions, select your song using the selection buttons and the start button. Codes must be entered using the arrows if you wish to use them. On most DDR machines in the US, Europe and Australasia, you get 3-5 songs per game (this is preset by the operator), and the game will not end instantly if your energy bar is fully depleted. On most Japanese versions of the game, you -do- end the game instantly upon losing all your energy unless if someone else is playing. The game costs the same to play as most sit-down or special cabinet games (Sega Rally 2 and so forth).

2.1 Using Your Memory Card on 3rd MIX Arcade

If you have access to a 3rd MIX machine and you own 2nd ReMIX, you will want to bring your memory card with you when you play it. You can save your scores to it, for one. Also, using 2nd ReMIX, you can create Nonstop mode data for 3rd MIX in the Non-Stop Order menu on 2nd ReMIX. (see the GameShark code section for some extra info on this!) Also, if you save edit data in `_2nd ReMIX format_`, you can use that on the arcade version if you play in 2nd MIX mode. Holding down Start when you select a song on 2nd MIX will show special edit data stored in the machine - these steps are also hidden in the Dreamcast version. Well, most of 'em. They begin with 'PF-' and the description is something like 'House Edit Data'. No new data is shown on 3rd MIX songs with the exclusion of Let Them Move, Keep on Movin'

and 20, November, which allow you to do the steps from their 2nd ReMIX equivalents. Also, if you have paint data, it finally has a use - press both selection buttons and start, and hold them down when the game loads from the memory card. You can press the selection button/s in the game to change the arrows to the ones you set if you do this. The memory card has no further use. When inserting the card, watch the bottom left corner - it should say 'INSERTED' then 'READY' in white text if the slot works and the memory card is not corrupt. It will also indicate if you have removed it. Do not remove then insert the memory card too soon or the game will not register it. After you have saved the data to the card (it will say in english 'Now SAVING to Memory Card' down the bottom, I believe), another screen entirely in Japanese comes up - this is just reminding you to remove the card before you leave the game. Oh, one last thing - DDR 3rd MIX does NOT save your Nonstop mode records. Bummer. At least it saves 2nd and 3rd MIX data, as well as SSR...also note, do not insert your memory card during the game or even the music select screens. This will freeze the game...at least until you remove the card. (perhaps it is reading from the card when it freezes?) If you see 'MEMORY CARD ERROR' appearing in white text in the corner where memory card info is displayed, remove the card. Do NOT reinsert it for the duration of the current game. Trying to do this will result in the word 'DANGER!' appearing in red text in the bottom corner. Although this may not do permanent damage, it's not a good sight.

Any edit data made for The Race or In The Navy '99 with 2nd ReMIX will work in the 3rd MIX mode of the 3rd MIX arcade machine. Finally, 3rd MIX on PSX has almost no features to use with the arcade version. You cannot view your arcade records on the PSX 3rd MIX. You CAN edit Nonstop data. You CAN make new steps for 3rd MIX and some 2nd MIX songs. You CAN use the paint feature. But that's all...

2.2 Dance Dance Revolution 3rd MIX Korea ver.

The Korean version differs from the regular Japanese version in the following ways:

- * It says "Korea ver." on the title screen.
- * Charmy has alluminium tights, presumably cos' her panties were visible in the Japanese version (and aren't now).
- * Many Korean songs added, most of which were in the Pump It Up series. (many people in Korea think DDR isn't as good because it doesn't have modern hit songs in it, only old stuff like That's The Way (I Like It). Obviously the people who think that haven't played it recently!) The Korean songs are situated between the special song you get based on your character, and Upside Down.
- * It's worth noting that there are more Korean songs in this than in 3rd MIX Plus or 4th MIX - many more! (they're roughly on par with 2nd MIX song difficulties, but they don't get anywhere near as hard)
- * The writing on the cabinet is in Korean, not Japanese.
- * The warning screen is in English (albeit poor English).
- * Step Step Revolution mode seems harder to access, although the code is the same (it seems to need you to push it faster)
- * Xanadu was removed from the game as the artists (The Olivia Project) were not happy with the mix (or so I heard). It Only Takes a Minute ~Extended Remix~ and Follow The Sun ~90 In The Shade Mix~ are still in the game. Also, Get Up and Dance, and Get Up were removed. There's probably more I haven't noticed.
- * Nonstop mode was changed a little bit.
- * The memory card slot is gone (is this only on some cabinets? Or did

some arcades just upgrade 2nd MIX?), but the software hasn't been reprogrammed accordingly and trying to access edit data reports a 'no memory card found' type error. Was this removed due to the Korean songs being there, or since DDR on PSX isn't sold in Korea?

- * Two versions of the Korean DDR appear to exist. The one at my arcade is called 'Korea ver.2', and I have only ever seen references to one type of machine. Is there two? Or are people lazy like I was in v0.4 when I added the Korean stuff?

2.3 Dance Dance Revolution 4th MIX

The latest arcade version (4th MIX Plus has been announced, so this'll sound really stupid in a few months time because I -will- forge to change that line, you watch!) has quite a different interface. Here's some of the changes:

- * ALL menus appear to now run in high resolution (like the 3rd MIX PSX menus). This provides an interesting effect. The in-game resolution remains unchanged, although on It Only Takes A Minute (Remix) I noticed the background shrunk to ~ then 1/8 of the normal size...which suggests that it is high resolution, as it didn't become pixelated.
- * Two versions exist: The most common is the regular DDR 3rd MIX style cabinet (4 arrows, 2 players), but a 'solo' style cabinet also exists (ie 6 buttons, 1 player unless linked). The 6 button one may be linkable with other 6 button machines (I haven't seen one, but if so, I assume this would be done via your usual 10base2 cable or ethernet cable or whatnot). If this feature is in the game, netplay might also be available for tournaments (a feature becoming common in games: A T1 connection is usually required).
- * Single, Double and Versus can be selected from the same menu which asks you if you'd like link play. This is good because you're far less likely to end up playing Versus mode by yourself instead of Double! (I did find that I didn't have enough time to put in more tokens for double mode once) But it's still possible, though. I've done it already. :)
- * SSR is called Maniac again. Song difficulty is selected after the song, a lot like how you could hold in the button to choose memory card data before. Another is also named Trick, like in the World versions of DDR 1.5 and the Korean version of 3rd MIX. All former SSR songs are now called Maniac.
- * Holding down the button as mentioned above still chooses memory card data. Choosing PF-BITCH is quite nasty because it prints the data title in MASSIVE letters now.
- * Most obviously, the songs are categorized now into groups of 30 or so. No 'All Music' mode appears to exist, but may in 4th MIX Plus.
- * 136 songs total. (source: my memory card with nonstop data on it)
- * Less obviously, the category determines who the dancing 'model' is. Two new types of Konsento seem to exist, both for Konami Original songs... but one has a deceiving name, like 'Robo2000' or something. Devil Zukin is still in this, but there's also a 'Maid Zukin'. Cute :P (NB: The Konsento for Konami Original Side B (or whatever the course is called) is actually 'Konsento 3«'.)
- * A personal favourite: The trippy background effects are a LOT trippier. Trip Machine Climax made me nauseous. Seriously! (so did Paranoia :P)
- * Banners for Korean songs are in English, however the backgrounds themselves remain unchanged. Some still are in Korean, actually...but most aren't.
- * Xanadu is back in the game, as are It Only Takes A Minute ~Extended Remix~ and Follow The Sun ~90 In The Shade Mix~, and anything else removed for the Korean version, but Strictly Business is gone forever :((I liked that

song! Good for performance play!)

- * Another song has been removed too: So Many Men by Me & My. Big whoop. :P
- * The announcer voices are almost identical to 3rd MIX, however some phrases are re-recorded and it features a few 'new' ones, some definitely stolen from the DDR 3rd Mix Nonstop Megamix CD. ("You're a dancing hero!") Also note that there are now phrases even lamer than "Your dance was so great! It's like sunshine on a cloudy day!" - there's one that is REALLY bad... "I can see a dream in your dance. I can see tomorrow in your dance! We can call it, our hope!" - I mean, \$@*\$#@\$#*&!!! WTF are Konami trying to do? Make us vomit? It sounds like it's from a really bad movie. Like maybe R.O.T.O.R. (don't ask :P). Is it just us or do Japanese people find this corny stuff repulsive too?
- * The scoring method is similar or identical to 2nd MIX (I can't tell). This may mean the high scores are back to in-game totals, not nonstop totals, but I didn't see any high scores... (the scoring system SEEMS to be more generous than 2nd MIX, but like I said, I can't tell!)
- * Likewise, the rankings are changed. It appears to match the US and Euromix versions: I got a lot of B's when I only got one good and the rest were great+perfect (and a large percentage of perfects, too). A replaces S/SS/SSS. It's very hard to get a D. I don't know what replaces SSS, but the difference between S/SS is non-existent once again. A is one and the same.
- * The announcer seems to give 3rd MIX S/SS type praise for B's and C's as well.
- * The songs are easier overall. These 3 factors put together (see the two above) make this game MUCH easier for beginners, and drastically reduce the lifespan of the game.
- * I have no idea why, but some built-in edit data was removed! It only seems to be alternate steps from previous versions of DDR (I noticed Kung Fu Fighting's old 'hard' mode steps were gone, for example). 2nd MIX data is still there (ie Keep On Movin'), as does Club Mix data (Paranoia Max and Brilliant 2U). All the 'PF-*****' data remains, however. Thank god! :)
- * Some Naoki songs appear to be performed by two entirely different people to before - except for the ones from the Solo series (Can't Stop Fallin' In Love, Hysteria) and Love Again Tonight (which is by Naoki featuring Paula Terry). There's a perfectly obvious explanation for this. See section 7.1.
- * Nonstop mode is accessible through Link mode.
- * Couple/Unison mode is replaced by Battle mode. In this, a single set of arrows (like Unison mode) splits into two columns (like Couple mode). Only one set of Battle songs are available for each song, though. To get Battle mode songs, choose versus mode then push the down arrow twice when you select the difficulty of the song.
- * Internet Ranking will give you a password if you have no memory card. If you have one, it saves to the memory card. The game won't give you one if you aren't good enough. (see the memory card info below)
- * How does paint data load? To my knowledge, it doesn't...
- * You can create edit data for any song in 4th MIX or 4th MIX Plus by editing a saved edit data set from 4th MIX manually. 4th MIX has unique checksums, like 3rd MIX did, so you can't just use 3rd MIX saves. By editing it manually you could make edit data for, say, Drop Out!
- * Exactly - of the time, Emi has no hat.

Since the 4th MIX memory card feature is so damn confusing (and annoying - Konami, why is there no arcade records anymore?), I'll save everyone the confusion and tell you all here how to use the memory card on 4th MIX!

(Note: The machine constantly loads from the memory card slot to check a memory card is still there or still not there.)

1. Save some data from DDR 3rd MIX on PSX to your memory card. Anything at all.
2. Take it to the arcade and shove it in the 4th MIX machine. The game will default to link mode with the memory card in it, as only this mode uses it (damn! You can't play for Records anymore!). Play anything in Link mode and um...I think you're not allowed to get Game Over, either. It'll load the memory card then briefly save to it once and only once. For now, the only purpose the memory card has is for edit data. It's okay if you insert the cards on the mode select screen (link/main mode, that is) - it doesn't load until you select single, versus or double.
3. Take it back home and shove it in your PSX. Go to Options, then Memory Card Option(s), Then Create Link Data. Also note it's added some info in Information - this just tells you to do what I just told you to do. Note that even though you could unlock Create Link Data with a Gameshark code, it wouldn't work alone - it appears that the arcade machine does something else to the saves too. Probably some kind of 'flag'.
4. Take it back to the arcade again. And do something there. Anything should work, as long as it's in Link Mode. After the game ends, it'll save for a while, load for a few seconds, then save for another second or so. It's then safe to remove the memory card. It SHOULD save all Internet Ranking scores, but it doesn't seem to for me...
5. Take it back home and shove it in the PSX and now you can make Nonstop courses! For me, the 'Create Link Data' option appeared as 'NEW!' again, as well as the same page in information, however in the information page it said some info about what to do with your newfound data, which is all about the Nonstop feature. It mentions the number 136, which I assume is the total number of songs in 4th MIX...also, with edit data, you can use both memory card slots for a 1 player game, however, Nonstop order only works with one memory card per player.
6. Take it back to the arcade and shove it up the machine again. I'm in a very shoving mood today. You can now play Nonstop stuff, at the expense of 3 days and travel costs!
7. Whenever you do an Internet Ranking game, and you get an A on a song or an otherwise high score, the game will save the IR password to your card at the end of the game, along with the date, score and mode (single/double). This is view in the Information menu under Link Data. I don't know what Records does - it has some requirement that I don't know about. However, to get an Internet Ranking password/save, you require approximately 80% of the maximum _SCORE_. This means if you break the combo up, do it near the beginning or near the end! There is no minimum score like 100 million for each song. It's about 80% of the maximum per song. (on some of the easier songs you won't get near 100 million if you get all perfects even)

NOTE! To get all the songs for Nonstop Data, you have to play in link mode for a while. The more songs you do, the more that becomes available (no, it's not do each song and you get it; more like play once and get 30 or something big like that)

The Pocketstation can be used to bypass most of these steps with the use of some software. The most up to date version of this software can be found at www.nissie.com in the 'PK Room' link. A similar program exists for 3rd MIX, but I don't have software for it nor can I test it because there's no 3rd MIX Japanese machines for 50km! The convenience of having this means you can set your order at the arcade without having to go home - not to mention you probably don't need to play the game repeated times to get all the songs.

All that's required to use this Nonstop Order Editor is the Pocketstation, and both saves for 3rd MIX (or 4th MIX?) and the link data on the Pocketstation. The menus are in English, but the Pocketstation isn't. See the Pocketstaiton guide in this FAQ for info!

2.35 Dance Dance Revolution 4th MIX Operator Settings

An arcade operator or someone else with access to the settings menu (which is basically software dip-switch settings) can reconfigure the game, as well as other things. To access this menu, open up the operator box above the coin box (the coin slot is built into the box you want). There's a service button inside here which activates the menu. Make sure you don't push the coin trigger by mistake! (note I haven't actually seen or done this myself, but it's a common arcade game schematic) A large amount of this info has been contributed by Dvae Van Horn, so thank you very much for that!

Main Menu

I/O Check

- Controller check. Allows operator to manually check all 4 directions on both sides, the select buttons, the start buttons, the coin1 trigger, and the test and service mode buttons (which probably work if you got into this :P). Note the directional buttons have 4 sensors each in them, so when checking the buttons, check all the sensors work (one on each side). It will display if they do or not on screen. Like most arcade machines, especially ones without joysticks, this is probably the screen you'll be looking at most.

NOTE: Solo machines have only 2 sensors per panel. Normal machines definately have 4.

Screen Check

- The generic screen alignment hash pattern test which is in all Konami games. Can't they make it fancy or something? It's 20 years old!
- * Also note that the test button should act as a degausser in case you get screen burn. This feature works on Solo and Normal machines. Very useful!

Color Check

- Displays a RGB color palette to allow operator to check for monitor malfunction (manually).

Flash ROM Check

- Checks to see if Flash ROM is available and/or corrupt. See Memory Card Options for related options and information. (Flash ROM is similar to RAM; a user can write to it. In DDR, edit data is stored on it)

Dip Switch Check

- Reports status of all hardware dip switch settings. (dip switches are a series of switches on a PCB which are set to on/off, and their positions can define some essential options such as reigon, control type, etc) If it's possible to access (and safely at that) the dipswitches while in this menu, you could check their effects in realtime.

CG Check

- Displays two texture mapped 3D rotating cubes.

Memory Card Options

Game Options

Difficulty Level [def. 4]

- 1 (Easiest) to 8 (Hardest)

Max Stage [def. 3]

- Number of stages in main game (1 to 5)

Max Stage(Nonstop) [def. 4]

- Number of stages in nonstop game (2 to 5)

Clear Player's Tendency

- Resets the songs in the 'Players Best' category, which is generated from the 30 most popular songs

Sound Options

Attract Mode Sound [def on]

- Disables/enables sound on demo screens.

Sound Scale Check

- Runs a sound scale through the speakers.

Stereo/Mono [def Stereo/Stereo Only]

- On some machines appears to be locked to Stereo (Solo machines?)

Coin Options

Free Play [def. off]

- Allows game to be played for free. Enabling this disables the other two options (on/off)

Coin Slot1 [def. 2 coin/1 credit]

- Defines how many coins it takes to get how many credits.
(16 coin/1 credit - 1 coin/1 credit - 1 coin/4 credit)

Joint Game Premium [def. off]

- Allows two players to play for the same price as one and get the same number of stages. Also affects double mode.
 - Not present on Solo machines

Bookkeeping

- Records the income the machine has generated on a day by day basis. Resets when the machine is turned off.

Lamp Check

- Tests the 4 lamps up the top, the neon tubes in the bass speakers, the stage lights and the select/start button lights.

All Factory Settings

- Restores all settings to what they were when manufactured (ie, default).

Game Mode

- Returns to the game itself (exit menu).

The memory card menu is the most interesting one. Inside it are about three options: You can disable or enable Konami edit data (edit data built into the machine at point of manufacture) and the 'flash card' or something (not ROM), which essentially is user added edit data stored inside the machine itself. To add this data, you will of course require a memory card with the data on it. A third option should allow you to go to some options for the flash card. Features include the ability to delete the MEMORY card and set the machine back to factory defaults for this part, thus erasing any stored in it already. Edit steps can take up as little as 8kb each, so it's unlikely the machine will ever fill up. The machine only scans the memory card in slot 1. If you go to 'Add Memory card' (or something like that) another menu will come up displaying the songs, the data's name, and if it's single or double. The rest is pretty easy to figure out.

(Note that you seem to need some kind of memory plugin to save data, and the machine might not be standardly sold with it)

The secrets menu allows you to unlock the following songs:

- If You Were Here ~B4 Za Beat Mix~
- Dam Dariam (KCP Mix)
- Hero (Happy Grandale Mix)
- Let's Talk It Over
- Leading Cyber
- .59
- Holic
- Era (nostalmix)
- Never Let You Down

- Make Your Move
- Don't Stop! ~AMD 2nd MIX~
- Get Me In Your Sight ~AMD Cancun MIX~

You will require a password - 3 exist, but the most recent one unlocks all the songs. The password is OGLAPLT-JC2LO8I. To get this menu, highlight Game Options with the cursor (but don't select it!), push the service button (the one that got you in this menu), 1P down and finally 1P start simultaneously. You have to push start last or you might pick the wrong thing, but push all 3 at once!

3 . 0 C o n s o l e O p e r a t i o n

All console versions are played via a plastic mat roughly of the same size as the arcade version's platform pad. These weigh quite a bit besides being completely foldable, and will cost a fair amount in postage. The game is essentially operated in the same way, however there are no selection arrows and the start button is located on the mat. Also, all codes are entered via a special popup menu which appears if you push Select/the Konami button, which is located on the top left of the mat. The Menus are straightforward. Also note in the controller settings, in one menu ('Dance Play Settings' I think) it has the options 'Controller 1' and 'Controller 2' which can be toggled off. These do NOT disable the controllers themselves - just the X, O, triangle and square buttons. This may be of immense help to amateur DDR players. Any questions regarding the menus are welcome - email me at the address at the top of the FAQ. The following are some home version only features:

3.1 Dance Dance Revolution

The original DDR game features 'Arrange Mode' where you are penalised for standing on arrows if there is no arrow on screen. This 'Ouch!' damage is more damaging to your energy than a 'Miss!', so beware! Some songs in this are not in the older/original US and UK arcade versions. It's quite dated now, and the only reason to buy it is if you either want the whole collection of DDR's or if you really like Strictly Business. And fair enough if you do. This version has a nasty feature where if the CD skips, you automatically fail! In 2nd ReMIX the music just stops but the game continues, and in 3rd MIX it tries to reload the music (and it doesn't become out of sync either!). This can be VERY annoying if your Playstation is old like mine. Also, there are only 9 combinations of modes which require codes to be put in to enable them. There's no hidden, sudden, stealth, vivid or shuffle modes. The Records menu is cumbersome. 'Arrange Mode' is more annoying than fun. Still, a decent package in its own right, but better options are available. Buy it if it's the easiest one to get or the cheapest one to get.

3.2 Dance Dance Revolution 2nd ReMIX and 2nd MIX

Both versions feature Edit mode, Paint mode, Endless mode, Non-Stop Revolution mode, Bonus Tracks, some songs not in the arcade versions, and add-on disc support. New songs include 'Think Ya Better D', 'Trip Machine ~Luv Mix~ and 'Love This Feelin''. US and UK version players will notice many 'new' songs. The PSX version features 2 'Trial' songs. The DC version features 8 songs from 3rd MIX (including the 2 'Trial' songs in the PSX

version). The DC version also has special edit data built-in the game. DDR 2nd ReMIX saved data can be used with 3rd MIX in the arcade and scores will be recorded to your memory card if used on that machine.

Tips and Tricks:

- * The 'User Support' option in Memory Card will enable all hidden features in the original DDR game.
- * In Dance Play settings under Controller Options, disable Controller 1 if you use a mat in that port - it'll turn off X, O, Triangle and Square. (or, on the DC, that's X, Y, A, B)
- * Dreamcast users: When you get an option called 'DC Edit Data', enable it. Every so often you'll unlock new steps for the songs - some hard, some easy. All different. (the edit data for Little Bitch is an absolute bitch!)
- * PSX Users: If you play 3rd MIX arcade on Nonstop mode on a Ranking course, and get a good score, it'll save your score to the memory card along with the date and the number it gave you!
- * Your overall mark for the song loosely depends on these factors:
 - SS: All perfect and great steps.
 - S: Mostly perfect or great steps. Not -too- many greats, though. Too many is probably about 30-40% or more.
 - A: Mostly perfect or great steps, with less perfects/greats than required for S, or maybe a few more Boos/Misses.
 - B: Good mark. Given for a flawed dance which you kept under control (more or less).
 - C: Typical mark. In between B and D, basically.
 - D: Nasty mark. If you got this you screwed up at least one part of the song! You probably only barely made it to the end, too.
 - E: Fail.
- * Difficulty can be selected via two ways: Push D, D or U, U before you select game mode (Easy, Normal, Hard, All Music), or by pushing Select (or the Konami logo/Analog stick on the DC mat/joystick) and selecting difficulty on the top option by pushing left and right.
- * The second option down on the above mentioned menu is Little mode (on/off). This removes all half and 1/4 steps, even if there's no other steps before them. The third option down is sequence pattern modifiers (left mode, right mode, shuffle mode, mirror mode, off). To find what these do, check the arcade version commands in section 8.1. The last option is Hidden mode (on/off). This makes arrows disappear halfway up the screen.

3.3 Dance Dance Revolution 3rd MIX

The first thing to note is PAL users will have trouble with this game - due to technical details, the steps will be slower than the music on a PAL machine. This also features Diet mode, Endless mode, a lame PocketStation feature, special optional backgrounds, 3rd ReMIX mode and you can play the previous DDR games using their CD's with the graphics from this one. Also features 16 songs from 2nd MIX, 4 new songs and 2 'Trial' songs. 3rd MIX saved data works with 4th MIX arcade in 'link' mode, as 2nd ReMIX had done so with its arcade successor (3rd MIX Arc), however it will also show additional information, and possibly more features yet to be discovered.

Tips and Tricks:

- * Try the 'User Support' option to unlock all hidden features on the previous DDR games if you haven't gotten them all.
- * If you have Konami Edit Data switched on in the music menu, you can play special versions of some songs (the original Butterfly steps for Butterfly ~Upswing Mix~ for example). (flashing blocks in the top left when choosing

a song indicate it's got Konami Edit data - black blocks indicate there's data in another mode (Double or Single/Versus, that is)

- * Konami Internet Ranking scores are all around 99 million, so if you don't get that much, don't bother looking to see if it's good enough. (possible exception for SSR mode - I didn't check)
- * In Dance Play settings under Controller Options, disable Controller 1 if you use a mat in that port - it'll turn off X, O, Triangle and Square.
- * If you go to the arcade or have some edit data for 2nd ReMIX, load it up in 3rd MIX and resave it. You can set a number of feet and difficulty level (Basic/Another/Maniac/SSR). I haven't tested this on 2nd ReMIX to see if the steps still work with that...so...next version :) (note that the number of feet and difficulty will NOT show up on the arcade version!)
- * Your energy bar can be seperated into 4 sections:

1. Awful - Red section. Announcer says things like "Your moves are lame!", "You're not following the music!", "Danger! DANGER!", "Oh no! You're dangerous!" and "No good!". You will get booing sounds at this point.
2. Poor - Light blue section. Announcer asks rhetorical questions a lot like "Are you having trouble with your feet?", "Did you have breakfast today?", "Are you okay?" and "Are your legs okay?". Also says "Not good!" - don't mix this with "No good!" which is said if your bar is in the red. There probably won't be any booing (I never had any). If you go up into this from the red part (Awful), then you'll get a cheer. (the announcer's sayings are same in both home and arcade, however he seems to say the same things more often on the home version)
3. Good - Green. Announcer says things like "I'm getting excited!", "Everybody is cheeeerinnnnng!", "The crowd LOVES you!", "You are awesome!", "Yeah, do it!", "Amigo!", "Take my heart away!" and so forth. You'll get cheering sounds often.
4. Great - Yellow portion of the bar. The announcer says things like "Fujiyama!", "You're a dance animal!", "What technique!", "You suprise us all!", "Wow! You are too cool!", "This is the best show I've ever seen!" and "I was moved!". You also get regular cheering.
5. Great - On SSR mode only, sometimes the announcer will say "Are you an alien?" when your bar is full. (I don't know if this occurs on SSR songs in 3rd ReMIX mode on PSX)

While 3. and 4. might be the same, during testing I got different sounds for both. (I'm 100% certain the announcer indeed says "Fujiyama!" because I recorded the sound without the music playing and it was unmistakable.)

- * Your overall mark for the song loosely depends on these factors:
 - SSS: 10,000,000 points (You scored perfect for every step)
 - SS: Required score varies from machine to machine, depending on settings. At level 4/5 or so, you require 8,700,000 or more. On level 4 on the PSX version, the figure is more like 9,200,000 or more. Mostly perfects with a few greats (about 10% max)
 - S: Too many greats, but mostly perfects still.
 - A: You require about 7,900,000 points or more on the arcade version at difficulty level 4 or equivilant. At home, you require about 8,200,000 points at the same level. Other factors include how many goods, boos and misses you get.
 - B: A score between 7,000,000 or so and the minimum for an A. If you have many misses but no goods, this may also affect it.
 - C: A score in the mid to high 6 millions or so.
 - D: You must have screwed up regularly to get this.
 - E: Typically a fail, or in versus mode, both players ended with no energy (or both lost their energy completely at different

points. You CAN still finish a song with both players having no energy. I witnessed two players both get E's personally).

- * The Pocketstation feature definately sucks. It's a mailbox program. Why you'd need this or what it has to do with DDR is beyond me. I do think it has a Nonstop Order rearranging program, but it's a bit dodgy and I think it's for the home version. Why did they bother?
- * Select your difficulty by pushing D, D or U, U on the song select screen. (this should be obvious, but some people may not know!)
- * You can access a hidden menu by pushing select on the Music Select screen. The first option is Vivid/Flat mode (off/flat, off/vivid, depending if you're on 3rd MIX/3rd ReMIX or SSR mode). These change the patterns the arrows flash in - Vivid makes 1/4 and 1/2 beat steps flash differently to normal steps. Flat makes them all do the same flashing pattern (ie 2nd MIX). The second option down on the above mentioned menu is Little mode (on/off). This removes all half and 1/4 steps, even if there's no other steps before them. The third option down is sequence pattern modifiers (left mode, right mode, shuffle mode, mirror mode, off). To find what these do, check the arcade version commands in section 8.1. The last option is arrow visibility (off/hidden/sudden/stealth). Hidden mode makes the arrows disappear halfway up the screen. Sudden makes them appear 2/3 up the screen (harder than it sounds!). Stealth makes the arrows totally invisible!
- * Auto Music Select is stupid. Basically you pick songs by pressing the triangle over them and then it randomizes. I think. If you don't pick several songs you end up doing the same one over and over and it's stupid. Waste of a mode. I prefer just holding down an arrow, closing my eyes, then stepping on start. It's much more chaotic.
- * Wanna know how to get on the high scores table? This goes for the arcade version too - complete a Ranking couse in Nonstop mode. (3rd MIX or SSR only - not 3rd ReMIX or 2nd MIX in the arcade)
- * In Unison mode, try doing the other players steps too if possible to increase your combo. If they have one at the same time as you, do it as a jump and you'll increase your combo by two, because it's not one jump, it's two steps!
- * An interesting note: The backgrounds for the three songs removed (ie Xanadu, It Only Takes a Minute ~Extended Remix~ and Follow The Sun ~90 In The Shade Mix~) are still on the CD! Links to utilities to rip these graphics and the music will be in future editions of this FAQ, but you can save time and look for 'THV' and 'YU_RI' yourself! This trick also works on 2nd Remix. I haven't tried it on the original or Best Hits yet.
- * A special option is unlocked when you play with this game's memory card save on a 4th MIX machine: 'Create Link Data'. After a bit of messing around, you can create Nonstop data for 4th MIX and other stuff. (See DDR 4th MIX in the arcade section for precise info)
- * You can also edit 3rd MIX nonstop data, should you wish to. All 3rd MIX stuff is always mentioned in sections named 'DDR 3rd MIX(Arcade)' (or similar). I assume 4th MIX is under 'Link Data' because they hadn't named it yet...
- * Edit Data from the original DDR will no longer work. The same goes for the arcade machine; in 2nd ReMIX there are two types of edit data formats you can save in, 'type1' and 'type2'. 'type2' works on 2nd ReMIX and up. You can use 2nd ReMIX to change any edit data you saved from the original so it'll work in this one.

3.4 Dance Dance Revolution GB

Same game, unusual format. The game comes with a finger pad apparently, or in the very least one is available (there's pictures of it around), but I've only played it in emulator form currently. I plan to buy it since it's good. Before I start, I'd just like to say DON'T ask me for the ROM. I

know it's hard to find (at least considering it's just released), but I am not gonna be a tool for piracy. Go buy. Anyway, this version is based on 2nd Mix, however features what may be Bonus Tracks from 3rd Mix, or just something to fill the game out. DDRGB has:

AM-3P

Bad Girls

Boom Boom Dollar

Brilliant 2U

Butterfly (Normal and Hard)

Dam Dariam

Dub-I-Dub

El Ritmo Tropical

Have You Never Been Mellow

Hero

I Believe In Miracles

If You Were Here

La Senorita

Love

Paranoia

Paranoia MAX

SP-Trip Machine

On the title screen there is an option - this simply is the special finger controller option (on or off - leave it off if you don't have one). Other options are just typical of DDR - difficulty level, amount of songs for various modes, etc. - two puzzle me though: 'Tough' mode for Free Play Mode. It seems to make no impact on any songs - not even the two 3rd Mix ones. The other option which confuses me is couple mode (press select on the select game mode screen). 1P Couple mode might be just 1 Player with Couple mode steps (I didn't look), but 2P Couple mode had no effect at all. Perhaps it's cos' I wasn't playing a link game, but then why did it let me pick it in the first place? Wierd.

In smaller itty gritty details, DDR is a 16mbit cart (both Beatmania GB carts are 8mbit), it's a Color only game (once again, Beatmania GB carts work on old GB's too), and it doesn't have a save mode or password mode.

ADDENDUM: I've since bought this game, and let me tell you DDR GB1 is pretty poor. It tries and it fails. The main problem is with the music - the bass totally disappears after a little bit on most songs. I believe this is because the programmers unintelligibly change the instruments or use the sound channel for something else. It sounds insignificant, but try playing DDR on some of those really poor speakers you get in \$2 shops and you'll know what I mean. If it weren't for this, the music would be fine. This problem is 10 times more noticable with earphones.

3.5 Dance Dance Revolution GB2

See above. GB2 is essentially the best songs (in Konami's opinion) of DDR 3rd Mix and DDR Solo (2000?), and is heavily based on DDR 3rd Mix in graphics and such (the title music is 'Can You Feel The Rhythm'). It has Nonstop mode, as such. These are the songs:

Afronova

Can't Stop Fallin' In Love

Club Tropicana

Dam Dariam

High Energy

If You Can Say Goodbye
I'm Alive
In The Navy '99
La Senorita
Love Machine
Mr. Wonderful
Operator
Paranoia Rebirth
Silent Hill
So Many Men
Sky High
Together & Forever
Turn Me On ~Heavenly Mix~
Typical Tropical
Vol 4

It has more songs, of course, and for what it's worth, this is a HUGE improvement over the first DDR GB. The bass problem is more or less fixed - it still happens, most noticeably (by me :P) in I'm Alive (which I hate anyway), but overall, it's a great port. The only question to ask yourself before you buy it is, do you love DDR for the physical interaction or for another reason? After all, there's not many different ways to push buttons with your fingers - especially while holding a GBC!

As for playing advice - without the finger step controller is the hardest way to play, as B becomes the up arrow and A becomes the right arrow (so you can do jumps). I suggest you learn to use these buttons for these directions only - if you try to push up and right on the directional pad too, you'll confuse yourself. Also, like the PSX, press select to get any hidden game modes once you're on a song select screen.

As for playing on an emulator, pressing several directions at once tends to 'lock' keyboards and thus nothing happens. Beware of this. This probably has been corrected with USB keyboards, though...

3.5 Dance Dance Revolution GB3

DDR GB3 once again uses the seemingly rushed DDR GB1 engine. Here's the song list:

1,2,3,4, 007
1,2,3,4, 007 -HARD-
Celebrate Nite
Don't Stop! ~AMD 2nd MIX~
Dream A Dream
Eat You Up
Eat You up -HARD-
Higher
Holiday
Hypnotic Crisis
I Don't Want To Miss A Thing
In The Heat Of The Night
Kiss Me (KCP Remix)
Love Again Tonight (For Melissa Mix)
Luv To Me ~AMD Mix~
Luv To Me ~AMD Mix~ -HARD-
My Summer Love
Never Gonna Make
Pink Dinosaur

Trip Machine Climax
Upside Down
Walkie Talkie

Luv To Me ~AMD Mix~ -HARD- actually plays significantly faster than it does normal. It's 200bpm, I estimate. 1,2,3,4, 007 -HARD- on Maniac would be actually easier than the normal Maniac if you were playing the real game, as there are more steps like triples but less off-beat ones or sixteenth/- steps like normal. It's harder with the GB controls, though...it still uses the now incredibly outdated looking DDR 2nd MIX numbers for the score, as well as the way outdated 2nd MIX ranking system (E-A, S-SS and maybe an SSS but I haven't gotten one). D-A are displayed as they look in 4th MIX. E and the S ranks are unique to this game in look (ie they've been drawn from scratch). Also note that all songs are available initially and there are no categories like 4th MIX, except in Nonstop Mode which seems to be catergorized exactly like some of the 4th MIX main mode categories! (Konami Original A/B, Pops A/B, Covers and Classics)

Overall, this game is still disappointing. The audio isn't too clear and sometimes bits which you usually can't hear in 4th MIX can be heard over the main instruments. This means the song could be unrecognisable and it will not help you follow the beat! Basslines disappearing seems to no longer be a problem. However, some songs sound way different...especially My Summer Love. Hypnotic Crisis, Eat You Up, Upside Down and Dream A Dream don't escape either. Every other song, except maybe Trip Machine Climax, is perfectly recognisable. Like DDR 4th MIX on Playstation, Solo 2000 and Korean tier songs are absent. Personally I think they coulda got rid of some of the other songs they decided to add, like the junky 3rd MIX songs they added. I wouldn't say it's an improvement over DDR GB2, and I wouldn't say it's worse than DDR GB2. It's just different. It's definately better than DDR GB1.

3.7 Dance Dance Revolution Best Hits

A spick 'n' span mix of all of the 'best' DDR songs using the DDR 3rd Mix engine. As such, it has the same de-synced steps problem for PAL users. See the Gameshark code section for the fix I've made. This has less songs than 3rd Mix, and less features. It has a 'shareware' feel to it. You get roughly 30 songs from DDR mixes 1-3, including every song from the original DDR (excluding Strictly Business, which was removed from DDR games after DDR 3rd Korean Mix/before DDR 2nd Mix DC, and the original Trip Machine, for reasons unknown to me as I liked it!), a large chunk of 2nd (Re)MIX songs (alternate mixes are all gone except Paranoia Max and SP-Trip Machine ~Jungle Mix~), and a few 3rd Mix songs (the only Catastrophic songs in it are ol' Captain Jack and Dynamite Rave!). It also has Drop The Bomb and After The Game Of Love. I doubt it has any hidden songs, as so far, I've found no hidden features at all! (there is no Information menu) The only new features are Maniac Double mode for pre-3rd MIX songs (also note SSR is just named Maniac here), a shortcut menu in options to allow you to default to certain characters and a mode every time which you specify yourself, diet records in the record menu, and 2 new characters which don't suit DDR well at all and are probably inspired by Pump It Up or something. Small details for small detail fans include the numerals for scores changed, Charmy has alluminium tights now like she has since DDR 3rd Mix arcade (in 3rd Mix arcade/PSX she had none - I presume this was changed since you could see her panties. 3rd Mix Korean arcade was the first one with this change), the background in the song select screen is a bluey-green similar to the 2nd Mix mode on 3rd Mix arcade, and the options menu looks a lot like the original DDR but it's much less detailed. It also features no built-in edit data

like 3rd MIX arcade or PSX, or 2nd MIX DC, but you can still load all of your own edit data. Nonstop mode is still in, but it has only about 8 or so selections, and two difficulty levels (you can't put all songs on Maniac/SSR, for example, or all songs on Basic). There is no paint mode, but there is edit mode, diet mode, learning and training mode. Another utterly useless feature is that Soft mode has become Beginner mode, and shows you a picture of the DDR arcade floor panels in the background so you can mimic the steps they do and all songs are only 1 foot! I hear this is in DDR USA/DS Euromix too. Also, the intro loops through the intro movies from all 3 DDR mixes, but they're still lower framerate versions, unlike on DDR 2nd MIX DC. Overall, a lot of stuff has been removed from DDR Best Hits, and it's a blatant showcase for the other games in the series. For westerners, its only advantage is it has 2nd Mix songs with 3rd Mix graphics, as many people seem to have problems with the disc switch mode, and it isn't just people who pirated the game. I believe it's because the disc switch mode is a separate .EXE on the DDR 3rd MIX CD, and thus the protection is invalid - as for Maniac Double mode, the mats slip too much for that! (it's also worth getting if you want the original DDR but cannot find it anywhere.)

DDR Best Hits has no edit data, yet Konami didn't remove the Official Konami Edit Data distinguishing code from the engine - wierd. DDR Best Hits has NO secret songs, NO edit data, and basically NO frills. The only improvements over 3rd MIX are Maniac Double mode (if you can call it an improvement!), Diet Mode's new alternate modes and a flashier edit data engine. But only slightly flashier. For your interest, here's the song list:

Reminder to self: unfinished and unverified...

After The Game Of Love
Boom Boom Dollar
Butterfly
Brilliant 2U
Dam Dariam
Drop The Bomb
Have You Never Been Mellow
I Believe In Miracles
If You Were Here
Get Up'N' Move
Kung-Fu fighting
La Senorita
Let's Get Down
Little Bitch
Make It Better
My Fire
Paranoia
Paranoia MAX
Put Your Faith In Me
Silent Hill
Stomp To My Beat
That's The Way (I Like It)
Wonderland

Because of the song list, it's also the game most similar to the original US/UK version of DDR/Dancing Stage!

3.8 Dance Dance Revolution 4th MIX

Like 3rd MIX, the first thing to note is for PAL users only: The steps will

be out of sync with the music yet again. The code to fix this is in the Gameshark section along with the modchip protection removal codes.

For changes from 3rd MIX to 4th MIX, check the arcade info. The first thing to note is the differences from the arcade version and 3rd MIX PSX's unique additions, including the many bugs:

- * The 7 or so DDR Solo 2000 tier songs have been removed (Drop Out, Paranoia Evolution, Hysteria, Let The Beat Hit 'em!, Super Star, Can't Stop Fallin' In Love, and Wild Rush). Also, the 7 or so Korean songs from 3rd MIX Plus are not in this.
- * 1 4th MIX Plus song was added along with about 5 all-new songs, including a new mix of Orion.78.
- * Link Data for use with 4th MIX Arcade and 5th MIX Arcade can be generated. You can also fiddle around with both too.
- * All Music mode and Event Mode are enabled/disabled in Game Options.
- * 'Solo Mode' is added, which puts the game on 6 panel mode (like the Solo arcade version of 4th MIX). Only one version of the game exists with both Solo and normal modes in it
- * Like 4th MIX Plus, 'Ninzaburo' is now known as 'Furuhata's Theme'. (as Ninzaburo is the name of the show the song is from)
- * The 3 songs not found in 3rd MIX - Follow The Sun ~90 in The Shade Mix~, It Only Takes a Minute ~Extended Remix~ and Xanadu, are in this game.
- * Song Categories have changed drastically.
- * Currently, no option to switch discs with older DDRs seems to exist.
- * No 'User Support' option seems to exist. (ie, you cannot use 4th MIX to get all the goodies in 3rd MIX)
- * 'Challenge Mode', which is like 'Training' in 3rd MIX and Best Hits in that there are 3 initial modes (Basic, Trick, Maniac) with 10 challenges each, but obviously it's more than just a tutorial. Tasks might include getting an A (formerly SS) on the song, or not using the up arrow. You have to unlock this feature by playing a small number of times.
- * A Pocketstation feature is included for 4th MIX arcade. It's that junky mailbox program from 3rd MIX again by the looks of it...yes, it edits 4th MIX Arcade NS Order. But it's cumbersome and it sucks and it looks like a ZX Spectrum program (that's bad).
- * Unlike DDR Best Hits, Lesson Mode has been redone from scratch. In other words, it doesn't have the N.M.R. songs playing - which weren't in Best Hits except for Lesson Mode :)
- * The 'timing' option in Sound Options allows you to make the music faster or slower than the steps. It does not change the actual speed of the music or allow you to get more perfects.
- * The announcer no longer says "I can see a dream in your dance. I can see tomorrow in your dance! We can call it, our hope!". I think Konami did the same thing that Sega did with Daytona USA's corny lyrics - which are now considered cult classics. Konami ruin all our fun! :(
- * The announcer doesn't even say 'oh god! oh god!' when you get an AA (the equivalent of SSS).
- * Endless mode no longer lets you pick specific songs. You don't seem to be able to set when the stage break appears, either. No frills endless mode, I guess...

- * BUG: If the CD skips, the game pauses briefly but the music doesn't - and thus becomes desynchronized. This probably isn't isolated to PAL machines. This only occurs occasionally, other times it'll pick right up again like 3rd MIX. The Game Shark unlock codes may cause this...
- * BUG: The song 'Dancing All Alone' by Smile.dk appears to be a trial song for 5th mix but appears in the normal setup with the following difficulties (Basic/Trick/Maniac): 2/1/1 4 panel, 1/1/1 6 panel. Obviously it was never supposed to be seen on Trick/Maniac. Much less a bug than Konami being

lazy coders yet again. (note: The steps are identical on all difficulties. Try getting A's on all of them!) Info does say to play it on Basic Single/Double only, but since when is that an excuse for poor programming?

- * BUG: 6 panel mode does not always work in Challenge Mode using a mat. Challenge Mode seems to automatically enable the controller setup, even if you pick that you have a mat and have Controller 1 off in options! This bug may be fixable by trial and error, but nothing fixes it every time. Very serious bug. Fix it by selecting you have a normal controller in Challenge Mode, quit out of Challenge Mode, enter Challenge Mode again, then select mat. This may only occur on copies of the game - this is unverified as it doesn't occur 100% of the time.
- * BUG: 'Danger' doesn't seem to appear on the screen, although an option for it is in the graphics options menu - yet you still get boeing, which indicates it should be showing if switched on. This may be only occurring on copies of the game too, and you may be able to fix it somehow - I think 'Danger!' only works with Event Mode off.
- * BUG: Often the next stage won't load after it's selected. This bug appears to be widespread and ISN'T caused by a GameShark unlock code as first suspected (hence it was not mentioned earlier). Letting the game run a bit seems to fix this problem sometimes. Save often...
- * BUG: Sometimes scrolling through the songs really fast causes some of the banners to flicker. This is probably just a sprite overload. Konami are famous for that (remember Gradius 3? :P). This seems completely random. It seems to be caused by pressing twice in the same direction too fast. The cause is undetermined, though!
- * BUG: In some versions, any edit data for Leadin Cyber has invisible arrows. Even if you get a full combo, you always get 23 misses at the end. This bug appears to affect originals and copies. (thanks to H.Edward from RTF for this)
- * BUG: In some versions, any edit data for Era(nostalmix) with twelfth beat steps in places where the speed changes, the song automatically clears. (thanks again to H.Edward from RTF for this)
- * BUG: Sometimes the Internet Ranking password won't show after a stage has been beaten when it should (ie if you get a max combo). This appears to happen most often on Love Again Tonight. Once again, it doesn't affect all versions and isn't isolated to pirated copies of the game only. (thanks to H.Edward from RTF again :P)
- * BUG: In Solo Mode, using 4 Panels, the 4 controller buttons are enabled no matter how many times you switch Controller 1/2 on and off again.

Here's some tips, too:

- * Secret songs are unlocked every 5 songs, including the following non-4th MIX songs:
 - 5 songs SYNCHRONIZED LOVE (Red Monster Hyper Mix)
 - 10 songs Challenge Mode
 - 15 songs DANCING ALL ALONE
 - 20 songs HERO (HAPPY GRANDALE MIX)
 - 25 songs DAM DARIAM (KCP MIX)
 - 30 songs IF YOU WERE HERE (B4 ZA BEAT MIX)
 - 35 songs Never let you down
 - 40 songs Share My Love
 - 45 songs .59
 - 50 songs era(nostalmix)
 - 55 songs Let's talk it over
 - 60 songs Make Your Move
 - 65 songs GROOVE
 - 70 songs Don't Stop! (AMD 2nd MIX)
 - 75 songs Get me in your sight (AMD CANCUN MIX)
 - 80 songs Holic

85 songs LEADING CYBER
90 songs Midnite Blaze
95 songs ORION.78 (civilization mix)
100 songs Endless Mode

Total number of songs: 54 (this is confirmed to be all their is!)

(source: KCET)

- * Challenge Mode doesn't unlock any songs unless you haven't unlocked them all already, in which case it unlocks them all.
- * Endless mode can be unlocked by letting the demo loop! At least, that's what I did and that's what I got! (Konami says it's unlocked by playing 100 songs, but I got this whilst watching the demo, honest! Another bug?)
- * Info on Arcade Link can be gotten by saving the game about 10 times.
- * Xanadu and Follow The Song were among songs which, in 4th MIX Plus, had new, harder official '4th MIX Plus' edit data. The edit data is in 4th MIX PSX and replaces the original Maniac data...
- * Enabling All Music mode and disabling Event Mode allows you to get an alternative ending for the game, which plays "Let the beat hit 'em! - Classic R&B Style", a song announced in Extra MIX (as bmIIdx version, or something like that)
- * You can get the other steps for Dancing All Alone by playing 5th MIX. At least that's how it sounds on Konami's site...obviously, you need a memory card for this.
- * To get an Internet Ranking password for Endless mode, play with Break Stage turned off, Little mode turned off and get 100,000,000 points or more (note the score multiplier is different in this, which means you have to last for a while to get this high)

Essentially, this game is as accurate a conversion as 3rd MIX was - but that is one of the biggest problems, because it ISN'T 4th MIX arcade. Obviously the missing 3rd MIX songs are...er...found again, so that's a bonus. However this has NO append mode. This is probably because of Extra MIX, or because game players would expect too much in the append mode - ie Maniac Double AND Solo Mode (This would take up a lot of memory...here's the math: 1 edit data save block =8kb, 4 new sets of steps per song x 56 for 3rd MIX, gives you 1.792mb, which is most of the PSX's RAM. Sorry if I'm wrong but I suck at math). Actually, it's most likely because Konami were too lazy (as the amount of bugs shows). Still, even though it's smaller overall than 3rd MIX, it has more new songs and the total number of songs is only 3 less than 3rd MIX had. This game is ideal for beginners as it's basically a lot easier than 3rd MIX was. Intermediate level players will probably also find that they'll be able to progress to harder songs easier with 4th MIX, but any advanced players will be a little disappointed here. None of the songs offer any real long-term challenge, except maybe Leading Cyber. Challenge mode does add an interesting new bit of variety in gameplay and is addictive yet frustrating.

One big, and I mean BIG problem is the song categories. By default, you have the usual number of categories from the arcade (about 8 or so), except they are way different, some misspelt ('veriety'), and most of all, almost empty. One category had 9 songs in it! Why bother? Even Konami Original's shrunk waaaaay down. Now, granted, there is an all music mode with about 35 songs to start with...but the problem is, the menus all run at high res. And this is technically a menu. You are presented with a 3rd MIX style carousel - except it's almost microscopic! You may have to get closer to the screen to see the titles. Also, the background for this is a very ugly...black. Yep, no background. Honestly, Konami, what were you thinking? Nothing? All Music mode just plain sucks. Link mode is still here, and

Overall, although DDR 4th MIX is excellent as far as conversions go, it's just too much of a straight conversion. It's missing a lot. Only about 3/4

of the CD is used, so obviously the Solo 2000 and Korean songs weren't included for another reason...also, if Konami actually PLAYTESTED the @#\$(&*! game, they would have found the bugs, as they're OBVIOUS. They've obviously just been too lazy to even debug their game. If the arcade machine were as buggy as this, I wouldn't touch it with a ten foot barge pole.

Other Info:

Challenge Mode has some of the instructions in Japanese. Song, 4/6 panels and which sections/modes can be viewed on the right side of the screen. The bottom of the screen gives more specific info. Here's what I've found so far (C=Challenge, PA=Perfect Attack (perfect/greats only)):

PRACTICE:

- C1: No misses allowed
- C2: PA
- C3: PA
- C4: End the song with the energy bar maxed out, starts empty
- C5: Must score over 1 500 000 points - doesn't have to be in 1 combo
- C6: Must get more 50% or more perfects (easy - 25% is average for most players anyway, and I usually get 10% or less myself)
- C7: PA
- C8: PA
- C9: PA. Note the steps are different to normal. Use a controller to save time if you suck too much...but it's a really good way to get good at 6 button mode, albeit VERY annoying...
- C10: Score must not exceed 1 million points, max combo must be over 50. Best way to do this is get one 51 combo then keep combos below 8 or so for the duration of the song - 51 combo will bring you to about 400k, then for the rest of the song try to get as many goods as you can - anytime you step a bit off it'll alternate between boo's and perfect/greats... which will keep your energy high.

BASIC

- C1: PA. The 6 greyed out arrows up the top are not in this one, so read the Perfect Attack hints here in this FAQ if you have problems!
- C2: No jumps allowed. No other Boos/Misses allowed.
- C3: PA. Hidden mode. All half steps, but all in the same direction. Just be glad you only have to do the EASIEST part of the song...I've never seen anyone break the combo here in the arcade.
- C4: Combo must never go over 10.
- C5: No up or down steps allowed. No other boos/misses allowed. Diagonals don't count as up steps.
- C6: Steps for Baby Baby Gimme Your Love/Trick, music is Shooting Star. You can only get one good/boo/miss.
- C7: Keep your energy bar below halfway. There's another requirement too, but I dunno what it is.
- C8: You must get 50 or more Perfects. (more or less the same concept as Perfect Attack) Only 62 steps in the song, though...very tough.
- C9: Score must end between 3 million and 3.1 million. Work your score up to 2.9 million or so, then break the combo immediately and concentrate on getting goods, until you know the last few steps are coming up - by then your score should be nearly 3 million, so just balance it out.
- C10: Energy bar must be really low - no more than the first bar filled. Less seems to be ok.

TRICK:

- C1: Do not do any jumps. Greyed out arrows up the top are invisible. All non-jumps must be good/great/perfect!
- C2: Only do jumps. All jumps must be perfect/great. Hidden mode enabled! Still fairly hard! Tap to the beat in the middle if you have problems. Keep your feet together when idle! See C1.

- C3: Pass with full combo (only first 8 bits of the song tho)
- C4: Grey arrows up the top are missing. Must get 70% Perfect or better. This normally is fairly easy, but Sudden mode is on! Any less than 50 or so is ok...
- C5: Music is different to steps (Shake Your Booty). 1 good allowed, no boos or misses allowed. Beware because the BPM is slightly different between the songs...only slightly...
- C6: Must get 30 combo or greater. Must not get over 50% energy bar. To pass this, allow yourself to ALMOST fail first, then try to get a few greats to begin with, then just either freestyle or play properly. DO NOT try to get too many greats for too long, or you'll get a good and mess it up. If you do it right, you'll barely scrape a 30 combo before you get 50% energy. Then allow your energy to drop and play like an idiot for the rest of the challenge.
- C7: Pass with a full combo. Start with right foot.
- C8: All perfects required! 31 steps total.
- C9: Full combo needed, but the song is in stealth mode! All steps are up except for a jump in the middle (which you'll know once you miss it, or you could just do C8...
- C10: Never step up (up-left and up-right okay). Every other step must be good/great/perfect! Very confusing!

(NB: This section will be updated a lot next time)

3.9 Dance Dance Revolution Extra MIX (pre-release info)

No, the game isn't out yet. But with the release of 4th MIX, which is missing a lot of stuff (Solo 2000 songs, 3rd Plus korean songs...), one has to ask: will these be in the newly announced Extra Hits, coming out this June? No official info has been released yet, but here's some things that have been announced already in Extra MIX...

- * Solo 2000 songs removed from 4th MIX
- * Solo 2000 liscenced songs not even in 4th MIX
- * 4th MIX Plus songs
- * 'Data Bank'; full of edit data for songs in previous mixes which never made it into the PSX versions (ie Maniac Double, 'PF-' series data, 4th MIX Plus Maniac data, maybe 'DC-' series data and new edit data from 5th MIX?). This sounds like the best feature to date!

So far, the only new song announced is an alternative mix of Let The Beat Hit 'em!, which is actually the 'special ending' music for 4th MIX PSX. Also note Paranoia Evolution IS in it, as are BOTH 'Sky High' songs (from Solo 2000 and 4th MIX Plus). Also listed are two versions of Together and Forever (wasn't there only one? I'm not sure!), and it's probable that both I'm Alive's will be in it too.

As I said in the 4th MIX summary, there was about 200mb left over on the 4th MIX CD which could have easily fit the Korean and Solo 2000 songs. Personally I think it's a waste of space, and it's a shame that I was right about Konami wanting to milk us for more money. I'm glad to see that Extra MIX has already shaped up into what sounds like a much better package than 4th MIX!

It's also worth noting that although the Korean songs aren't in 4th MIX, Hero KCP Discotique Mix (the only other 3rd MIX Plus song not in 3rd MIX) is. My guess is that the Korean songs WON'T be in Extra MIX - DDR machines often make it to Korean arcades, both with official distribution and with other distribution. DDR 4th MIX PSX is for retail in Japan only, so why bother putting songs in the domestic version that nobody would truly appreciate

anyway? (Konami are becoming very lazy when it comes to DDR)

http://www.kcetokyo.com/bemani/ex/ex_main.html

3.10 Extracting Stuff From DDR CD's

Yes, the DDR CD's have many wonderful things for you to extract! Go to this site for starters:

http://niigata.cool.ne.jp/r7038/ddr/ddr3_cd.htm

It lists (in Japanese) which programs rip what out of whatever. For example, Obviously XaPlay plays the CD-XA Audio in XA.STR (everyone has probably tried this). All you'll find is shorts (song previews), so it's not too useful. This info is specific to DDR 3rd MIX, however most of it is applicable to older mixes as well (as well as Best Hits, which uses the same engine as 3rd MIX). Don't bother trying to use these programs on 4th MIX if you have a pirated copy cos' the files are hidden anyway, and it serves you right :P

READ_DT.BIN stores the graphics. Yu-ri is a nice extractor of these. All the backgrounds can be extracted, and I think some memory card icons too or some junk like that. Good for windows backgrounds but little else. Note that ALL the removed 3rd MIX arcade songs from 3rd MIX PSX have backgrounds on the CD. Of course, there's no music... (NB: This program did not work on 4th MIX!)

STR.BIN holds all the audio. This includes music, sound effects and the announcer that you love to hate. If you click on the link you'll find two files. thv is 4 or so EXE files which are to be run in DOS. Each has a specific purpose. There's a converter/batch file on the link below. Beware though because extracting these will take up several gigs of space on your hard drive!

3.11 Pocketstation Guide

DDR seems to be one of the main reasons Pocketstations sell in Japan. That's what I figure cos' when I looked up 'Pocketstation game' in Google I mostly found DDR stuff. So if you've bought one (I got mine from www.lik-sang.com but that's the only place I knew that sold 'em! So don't ask!), you'll probably find it hard to figure it out cos' the manual is in Japanese. Well, not all that hard to figure out. But there's a few things you should know:

- * Obvious enough: Remove the tab from the battery cover when you first want to use it. This is so it doesn't turn on accidentally before purchased!
- * The reset button is under the control panel, right next to the big button at the back. Push it with a pin or something.
- * Pushing the enter button (the one with the hard to see <- on it) on the main menu brings up some other stuff.
- * The Pocketstation goes into 'sleep' mode after a minute. Push enter to restart it on the last screen you were on.
- * Pushing the up button on the first menu alters the volume level (mute/low/high).
- * Holding the down button on the first menu lets you view the memory card icons. In the lower right of this first menu, you can see the second counter.
- * Obviously, the date scrolls along the top of the second menu. Hold up to set the time/date again. Hold down to set the alarm.
- * Push left or right to select mini games (if available).

3.11.1 DDR 4th MIX NS Order Editor

First of all, this program is available at www.nissie.com under 'PK dev'. Secondly, I didn't make it. Finally, what the program is used for is to change the order of your nonstop courses in 4th MIX Arcade. This means you don't have to run home and do it, basically. Also if your machine doesn't have the beatmania songs unlocked you can use this to play them. It also has a 'roulette' feature which randomizes all the NS Order songs (and their settings - make sure you turn stealth off! ;P), an Internet Ranking score viewer, and if you push left when selecting a song, you can view the song info. For example, for La Senorita Virtual:

```
,-----.  
| 1-5 BC | 1-5 = Order #, Stage.      BC = Song ID# (HEX). Ignore this!  
|La Senor| (Song title scrolls)  
| SP:788 | SP = Single Play. Difficulty on Basic/Trick/Maniac mode.  
| DP:678 | DP = Double Play. Difficulty on Basic/Trick/Maniac Double mode.  
|BPM: 181| BPM = Beats Per Minute (obviously).  
'-----'
```

That's all you really need to know. It's entirely in English and you don't need a manual.

3.11.2 DDR 2nd MIX Edit Player

First of all, I'm not sure of this program's homepage location, but it's not too hard to find. I think it's on <http://www.psxsaves.f2s.com/> incorrectly listed as DDR itself...

This program allows you to view edit data on your Pocketstation. This can be done two ways: either viewing it, which shows all the individual sections, or by 'playing' it, where the Pocketstation automatically plays the edit data as if it were a DDR machine itself. Note that you cannot control this - its purpose is similar to that of training mode; to show you the edit data at the real speed of the song (it works with 3rd MIX and 4th MIX edit data too!) as well as to help you identify the beats, which it does so by making a dull 'thud' and flashing the LED at you.

Controlling the Edit Player is simple - After starting it, it defaults to the first edit data block and to 'play' mode. Note that if you have 3rd MIX to 4th MIX link data on the Pocketstation, it'll also be listed as 'link4to3' but loading it will crash the Pocketstation, requiring you to reset it and thus set all the dates again! Very nasty bug. It won't damage your Pocketstation, but it makes lots of loud and horrible screeching noises and flashes the LED violently. It probably wears your batteries out. If this happens, reset ASAP to save your batteries.

4 . 0 P h y s i c s , E r g o n o m i c s a n d G e n e r a l
 D D R A d v i c e

First of all, the arcade version and the console versions require different tactics. The mat is touch sensitive and the platform in the arcade is pressure sensitive! Secondly, your main enemies in DDR are physics and endurance. Sometimes it's physically impossible to reach the next step if your position is wrong. Sometimes you have to balance your weight in a jump

so that you land with a certain foot first. And so on. Endurance is important because if you wear out, there is a chance you could collapse if you are in ill health. If you've just had flu, give yourself 5 days to recover. If you have food poisoning, don't play! After suffering 95% or so loss of my vision, getting heavy breathing, overheating and almost collapsing, I should know. If you feel even slightly ill or uncomfortable, don't attempt to play because even the slightest illness will affect you severely - even at home. Also note that in the arcade, you have another enemy to contend with: Blisters. It is VERY common to get blisters since you wear shoes and socks usually. If you play for extremely long periods (5+ hours), these WILL burst. It doesn't even take that long sometimes...beware of blood blisters! I personally suggest that you live with 'em. They don't hurt that much. Think of them as proof of your endurance. But if you REALLY find them painful or ugly...wear thick, smooth socks. The less friction, the less blistering. (socks like these still will make old blisters from harsher socks swell.) Also the best shoes to wear are definately sandshoes or sneakers. You need thin-feeling shoes. I recommend having ones with minimal tread, myself, but a lot of people hurt themselves like this. A compromise might be to get some smart business type black leather shoes with no fancy treads but plenty of grip. Boots don't work - they have so much cushioning in their soles, that you wear yourself out far too quickly in an effort to actually make the steps! That is IF you actually use enough pressure to depress the button! One problem with the console versions is that the mat slips. Most people don't want to ruin their floor by sticking the mats down. If you really hate it, get some rubber foam grip from your local kitchen needs shop or some cheap 2 dollar shop if they sell it. But it doesn't really matter. If it slides...step lighter. In fact, step lightly as you can and if you're doing hard songs, take small steps. Bigger steps wear you out and it's a lot harder.

One last note: The ergonomics rules for the arcade can basically be reversed for at home. DON'T wear minimal tread light shoes. They're good for being light on the feet, sure...but your mat will slide like all hell has broken loose! Even with the forementioned grips! Big, solid boots are better. Try to find something manouverable, but heavy enough. Sheepskin boots work wonders in comparison to shoes - and since there's no laces on 'em, you can keep them near your mat and put them on whenever you feel like playing without wasting any time! Don't try to do Catastrophic or songs with many rapid steps with socks, either - without the larger area that a shoe presses down, you have to make bigger steps, not to mention you can't HEAR your steps.

4.1 DDR Illness Guide

I assure you that this section is not a joke. It's utterly serious. In fact, all of these illnesses are pretty horrid. Don't laugh at them. Most people will not know about these ailments until they get them, so that's why they're here.

Also note that I am in no way a trained medical professional and this is merely as accurate as gossip. In other words, it works for me but it might not work for you!

BLISTERS

Symptoms: Sore feet consisting of localized pain in one particular area of the foot, including toes and arches.

Affects: Most of your foot.

Occurance: Playing for 2-6 hours.

Diagnosis: Take off your shoes. Look at your feet. When playing DDR, blisters

generally appear on the sides of your feet, just on the inside bottom half of your foot (barely up from your heel), on the insides or your toes and on the area under your toes. Basically they appear where your feet aren't firmly pressed into the ground and of course, where the most friction is. The big toe and the inside of your little toe are the most common places, I find.

Also see BLOOD BLISTERS, CALLOUSES and LARGE BLISTERS.

Treatment: Ignore them if you can. You probably won't notice them anyway. Wearing smooth socks and comfortable shoes helps this, however it won't eradicate the occurrence of blisters altogether. One day you'll get a big ugly callous where these blisters appear. If you pop them, you could end up with some sort of infection, which could be harmless or could be very very bad. Just ignore it, blisters weren't made to be popped.

Vince Yim says:

For the most part, they should be left alone to heal by themselves, but for blisters 1 inch in diameter or more, then draining them is suggested (rather than popping them). To do so, sterilize the blistered area and a needle (rubbing alcohol is ideal), and put a small hole on the side of the blister (pierce only the top layer of skin). Gently press the blistered skin to push the fluid towards the hole. DO NOT TEAR THE BLISTERED SKIN OFF (unless it is extremely dirty...gently clean it with soap and water otherwise). Apply antibiotic ointment (rubbing alcohol and iodine actually kill off growing skin-cells, hence slowing down the healing process). Apply a bandage the area.

If the blister has been opened, leave the skin attached, as it will also act as a natural bandage. It will turn into a callous, though.

BLOOD BLISTERS

Symptoms: Extreme pain in foot in centralized area. Sticky feeling in socks or shoes.

Affects: Your feet again.

Occurance: Playing for 2-6 hours nonstop.

Diagnosis: Take off your shoes and look at your socks/shoes and feet. Look for a smallish red mark where the pain is and, if it's recent, blood may still be there.

Treatment: It's best to stop now. These occur rarely, but they occur. Playing for long periods with no breaks seems to be the main cause, followed by how much you play. The best treatment is to not touch the blister or anything, but to just leave it as is.

BRUISING

Symptoms: Localised pain on a body part which occurs when touched.

Affects: Pretty much anywhere. Typically hands, knees, elbows or head.

Occurance: Hands bruised when arrow pads are literally slapped, or missed and metal is accidentally slapped. Knees bruised when 'knee drop' performance moves are performed incorrectly, esp. when the metal triangle shaped part on each corner of each arrow is accidentally contacted with. Head bruised when screen or buttons on cabinet are headbutted too hard (as DDRers commonly crash forward onto the perspex screen after finishing a song, esp. when exhausted). Also may occur if a player accidentally trips off stage or gets his/her fingers caught in the sharp groove between both stage platform thingies.

Diagnosis: I think everyone knows how to diagnose a bruise. This is mostly here in case you wonder how you got it!

Treatment: You might not want to bother treating it, but if you got a nasty bruise somewhere, it can't hurt...honest!

Vince Yim says:

Ice is a common treatment after the initial onset to help reduce swelling. Later on (about 2 days afterwards), apply heat (ie: heating pad). Gently massaging the bruised area does help, at least in my experience.

CALLOUSES

Symptoms: Large blisters on your feet. Tough patch of dead skin.

Affects: Mostly the toes, but can affect most of your foot. Affects the same areas as Blisters. They don't hurt (unless disturbed), but they do disfigure the surrounding area.

Occurance: When LARGE BLISTERS burst.

Diagnosis: Look at your feet (obviously). DDR Callouses are similar to most Callouses, but they aren't always permanent. They're often just flaps of dead skin - they appear when Large Blisters are popped during play. Often the area near and under it is yellow.

Treatment: The best treatment is not getting them in the first place. Of course, this isn't always possible. Either cut off the flap carefully (it IS connected to live skin, so beware) or tear it off carefully - preferrably in the shower, bath, or when your feet are soaked. Dead tissue is easier to remove this way, like soggy paper. If you leave it, it should fall off eventually. Much of the dead tissue will remain, so that's what will happen anyway.

Vince Yim says:

I do not recommend tearing them off, regardless of how wet the skin is, as you mentioned, it is attached to living skin. I get them a lot from weightlifting (mostly on my hands) and I find a better alternative is to gently sand them off with a pumice stone or a skin file (within reason, though...stop when it hurts!). These are available at your local drug store...best to ask your dermatologist. Keep your skin moist with skin moisturizer.

ENERGY DEPLETION

Symptoms: Faintness, loss of awareness. Lack of physical motivation to play even if you want to. No strength. Able to do a song until one becomes confused, starts stepping in a swaying, stunned kind of motion, and generally feels unhealthy. A general feeling of loss of energy.

Affects: The ability to play decently or comfortably.

Occurance: Usually but not strictly at home. Continuing to play could cause GIDDINESS, or possibly even cause one to pass out.

Diagnosis: Either do an easy song or try to walk. If you feel a loss of equilibrium or severe giddiness without dehydration, exhaustion, excessive flatulence or any other similar condition, you have it.

Treatment: Sometimes, eating can help this, however this is not caused by lack of eating - other things which can inflict this ailment on you include nervousness (trying to get an SSS, maybe?). Because there's no single cause, there seems to be no single cure. Of course, rest helps everything. But do you really WANT to rest?

GIDDINESS

Symptoms: Partial loss of vision. Overheating. Extreme exhaustion. Excessive flatulence (seriously). (Two or more of these symptoms should pretty much be enough proof you have it) Dizziness.

Affects: You.

Occurance: Most commonly when weakened by an illness - eg common cold, flu,

diarrhoea, food poisoning. Usually occurs within the first 10 turns instead of STAMINA DEPLETION (A type).

Diagnosis: No diagnosis needed.

Treatment: Take a rest and drink lots of fluids. Go to the toilet if you can - sitting there with your pants down will cool you down a little. Otherwise, find a ledge or seat nearby (Driving games are good to sit at. I recommend a Daytona USA 2 Cabinet or Whack-a-Croc.) Rest for about 10 minutes. Note doing easy songs will NOT help this and it will intensify still.

Vince Yim says:

In my experience, the symptoms you describe usually come about from extremely low blood sugar (hypoglycemia). This sometimes comes with nausea and cold sweats. Prevention is the best solution: proper balanced diet and exercise (ie: going to the gym regularly and staying away from fast food).

I say:

It's worth considering both the things above. I've heard of a few other DDRers since I originally wrote this bit say, after a bout of flu, that it 'came back' after going to the arcade...I'm no doctor, but I imagine your immunity is still low after only just recovering. Be careful. Play in moderation.

NOTE: This can vary in severity via a number of factors: How much you've ate, what you've ate, how much you've drank and how recently it was. Any illnesses you have or had within about 3 days of the time when you play could hit you hard. If you haven't been to the toilet to do a number two in the last few days, it increases the chance of this occurring dramatically. If you haven't played the game at the same or a similar venue on the same format in the past few days, you're also more vulnerable. Generally if you've eaten enough and drank enough and pooped enough, you'll be okay.

Good Food: * Healthy stuff
* McDonalds Nuggets
* KFC Nuggets

Okay Food: * 2 Minute Noodles
* Twix Bars

Bad Food: * McDonalds Sundae (especially Chocolate or Caramel)
* KFC Chicken
* Anything chocolately (except maybe the Twix Bars...dunno why, maybe it's me!)

Basically, if you don't eat anything too greasy you'll live. Once again, this ailment isn't a joke and it happens a lot.

Vince Yim says:

I was really alarmed by your placement of McDonalds products next to "good food" (partly because I worked there when I was a teenager). Maybe you're just used to it, but I find that anything deep fried (especially McDonald's fries and nuggets) actually slows me down.

Given the amount of physical exertion that comes into play with DDR, one should approach it much like one would prepare for any sort of sports or athletic activity (people tend to ignore this, thinking it's like playing a game of Mortal Kombat). Proper nutrition is essential. Nothing beats fresh fruit and fruit juice for a quick boost of energy. If these are too inconvenient, bring an energy bar and an energy drink (ie: Gatorade, powerade). Stretch your muscles every regularly (this will also help avoid muscle cramps).

NB: A chocolate bar is not the same thing as an energy bar.

Learn to tell the difference!

MUSCLE CRAMP

Symptoms: Not being able to lift legs properly. Not being able to walk.

Affects: Calves muscles, thigh muscles, chest muscles.

Occurance: Playing for 4+ hours without adequate breaks.

Diagnosis: For calf muscles, sit on the bar at the back of the platform on the machine and lift your legs as far up as they will go. If you have a cramp, you may fall off in intense pain. So try to fall backwards. (note intense pain isn't always associated with this) For thigh muscles, sit on a chair and untie your shoelaces or something by bringing your feet up over you knee. You will scream and start clutching your leg in pain if you have cramped thighs.

For chest muscles, there is no easy diagnosis - this will most likely afflict you when sitting down.

Treatment: No treatment except rest.

LARGE BLISTERS

Symptoms: Same as BLISTERS.

Affects: Typically the big toe, the pad of your foot immediately below it, and the flesh immediately above the heel.

Occurance: Playing for 4-9 hours.

Diagnosis: Look at your foot. LARGE BLISTERS are fairly larger than your thumb.

Treatment: Same as BLISTERS. Beware, as if these burst, they will most likely become CALLOUSES.

NERVE PINCH

Symptoms: Mild shaking or twitching when sitting, standing or lying down.

Affects: Whole body.

Occurance: Playing for 6+ hours without adequate breaks, or playing for 30 mins or more nonstop when still new to the game. The more experienced you are at the game, the more resistance you seem to have to this ailment.

Diagnosis: Hold out a limb and try to keep it still. In severe cases, you could also try to lie down and you'd suffer from severe twitching.

Treatment: Get some sleep or at least take a decent sized break.

PNEUMOTHORAX (Collapsed Lung)

Symptoms: Extreme pain in one lung. Difficulty in breathing (when bending over or lying down?). Inability to exert yourself (ie play DDR).

Affects: The ability to play. Period.

Occurance: Seemingly random, and maybe not caused by DDR at all. These are basically caused by coughing, or something like that - I'm no doctor, but it seems to me that it is stress on the lung that is the cause. There is no way to avoid this and it can affect healthy people as much as unhealthy people. It usually strikes suddenly with absolutely no forewarning.

Diagnosis: See a doctor. You'll probably require X-Rays. The symptoms I felt personally along side the traditional ones were, one week prior to the main attack, what felt like palpitations (loud heart beat, like when one is nervous) and what felt like indigestion (I could not burp). Once the pain had begun, I could not run - attempting to do so gave me a feeling of something being inside my lung and rattling about. In reality this was my lung itself I was feeling! I also found myself generally clutching my heart for no reason at all - although I doubt it is my heart that I was clutching.

The main thing with this is don't take chances...don't continue playing, don't wait 'til later, go see the doctor, or better yet, go directly to hospital if you can. This can be sheer hell.

Treatment: In most cases, you will require bed rest for a week or so. If the symptoms become severe, you may require hospitalization to get your lung pumped. If you suspect you have this condition, see a doctor immediately as it is quite serious! (in most cases, it shouldn't become complicated. Early diagnosis helps a lot.)

(note: This may or may not be DDR related, but DDR is probably a contributing factor to this and people should know these sorts of things, right?)

Vince Yim says:

DROP EVERYTHING AND HAVE YOUR FRIEND TAKE YOU TO THE ER. This is a potentially life threatening condition.

(nobody ever told me that when I went! in any case, don't take risks, like I said...it's serious, and your body isn't a piece of rubbish!)

STAMINA DEPLETION (A type)

Symptoms: Exhaustion. No strength remaining. Able to do a song for a while before physically becoming unable to do it without experiencing too much pain or simply cannot move legs fast enough.

Affects: The ability to move at a decent rate.

Occurance: Almost always at the arcade, or when one is wearing clothing and footwear unsuited for DDR. Usually occurs within the first 10 turns.

Diagnosis: Attempting to do a song which is extremely challenging for your skill level or which requires a lot of stamina (Dead End SSR is a good example for a typical expert DDRer, or perhaps Paranoia KCET for an intermediate level one) will result in you finding yourself unable to reach the arrows quick enough towards the end, if not giving up outright. Or perhaps you could just ask yourself...which songs COULD you do? Could you do anything which requires a reasonable amount of energy?

Treatment: There are several ways to treat this. The obvious way is to take a break. Drinking lots of fluids (I prefer Coca Cola myself) helps too, since you're sweating a lot and your throat is bound to be dry (it's a sign!). If you don't wish to take a break, choose songs which require little stamina. This FAQ also rates songs on how much stamina they require (in my experience) - ones with a negative stamina rating are the best to do. At the very least, choose a neutral stamina rating song.

If you expect this, make sure you have a friend on standby who can take over for a stage. :)

Vince Yim says:

You mentioned Coca-Cola as a good fluid replacement. I am more prone to disagree because caffeine is actually a diuretic (makes you whiz more often), meaning that you will be dehydrated that much faster. While it may appear that you have more energy as a result of downing a Coke, it is more the result of a quick boost of sugar (20 teaspoons per can, you know) and the caffeine (by the way, caffeine is addictive). On top of that, soda pop has a tendency to leach nutrients and minerals from your body (ie: calcium, the stuff that your bones are made of). Stick to real fruit juice, plain old water (although the stuff coming out of the tap has a tendency to taste really bad), or if all else fails, an

energy drink (but remember, Gatorade has a lot of sugar in it too)

(I think it's worth pointing out that the most popular DDRer drink after Coke/Pepsi and mineral water/spring water seems to be apple juice for some reason...not Gatorade/Lucozade...go figure)

STAMINA DEPLETION (B type)

Symptoms: Complete exhaustion. Pain through whole body.

Affects: The ability to play at all without severe pain.

Occurance: Typically in arcades after playing for many hours, or playing in arcades and ignoring STAMINA DEPLETION (A type). Not too uncommon in performance players or those who try to satisfy a crowd.

Diagnosis: Try to do an easy song. Something with jumps in it, preferrably. On 3rd MIX, try Holiday or on 2nd MIX, try Boys. If you find doing the jumps especially causes a lot of pain, as well as steps in general, you may have this. Generally, you'd rather not be playing right at that moment either - even if you have 50 dollars worth of tokens left.

Treatment: This is a sign to give up for the day. If you have excessive injuries as well (bruising and blisters, for example) you may want to take a days rest, too.

4.2 DDR Mat Review

Many third party mats are great. Some are not. As mats are very expensive, it can be quite troublesome and very off-putting to find your \$200 shipment from Hong Kong is nothing better a plastic sheet. Below are some simple reviews on various mats. If the maker makes more than one model, or several models exist with the same name and one is bad and one is not, I will make mention of that - this is not intended to defame the makers...but I can honestly say that having a bad mat can be very upsetting. Note that bad mats CAN be repaired rather simply...but only if you can be bothered and don't mind the tacky look of a mat with electrical tape around where you cut it open. A repair guide may feature in a future version of the FAQ if some people care to send information on it. I may even try it myself to see how good it works!

* Topway - (no name) - PSX

A simple but very well constructed mat. Has the two extra buttons not on the Konami mat. Low slippage. Very durable. Mine lasted 11 months before it started to malfunction. The surface may wrinkle a little through the first few months. Most of the Playstation information in this FAQ was compiled using these mats. Used to be sold at Lik-Sang but current availability is unknown. Topway are a major manufacturer so I doubt they aren't being made.

* Homas - Dancing Street - PSX

Like the Topway mat, a very well constructed mat. Appears to look thinner than most mats, but I think it's just the underside - it's quite see-through! This may be bad in the future because something sharp could puncture it, but it passed the performance and catastrophic tests with flying colours. The quality is possibly as good as the Topway mat - only time will tell. Although the box indicated it had a different design logo on the center part (the front showed it with 'Dancing Street' on it, the back with 'Homas') the mat is a duplicate design of the Konami one. It of course has the two buttons the

Konami one doesn't. This mat was purchased in Australia in a regular gaming specialist shop and can be found in several of these in my local city's area retailing for \$59.95. Check <http://quote.yahoo.com/> for current exchange rates between the AUD and the USD.

UPDATE: The underside definately is thinner. It has massive rips in it! I may have to tape it up soon...

* ? - Dancecast - Dreamcast

Unfortunately I lost the manufacturer of this one. It is a poor quality mat. It is clearly a Playstation mat with the PSX plug cut off and a new DC plug spliced onto it. Unfortunately it's wired poorly - select does not operate the analog stick, as it does on the Konami mat (it's called the Konami button on that, though). Up is Y. O is up. X is left. Left is square. It operates fine during the game itself, but menus are hard to operate. The biggest problem is the surface - on both mats I tried it had no 3rd, hard layer which stops the good mats from slipping and bending and generally being not flat. One mat wasn't so bad except if you tried to do triple steps. I barely passed Paranoia with it. The other mat was so horrible, it was like ice - it was baggier than an elephant! It was so horrible I managed to get a D on Have You Never Been Mellow. This mat however is a riot at parties now - drunks love to act like idiots on it. Still, it cost me about \$200 to get both mats and they weren't worth it. I recommend a PSX mat and a converter - Select won't control the analog stick still, but at least it works and it's got more than one purpose!

4.3 Physical vs. Mental

To the casual observer, DDR appears to be a game of endurance, reactions and most of all, strength. It isn't. Here's an example: Me. I'm very light, not strong, and in general, I look weak. However, when I first played the game, I did the following:

- I saw the DDR machine and thought it looked like fun to play.
- Nobody was at the machine. For all I knew, nobody played the game. So I put some money in.
- Chose the song ranked 'Simple' (Have You Never Been Mellow), noticing that the number of feet indicated the difficulty.
- Immediately began to tap my feet to the beat between steps, realising before starting. Also realised the aim was to push the appropriate step when the arrow passed under the greyed out shadow arrow up the top - all before the steps started.
- Passed the song, but had difficulty on the spin bits. I got a D overall.
- Chose 'Boom Boom Dollar' next. (The only 2 foot song in the initial Western releases of the game).
- As a rule of thumb I always sucked at things where I had to alternate left and right (this began with Don Flamenco in 'Punch-Out!' on the NES!). So I failed because I lost my timing and position. Tried 'Butterfly' in hope that it may be possible to skip BB\$, but I failed.
- By chance, some people in an IRC channel I was on had played the game too (and liked it). I was pointed towards a simulator. I practised the steps by outputting the simulator to my TV. I had no mat, of course.
- Went back to the arcade and beat Boom Boom Dollar first go. Attempted 'Butterfly', which I had also practiced at home, but the simulator was out of sync with the music and therefore, so was I! Took a while to beat it, but I did.
- Next attempted 'My Fire'. Sucked in the arcade at it, but I noticed songs were harder on the final stage. With that knowledge, I tried a simulator.

Came back to the arcade and beat it as my SECOND song (so I at least got one go if I failed, of course). By now I had spent a whole week on the game. (I stopped at 'My Fire' because by beating 4 songs, I could play the game and get my FULL MONEYS WORTH, and use the songs I -could- beat to guarantee I could learn the ones I could NOT.) Unfortunately, I wasn't strong enough to continue and my legs were totally crippled. Limped all around work for a week. I couldn't run or walk down or up stairs without severe pain. Had a break, and came back in a week good as new - and impervious to the pain which had ruined me before.

- One month later, I beat Paranoia. (to me, Paranoia is the 'rite of passage' and if a DDRer can beat it, they have the potential to go all the way and probably will. Anyone else is liable to give up after a while.

If you watch someone play first, note what they're doing. In fact, watch everyone play, even if you're waaaay better than them. You learn tricks from the least likely of people! Most good players get good by watching others!

The following are things I've observed people do on their first go. I know some of these people, I don't know the rest. No names will be mentioned (unless they request it!)

- A kid after watching me play decided the game was fun and after contemplating it for a while, he decided to play. He picked a Korean song ranked 3 feet and didn't even get one step right (even though the start was easy enough). He was stepping on the steps too late. He had the right idea; he picked the Korean song as it was the first thing that came up, not cause he liked it. (DDR 3rd MIX Korean ver.)
- Same as above, but an adult female who picked 'Boys'. (DDR 2nd MIX)
- Same as above, but an adult male who picked 'Butterfly ~Upswing Mix~'. Obviously a raver. (DDR 3rd MIX)
- Adult male, picked Have You Never Been Mellow but expected the buttons to push themselves. Stood there, then realised, but didn't try to push the buttons until they were already under the shadowed arrows up the top - too late. (DDR)
- Same as above, but a kid. (two kids, two times each) One eventually passed Have You Never Been Mellow. (DDR)
- Adult female repeatedly picked 'Dub-I-Dub' despite failing. Repeatedly. Successfully beat 2-foot songs earlier. (DDR 3rd MIX, 2nd MIX mode)
- Two adult males picked Brilliant 2U. The one on the left stood still. I saw him move his foot once. Slowly, at that. The other tried to get the steps, and kept the game alive for about 16 seconds.

This is conclusive evidence that DDR is as much a mental game as it is a physical game. Most of the people who make the boo-boos up the top probably end up as Speed players - those who pick the Speed course in 4th MIX, those who pick Turn Me On/Paranoia Rebirth/Dead End/Do It All Night/Boom Boom Dollar K.O.G G3 Mix in 3rd MIX, those who had little to do in 2nd MIX after they beat Paranoia Maniac because Make It Better ~So-Real Mix~ was (and is) 'impossible'. Some people can be both a 'Speed' player and a 'Technical' player. In fact, most technical players can play speed style (I can but I wear out soon enough). I also noticed the majority of 4th MIX players do not play new songs - except sometimes the speedier versions of Hero, Dam Dariam, and if they feel REALLY brave, If You Were Here. (I don't see why that one is so dangerous to them!) They DO pick 'Drop Out', and DO pass, but Drop Out is neither a speed song or a technical song in the normal sense: It's physical AND mental. (most speedsters 'drop out' in the middle part of the song with the single steps. Why this is, I don't know)

Also, don't bother complaining that there's no kids who are good at this game. There are some, maybe not many, but with the release of DDR USA in the

arcades around America, it seems that its popularity is growing among young video game enthusiasts. Their skill level is no better or worse than the average American adult (or an adult from any non-eastern country, for that matter). Having grown up with video games myself, and, while we're on the topic of kids and video games, knowing from first hand experience that violence and things like that has no effect on your average person's childhood or adulthood, (I played games where people got shot or their heads chopped off, and we're talking 5-8 years before Mortal Kombat first outraged parents around the world - And I was also 5-8 years old when this happened) I would say the physical side of this game would be much more appealing to kids than it would to adults (including their parents). With the outcries from parents groups about games like Time Crisis because of the gun controller (the gun actually does strengthen arm muscles fairly fast and of course improves coordination, as many games do including DDR), and lots of other physical video games which can cause injury (including Mario Party - several kids have been hospitalized because some of the mini-games apparently have worn holes into their palms. Having seen pictures of this, I must say it looked very painful!), there's not many 'different' video games for kids to try these days. Hype surrounds a lot of games (Nintendo seem to be the main culprits here - Pokemon is a good game, with several strategic qualities, but Nintendo definately seems to entice kids into wanting all the various different versions of the game simply to be better than their peers!) and in Japan DDR is one of them (every 2nd arcade game is a clone now, and Konami's defence with these games seems to be lawsuits, lack of cooperation in other projects and general 'grey' tactics). The point is, kids love playing games, kids love physical activity if it's fun, and as I remember, light gun games generally leave you wanting more. DDR isn't quite what an ideal kids video game is (such a game doesn't exist, but would be something like a cross between DDR and a Zelda game for boys), but it's close, and as such, kids are likely to be playing the game as good as experts in a much shorter timespan!

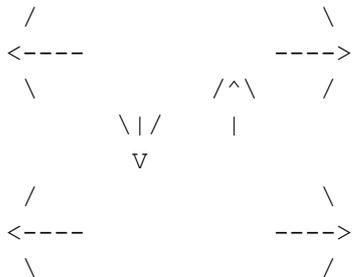
Why is this, you ask? Kids these days have grown up with video games accepted as a part of everyday life. When I was growing up in the 80s, they were a luxury item that a few lucky people would have. Probably most people asking this wouldn't have gotten into video games or computers until at least age 12 or 13: Personally, I started from when I was around 2 (which was very early, especially back then). Because of this, I have a general understanding of how computers 'think'. This is where it becomes interesting; out of all my friends who are roughly the same age as me (some are younger), most of them do not understand how computers 'think'. This general sense of logic is applicable to many circumstances in life, and one of them is also the techniques required to advance in skill in DDR at a faster rate. People with no such skill (generally older people) tend to experiment to pass a stage, or they repeat it a lot. Kids these days and people with this skill note what they're doing and determine the next most logical course of action. If they miss a step, they remember why and focus on it, for example. This kind of thinking allows people to progress in DDR faster - and hence kids are more likely to learn faster. Learning this trick usually is pretty much dependant on your own will, but a suggestion is that rather than asking other people to fix small problems with your computer, ask them what to do or read a help guide on the problem (that is, unless you do that already, in which case the problem is something else!). If you're viewing this on a Dreamcast, or some other similar format, then most games have patterns in random things. DDR is a bad example. RPGs are better examples. Since I'm not some kind of guy who goes around telling people how to think, I can't help other than by saying it's possible.

I'm not saying a speed player is a lesser player: This tip is for beginners to experts (experts being those who can beat most Maniac songs and play on

that difficulty by default. SSR being included in the equation). Try these following ideas out for size:

- Watch others play and watch their technique accordingly. This goes without saying, but it's amazing how many people just watch and don't really pay attention to what the player is doing.
- You may like the song but odds are that you'll suck at it at first. Do yourself a favour: DON'T jump the gun. Choose 'simple' songs first. Get 4 songs done that you can do (or whatever amount is required to 'win' the game on your local machine). THEN you can screw around. Survival is always priority, especially in the early days!
- I've said it a billion times in this FAQ already: Use the pivot foot technique to begin with. Anchor your left foot on left (or vice versa, if you like, but I'm going for the left foot cos' I'm a left handed wierdo). Use your right foot to step on up, right and down, and if you need to push left, just shift your weight and step on it then shift it back. Once you improve, you can easily switch weight to the right foot and not switch back immediately - this is an important step in DDR technique! Don't forget you don't have to remove your other foot for the next step - you can hold one button and push another and it'll still work. I think, however, you are not allowed to push 3 arrows at once - to prevent people cheating. In any case, the pivot foot technique is also useful for your first attempt at a song you've never seen before. Don't use it once you beat Paranoia.
- A lot of easy songs have big gaps between steps. Tap to the beat. If you strike out at the last minute, you'll use up heaps of stamina and you will certainly lose. Tapping makes the game a LOT easier. You shouldn't need this once you get up to 5 foot songs or so.
- Likewise, you may like Paranoia, and if you play it enough, you will beat it, regardless - but you'll take 5 times longer to earn the skills you would have gotten if you had done the songs in the logical order. And I bet you still won't beat Trip machine or AM-3P until you do!
- Drink lots of fluids. Have a healthy supply of a drink accessible to you. Try to eat something before you play, it helps your score a lot. Eating during gameplay may or may not be helpful depending on yourself (I find playing DDR gets rid of any appetite I have)
- Every step logically has a foot which you must use with it so the next step is accessible. Re-positioning in mid-song is bad. Sometimes, however, this is almost impossible (ie End of the Century), and the smartest thing to do is use a technique (and turning/pivoting isn't a technique in this situation). Foot slides, heel flicks, 180° Michael Jackson style spinning heel presses - they all work if you train in them.
- The easiest songs on Maniac/SSR are the ones which require some techniques but little else to make them really hard. In 4th MIX, the 'Covers and Classics' course is the best for Maniac learners (including Maniac Double)
- And you should train in them. Just because a song seems impossible doesn't mean it is. Watch others play it if you can, but if they're all speed players, don't. Watch the steps closely as they come up. And follow the advice in the individual song help instructions in this FAQ!
- If you want, mimic the steps that someone's doing in the game. Do it next to the machine, or behind it, or if they let you, on the spare panel (if they aren't playing two player).
- Team up with someone experienced on your first go. They can jump on and recover your energy bar if you start to lose. (If you are the experienced one, it looks good to play alongside next to the machine and in theory it would help you when you jump on, but in reality, it helps more to concentrate on that first step!)
- If you're only playing one player (usually you aren't on your first go if you plan it like you are if you're reading this, but still), get someone else to play who is good at the game, and get them to play and act as a 'safeguard' - if you fail, at least you get to continue (unless they fail

- as well) without losing your credit. (make sure they don't do anything stupid like something they can't do or might not do - safety above fun!)
- With tricky jumps, remember a short hop is better than a big jump.
 - Learn not to use the balance beam thing on the back of the stage. It's perfectly safe, and it doesn't even look that lame if you do use it, but it's usually either got someone else leaning over it watching you or it's just slowly lowering your skill like a parasite. I recommend falling forwards onto it if you're really puffed, though. It's saved me a dozen times!
 - But on the other side of the coin, with songs like Hysteria, do the reverse and you'll go far. Observe my crappy diagram:



Yes, it really sucks. Anyway, in this, without being specific to this song, you have two choices: Either jump and turn after the first one, and land awkwardly, then complete the sequence (this is good, but it burns stamina), or deliberately try to land a split second earlier so you have a bit more time to get the following steps. (this works really well for me when the down arrow comes first) This isn't a technique section, or instructions for the song, so take my advice: In situations like this, don't just try to step up like it's a regular fast song. It's not.

- The single most important rule of DDR is completely mental and has no physical actions required whatsoever. It's also the most simple: No matter what happens, you must not stop trying to face new challenges. People who dive in the deep end sometimes are the ones who progress fastest, but that doesn't matter - more often than not, they stop. Why? Perhaps they think Another/Trick mode will be too hard, and they want to stick to Basic. Perhaps they think beating a 9 foot song is the end of the game. I'm at a stage now where I breeze through 9 foot songs. I got this far by not being afraid to lose a few dollars on songs I haven't done before. What's more, I haven't stopped - what I do now is I find edit data on the web, download it to my memory card, and play it in the arcade. If the edit data is ranked less than 8 feet, I don't try it. Sometimes the author ranks it at 10-12 feet. Sometimes I make my own. Basically, the quest to better ones self never ends - until you stop. People who stick to fast songs all the time may impress an audience, but they don't impress me - when I was doing 6 foot songs, they were doing the same songs, and now I'm better than them because they didn't try new things. Whatever you do, don't make the same stupid mistake.

I think the main thing to remember about DDR is that it's not about showing off, or just being able to beat everyone else at a game, or being the best at something...it's about fun. That was the first thing that popped into my head when I saw a DDR machine - that it looked like fun! If you think this game looks 'gay', or is too embarrassing, then this game is probably not for you. I don't know that for sure, though...

This information was written down when I was learning each song. Therefore, it's very accurate and the advice is given in the easiest terms possible. It's exactly what I did to beat the songs! This guide will help you if you are new to the game, if you're struggling in the game...or you simply want better scores. Some scoring information is less accurate cos' I wrote it specifically for this FAQ after I had done the song ages ago. (This mostly applies to 3rd MIX)

PAL PSX owners who have 3rd MIX, please note: Playing DDR with the steps out of sync WILL improve your gameplay dramatically! It'll not help performance players one bit - you may be doing your routine perfect and you'll never know until you hit the arcade. But scorers - if you're trying to get an SSS, you should consider playing without the speedup codes sometimes. Not because when it's slower it's easier to get an SSS - because playing at that speed will improve your step timing skills dramatically.

Finally, people, please note - although steps are (usually) identical between the PSX/DC and arcade versions, the environment is not. In fact, the arcade environment is dastardly. Although arcades have air conditioning usually, it won't help. Nor will your outfit - ultimately, you won't be able to play with arcade shoes at home and vice versa. (or socks) What this means is although you might ALWAYS be able to get a decent score on Paranoia on Maniac at home, you might not even pass it on Basic mode in the arcade! Not until you've gotten used to playing it there as well, anyway. Keep this in mind when you're thinking about choosing a 9 foot song for the first time in 3rd MIX arcade. (FYI, the main differences in environment are the raised portions of the stage, the bars at the back, the surface weighs 100kg so it won't slide around as much, and if you don't wear shoes you'll most likely injure yourself on the raised bits/bars) (NB: Some people do better in the arcade, some people do better at home...some people do better at none in particular and just do some songs better at home and others at the arcade)

For songs in double mode, in most cases there is advice on if or not mats will slip significantly enough to ruin gameplay or cause harm if you're using them. To minimize slippage without using any kind of gripping substance, you might wish to overlap the touching edges on each mat so one is slightly over the top of the other. (this could cause you to trip over, though, so do so with caution if you choose to use this trick!)

KEY

Speed: Steps:
Jumps: Overall:
Stamina: ..|.....

These are the 4 ratings given for each song. Below is a summary of each type, and examples of what marks could mean.

SPEED: How fast the song is. -100bpm or so is 1 or 0 marks. 215bpm+ is 10. Average speed is between 2 and 4 marks.

STEPS: How tricky the steps are. 1 mark = almost no grouped steps. 3 marks = all steps single but varied OR lots of spaced out repeated half steps. 4 marks = triple steps. 5 marks = lots of triple steps or 1/4 steps. 9 marks = lots of rapid steps in non flowing directions.

JUMPS: How tricky jumps are (both in direction, timing and frequency). 0 marks = No jumps. 1 mark = one or two straight jumps. 4 marks = a few diagonal jumps. 5 marks = regular diagonal jumps. 8 marks = lots of fast jumps possibly mixed in with single steps immediately before or after. 9 marks = rapid half-beat jumps in diagonal and straight directions.

STAMINA: In the arcade, there's usually inadequate air conditioning and you

aren't in the most DDR-friendly clothing. Because of this, some songs will exhaust you - however a few can be utilized to recover lost stamina. This guide is based upon you being skilled enough to pass the song, and possibly having done it before so you know the steps. If you're underqualified or you have no idea what will happen in the song, it will require more stamina. The marks before the | indicate the song may relieve some stamina - the other bar shows the opposite. If the bar remains blank, it means it has little or no effect. When you feel totally exhausted, I strongly advise you do not select songs with a positive stamina rating (Note: TOTALLY exhausted, not almost completely)

ON RECOMMENDATIONS:

Each mix is different. Nobody knows what to expect from the newest one. Hence I have added 'recommendations' for each version of DDR. Since the step guides are sorted by each mix, I simply added recommendations to the very top of each mix listing. Here's some info on each category:

Novice level players:

- * If you never played DDR before, or aren't very good, then this is for you. Since a large number of people who read this are looking for clear, concise info (and this FAQ is growing out of proportion!), this FAQ can be very messy for someone not familiar with DDR. Look here if you want to know about easy songs in general, rather than specifics. Then look up that individual song's hints if you want to.

Intermediate level players:

- * Once a DDRer passes Paranoia, they are now considered to be an intermediate level DDRer. This has always been the case. Consider it a 'rite of passage'. Some easier songs are often skipped along the way so they're listed too. An intermediate level DDRer is someone yet to master 8 foot songs. (by master, I mean pass them safely regularly - not get SS's or A's on them) Some Intermediate level players seem to excel in one type of song...some are good in fast songs with single steps and these usually beat Paranoia first...some prefer songs which require more technique (and thus usually beat Jam Jam Reggae on Trick first). This doesn't reflect what their favourite song type in the future will be, as it's quite possible that once they get good at the other type, they'll be excited by the possibilities...
- * When a DDRer _does_ pass a few 8 foot songs they can usually be sorted into one of three groups:

Expert Speed players:

- * A DDRer who is best suited to playing fast songs with lots of half steps. These songs generally will require lots of stamina and are fast and/or have many steps, with few tricky parts. Technical players usually would get exhausted after doing a few of these songs and stand no chance of passing the harder ones on their first go. Most speed players don't move their arms much, and 'shuffle' their feet - that is, they barely lift their feet off the ground. Speed players often grow into 'score' players, who aim for getting the highest possible score.
- * Most common speed song: Paranoia Rebirth - SSR

Expert Technical players:

- * A DDRer who has learnt a lot of techniques and has since learnt how to find new ones. Technical players may play fast songs, with some rapid steps, but generally do songs with lots of 1/4 steps, jumps coming out of rapid steps or vice versa, and basically recognising the arrows long before they come up. Technical players move their arms and legs a lot. They are in between a speed and a performance player. Technical players often grow into either performance players, score players or

mentors/trainers for other players.

- * Most common technical song: Era (nostalmix) - Maniac

Expert Performance players:

- * A DDRer similar to a technical player who knows many techniques and wishes to use them in an impressive fashion (not to mention develop elaborate performances based on them). Differs to the technical player primarily in the way that the techniques they develop are always less practical than fancy. Often grows into a technical player, a team performance/technical player and rarely ever becomes a score player.
- * Most common performance song: Butterfly - Another/Trick

The following aren't given any recommendations, but just in case you don't apply to the above, see here to see why:

Professional Score players:

- * A DDRer who plays simply get perfect scores on everything. Often grows from expert speed players. Generally good at every song, but usually has one song they avoid - not because they can't beat it, but because they can't beat it perfectly. Often seen walking away from a machine which is still going because they missed one step. Not necessarily rich though! Their weakness is their tendency to waste money, and their ego can often become an obstacle to other players.

Professional Performance/Technical players:

- * A DDRer who is most skilled in technical songs, who often does fancy things in them - but more often than not this is out of habit or just a reaction or instinct, not because they are showing off. A player in this category will try to beat a song perfectly usually, however, as they regularly fail to do so, since score no longer matters, they make the most of it by experimenting with new moves or just having fun. These players often do songs which they know performance tricks to, with the intent of doing them if they make a mistake score-wise. A similar concept to freestyling, however zero thought goes into the moves. Their weakness is they can fail a song by going absolutely stupid in it for no good reason.

Professional Mentor/Trainer players:

- * Often seen in groups of novice/intermediate level players, or if alone they may have a notebook to write down things (like you'd find in this FAQ, but I never took notes once for this). Rarely challenges people but accepts all challenges for the sake of friendliness if not fun. May or may not enter competitions, but more than likely will try to organize them. Generally nice people to know. These players subtly fit into one of the other professional categories, but their true nature is to pass on their skill to others - directly or indirectly. These people are quite rare. Their weakness is probably that they don't play the game as much as they watch it and thus require getting 'in the mood'!

Professional General players:

- * A mix of all the other types. This DDR player is least likely to get bored of the game because they're always looking for new challenges. Always friendly (they got this good by being friendly). A great source of information, be it tips for the game or just release dates for new MIXes. These players have no real weakness as they can pretty easy adapt to any situation.

Professional Ranking players:

- * Mysterious DDRers who say nothing, but like to challenge people who are approximately on the same skill level as themselves to see who is better. They probably aren't aiming for accuracy or to perform, just to see who is better overall. More often than not will enter competitions, but some prefer not to (as competitions are less than fair). Still, these players are formidable and despite the fact that

they sound gothic, or brooding, or just plain unfriendly, they are actually good challenges and actually make great teammates for competitions if they do challenge you - as your skill level is equal. Their only weakness is that they just don't socialise enough - which in a game like DDR is a big enough weakness.

5.1 DDR, Dancing Stage and 2nd MIX songs

The songs for the original DDR games differed a lot to their successors. The very first version (often called DDR 1.0 or DDR 1st Mix, although it was simply called Dance Dance Revolution) featured many easy songs. In fact, only Make It Better, Paranoia and Trip Machine would be any challenge to many DDRers today - even on Maniac mode! 2nd Mix saw many more songs being added to the batch, and by this time Maniac mode had begun to live up to its name. With all of the songs in this era, most of the difficulty in them was due to the technique required - meaning the learning of these songs was more dependant on mental intuition than physical endurance. Many Basic mode songs would be considered very tough by current standards, as they featured half-beat steps and triples right from 2 foot songs upwards. Trick/Another mode featured more constant triples, adding a mighty challenge to anyone who'd try to make the step, as well as the beginning of what would be more technical sequences - in other words, they led the player soundly to Maniac mode.

RECOMMENDATIONS:

Novice level players:

- * Boom Boom Dollar - Basic
- * Butterfly - Basic
- * El Ritmo Tropical - Basic
- * Have You Never Been Mellow - Basic
- * Keep On Movin' - Basic
- * Let's Get Down - Basic
- * That's The Way (I Like It) - Basic
- * Think Ya Better D - Basic

Intermediate level players:

- * AM-3P - Basic
- * Paranoia - Basic
- * Trip Machine - Basic

Expert Speed players:

- * AM-3P - Maniac
- * Boom Boom Dollar - Maniac
- * Paranoia - Maniac
- * Paranoia KCET ~Clean Mix~ - Maniac
- * Paranoia Max ~Dirty Mix~ - Maniac
- * Trip Machine ~Luv Mix~ - Maniac
- * Trip Machine ~Jungle Mix~ - Maniac

Expert Technical players:

- * Dub-I-Dub - Maniac
- * I Believe In Miracles - Maniac
- * Make It Better ~So Real Mix~ - Maniac

Expert Performance players:

- * Brillaint 2U ~Orchestra Groove~ - Another
- * Butterfly - Basic
- * Butterfly - Trick
- * Hero - Maniac
- * Little Bitch - Basic
- * Strictly Business - Maniac

AM-3P

Misc: The full version of this song may be heard in 2nd ReMIX and 2nd MIX Dreamcast Edition on the 3rd MIX records screens.

Speed: *.....

Basic: The steps are in time with specific beats and there's little rhythm to this song. Difficult for beginners. You won't be able to do it until you have very good foot co-ordination and timing. Once you've beaten other stuff such as Paranoia, you probably won't have any difficulty at all with this. That is, if you try this a few times first.

Steps: *****..... Jumps: **..... Overall: *****.....
Stamina: ..|*....

Another: -empty-

Maniac: Practice will make perfect for those struggling to pass the first part. "It looks hard but once you get your timing right you'll be fine." - that was my original comment about it when I took the above record screenshot. Note I hadn't DONE it yet :P The technique is... start with left foot on down, right foot on right. When the steps start, step to the left facing left and back facing left. So you're essentially jogging the steps facing left. Turn right when needed to. Switch sides when needed to. That's how you do it - this is the time to learn how to flow with the steps! The old pivot foot trick just doesn't work on this! (this seems easier to do in the arcade) In fact, despite how hard this looks, it's not very hard to get an S or SS on. For some reason, people do a lot better at this in the arcade...

Steps: *****.. Jumps: *****..... Overall: *****..
Stamina: ..|***..

BOOM BOOM DOLLAR

Speed: ***.....

Basic: The easiest technique on the alternating left and right sections is to put one foot on each pad, and stomp (lightly - you don't want to break anything!) - trying to jump with one foot landing in the middle and the other foot on the nearest side also works, although you are a lot more likely to over/underjump and mess up your co-ordination. It also wears you out quicker, but you probably won't notice at this stage. Stick with the stomp.

Steps: **..... Jumps: Overall: **.....
Stamina: .*|.....

Another: There's a few multisteps - all in sets of three. This holds no surprises. Do this before you think of doing it on Maniac, though!

Steps: *****..... Jumps: Overall: ****.....
Stamina: ..|*....

Maniac: Many of these multisteps join together. Towards the end you're doing about 16 multisteps at once! But, probably the arrows leading up to them are harder for you (patterns like D, D+L, D, rest, D, D+R, D) - in this case, it's best to just jump on both pads needed to press several times. You don't lose points or anything, so why not try it? If you want to learn how to do the 16 multistep patterns on maniac mode...go to the arcade if you can! Everyone does it! Or... basically, right foot goes on up or down, left foot goes on left or right.

Steps: *****... Jumps: ****..... Overall: *****.....
Stamina: ..|**...

BRILLIANT 2U

Speed: ***.....

Basic: Traditionally, you learn to do this song after Put Your Faith In Me.

There's more triple steps and more jumps, and it's faster - but it's still pretty similar. Make sure you utilize both of your feet for triple steps. If the sequence goes (U-R-L), step left foot on up, right foot on right, then left foot on left. If the sequence goes (R-L-D), step right foot on right, left foot left, then right foot down. The jumps might appear to be difficult at first, but they're still rather basic. There's just more of them. The end sequence is entirely made of repeated rapid steps. Don't expect to be instantly good at them - many people aren't until they've well and truly beaten Paranoia. Keep in mind that heavy taps aren't the best and that you don't have to lift your foot very high to do taps. In fact, the lower, the better (more or less).

Steps: ****..... Jumps: ****..... Overall: ****.....

Another: Pretty much the same as in Basic mode, however there's a lot more jumping, and some of it is pretty tricky. The jumps are mostly diagonals, too. Don't try this until you can do Brilliant 2U on Basic mode and you are fairly good at doing diagonal jumps. This is not a good song for training at diagonal jumps on because the jumps are fairly frantic.

Steps: ****..... Jumps: ****..... Overall: ****.....

Maniac: -empty-

Stamina: ..|***..

Basic.D: -empty-

Anthr.D: -empty-

BUTTERFLY

Speed: ****.....

Normal

Basic: -empty-

Hard

Basic: Appearances can be deceiving. On the main parts which require depressing both L and R pads at once, use the same technique as Boom Boom Dollar, that is, stand with one foot on each pad, TAP the corresponding pad, and to press both, HOP onto both pads, do NOT try to do a larger jump. It's a waste of energy and will lapse your concentration. During the 2 sections which go (D, R, D, R, D, L, D, L)/(L, D, R, D, L, D, R, D) it is best to use whichever foot you use most as the pivot foot on the corresponding pad (ie I'm left handed/footed, so I use the left pad as the pivot) - attempting anything else before this is mastered is pointless. Later on, you might find it easier just to move from the left side to the right side when it's the right time.

Steps: ***..... Jumps: **..... Overall: ***.....

Stamina: ..|.....

Another: This varies slightly with U/D steps as well followed by the typical L/R steps. Sounds harder than it is.

Steps: **..... Jumps: ****..... Overall: ****.....

Stamina: ..|.....

Maniac: This should pose absolutely no problem (shame) and is similar to the Basic mode steps rather than the Another mode steps.

Stamina: ..|***..

Steps: ****..... Jumps: ***..... Overall: ****.....

DUB-I-DUB

Basic: -empty-

Another: A good introduction to continuous rapid steps. Also, those of you struggling with Paranoia KCET ~Clean Mix~ might find this useful - Just before the end segment is a part which has combinations like (D-L-D, L-U-L, U-R-U, R-D-R) - Note these are all spinnable, like the identical steps in Paranoia KCET ~Clean Mix~. If you need to

practice those, practice on this!

Maniac: -empty-

HAVE YOU NEVER BEEN MELLOW

Misc: Third and fourth lines of this song are not heard in this version.

Speed: **.....

Basic: In the second half, it's best to stand with your left foot on the left pad and operate from that side for the first sequence, then exchange your pivot foot to the right foot (in the middle or right pad) for the second sequence. On the (L, U, R, D, L) sequences, simply press the left pad with your left foot, the next 3 pads with your right foot, then switch the pivot foot to the right foot (on the down pad) and press the left pad with your left foot. This song is easy and I did it on my first go (and I chose this first) however most people I witness can't do this first time. You don't really need help with this anyway, you need practice!

Steps: *..... Jumps: Overall: *.....

Stamina: **|.....

Another: More of the same. The steps are pretty much continuous, but slow! You really don't need to do this as you won't learn much. It's just another notch on the belt, really...

Steps: **..... Jumps: Overall: **.....

Stamina: .*|.....

Maniac: Regular triple steps and one or two tricky bits. But relatively easy.

Steps: ****..... Jumps: *..... Overall: ****.....

HERO

Speed: ***.....

Basic: Probably the hardest song involving jumping/hopping on basic level. You won't succeed until you have good jumping coordination and until the arrows register in your head in time for you to do the jumps (harder than it sounds). Note that the hard part in the middle is also probably the hardest part in Paranoia 190 Dirty Mix - at least the first half, so MEMORIZE IT! You won't be able to on Paranoia 190 for a fairly long time!

Another: Pretty easy. Basically, it's a toned down version of the Maniac version.

Maniac: This one is pretty hard! Just in case you can't figure it out yourself, treat the jumps like normal jumps but land with one foot first. This will take a while to be comprehensible...

I BELIEVE IN MIRACLES

Speed: ***.....

Basic: Relatively easy for those who are at this song difficulty level, however confusion may be inflicted by the steps towards the end. This means you're memorizing the steps. You'll have to learn to read them as they come about now. Otherwise make a mad steppin craze type manouver and you'll probably make it by a stroke of luck.

Steps: *****..... Jumps: **..... Overall: *****.....

Another: -empty-

Maniac: This is ranked 'Exhorbitant' - and is probably the easiest (*cough!*) dance ranked this. The steps at the end on Maniac mode are 1/4 beat steps! They go in time with the music...if you don't realise this, you could VERY easily lose! But if you do...you can get a A or B here if you can do 'Paramount' songs. (I just wanted to say 'Paramount'. It sounds cool. But it's true - if you can do 7 footers, you can do this)

Steps: *****... Jumps: *****..... Overall: *****...

Stamina: ..|*....

IF YOU WERE HERE

Speed: *****.....

Basic: Relatively incomplex for most of the song, however the last bit is an absolute killer for people who try to memorise what to do. DON'T try. You have to just see the steps and react naturally. In the end...it's easy!

Steps: *****..... Jumps: *****..... Overall: *****.....

Another: -empty-

Maniac: Not THAT hard. Not that easy, either. Learn the patterns.

Steps: *****..... Jumps: *****..... Overall: *****.....

KEEP ON MOVIN'

Misc: Is this song a cover song?

Basic: Pretty easy. This is more or less a training dance, so there's no tips I can give for Basic mode.

Another: -empty-

Maniac: -empty-

LOVE

Basic: Not too tough. Once you know all the manouvers, which are pretty simple, you're going to breeze through this.

Another: -empty-

Maniac: Along with Tubthumping, probably the easiest song in Maniac mode in 2nd ReMIX!

LITTLE BITCH

Speed: *****.....

Basic: A good performance song. The main problem here is this song is fast. Otherwise, it's no threat. No triples. No diagonal jumps. If you can do Boys and fast songs, you can do this. It's that simple, really. I thought it may be too easy for a 4 foot song, but upon making 2 people who was learning 3 foot songs attempt this, both failed miserably. It's definately the speed that kills you.

Steps: **..... Jumps: ***..... Overall: *****.....

Stamina: ..|*....

Another: What are Konami playing at? This is about as hard as Maniac mode!

The only real change is the lack of vanilla triple steps (ie normal) and that doesn't help. You HAVE to be pre-emptive here. with sequences like R-D-vertical jump, you must start with your right foot and begin to lift it IMMEDIATELY for the next step, which will be on up with that foot and down with the left. The end sequence features some tricky jumping (it gave me a headache when I wrote this, but I already sorta had one), so if you fail here, try Maniac. I think Konami are the real maniacs this time.

Steps: *****..... Jumps: *****.. Overall: *****.....

Stamina: ..|**...

Maniac: The name says it all. This song is a bitch. Ok, well that isn't quite the name of the song...but all the same, do Paranoia on Basic first. Then you only have two tricks to learn, and they both involve jumps: Jumps followed by two rapid steps in the same direction, and two rapid steps and a diagonal jump with the rapid steps making up the same direction you jump (usually). The first one is just a matter of practice makes perfect, and that's all there is to it. The latter trick, however, requires a bit more skill than you may have. Using the rapid step principle helps - that is, rapid steps are a lot easier if you don't push the step with the whole of your foot or too much pressure. Just tap the pad! Do that, then jump so lightly that you barely leave the ground. Don't force

your feet into the ground, or you'll end up in a position like you've just been kicked in the guts - ie, practically winded - and you'll not successfully perform the steps following this. If you are only on the first such jump, this is lethal!

Steps: *****.... Jumps: *****... Overall: *****....
Stamina: ..|*....

LOVE THIS FEELIN'

Misc: A hip-hopish version of this song may be heard on the Solo 2000 NS Megamix soundtrack.

Speed: *****..

Basic: Very hard and very unique - about 20 seconds into the song, the speed increases from very slow to very fast. The dance is mostly composed of triple and double multisteps. The steps at the start aren't all in time with the music. On the part which goes ('Love This Feelin'', *boom-cha*), on the *boom-cha* sound effect thing, there is an up followed by a down step which is a half-beat - stand with one foot on down as well so you don't have to quickly step over! It's also interesting to note that most of the steps in this song rotate in one direction or another (and sometimes, then reverse so you walk backwards to the starting point). This song is a good song for freestylers to put a little movement into their dance. It's less useful for performance players, though.

Steps: *****.... Jumps: *****.... Overall: *****....

Another: This song is roughly just as hard as Basic mode, however its probably easier than Paranoia in Maniac mode.

Maniac: Fairly hard, but once you get into the swing of it...it's no harder than Another mode. Do them both at the same time if you can!

Steps: *****... Jumps: *****.... Overall: *****..

MAKE IT BETTER

Speed: **.....

Basic: Lots of diagonal jumping, but it's straightforward - it's from the top corner to the bottom corner of the same side for that sequence. Most people who are at this skill level should make it by. This song can take quite a lot of physical endurance.

Steps: ***..... Jumps: ****..... Overall: ***.....
Stamina: ..|*....

Another: -empty-

Maniac: The sequences at the end are nuts! I recommend just jumping through the whole part. It is easier than ~So Real Mix~, however it's much harder to beat this version perfectly, so therefore I would say they are of the same or of a similar difficulty. The jump sequences are generally friendly to lesser players because although they can't do them perfectly, they can do them good enough - unlike ~So Real Mix~.

Steps: *****.... Jumps: *****... Overall: *****...

MAKE IT BETTER ~SO REAL MIX~

Speed: **.....

Basic: Sounds the same, trickier jumping. lots of rapid tapping (LOOK WELL AHEAD! There are a lot of places you can get caught out and the taps aren't that complex!), and there is now trickier jumping (ie, U+L, U+D, D+R) - make sure you recognise what's happening first, because it's very easy to slip and lose on these parts. Some tricky sequences near the end might appear too tough to do for people only just starting out on this song, but the sequence is easy IF you turn your body to go with the steps.

Steps: ****..... Jumps: ****..... Overall: ****.....

Stamina: ..|*....

Another: -empty-

Maniac: The last few seconds the most challenging part and will probably be their downfall if their is one. (and there probably will be one). I don't have any advice for this except look at the steps closely - once you have a basic understanding of the sequence there, it's not so hard! (try playing Jam Jam Reggae in 3rd Mix on Another or SSR modes if you have access to it)

Steps: *****.... Jumps: *****. Overall: *****...

MY FIRE

Misc: Remix of a song named 'Relight My Fire' by some 70s guy whose name escapes me.

Speed: **.....

Basic: Practice is the best way to beat this. Once again, HOP on the L+R/U+D bits. It'll take practise to get you to switch to perfect vertical switchovers. Toe tapping may seem hard, however I've found that when I'm nervous I'm a lot more prone to not lifting my foot off the pad properly and thus not tapping, only raising/lowering the heel end of my foot. Build your confidence with practise taps. You may want to practice something like Put Your Faith in Me (Jazz Mix) which has multistep taps (in other words, taps on 2 or 3 different pads). It doesn't matter if you don't - I didn't.

Steps: ****..... Jumps: ****..... Overall: ****.....

Stamina: ..|.....

Another: -empty-

Stamina: ..|.....

Maniac: Sadly, the steps change drastically and are too easy - like most DDR songs from the original game. No need for advice here.

PARANOIA

Speed: *****...

Basic: No tips, however if you find yourself doing rapid toe taps or shuffles awkwardly in other songs, try this - after a round, you will lose (unless you're not reading this to learn :P) but at the very least you'll be a lot more confident. However, as hard as it looks, it's not impossible - once you have good co-ordination, it will become a lot easier. On basic mode, it's easiest to stand on the left side during the rapid steps towards the final quarter or so of the song.

Steps: *****.... Jumps: ****..... Overall: *****....

Stamina: ..|*....

Another: Much the same as Basic mode, so give it a try if you beat it on Basic. This doesn't mean it's the same difficulty - it's much harder!

Steps: *****... Jumps: *****. Overall: *****...

Maniac: A formidable challenge! Especially in the arcade! In Dancing Stage, Paranoia on Maniac mode is the hardest song in the game, probably (including AM-3P Maniac). My advice? Don't use the old turning sideways trick for left/down/right or right/down/left or similar triple steps towards the end. Flick your right/left foot! Turning your body will put you at risk to making one mistake and failing completely, not to mention flicking your foot still allows you to get through this without missing steps. On the part after the music stops and there's the bass hits (boom, boom boom, boom boom -music starts-), make sure you DO turn your body with the steps. Use the 'walk' and 'moonwalk' techniques. You have little chance without them of passing if it's the last stage and you're in the arcade! (but it CAN be done without 'em - I've done so

ONCE)

Steps: *****.. Jumps: *****.... Overall: *****..
Stamina: ..|***..

PARANOIA MAX ~DIRTY MIX~

Speed: *****..

Basic: This is mostly a megamix of other 2nd mix/2nd remix songs, stepwise. And it's faster than all of them, too. Well, probably all of them. This is harder than Paranoia and Paranoia Clean Mix. The only tip here is to practice all the other songs first, and that the hard part in the middle before the Boom Boom Dollar shuffle bit is from Hero - practice that, because it's slower and easier. Making sure you jump steadily is important here as much as making sure you jump on the right buttons because you may land in a position where you can't possibly jump onto the next set of buttons!

Steps: *****.. Jumps: *****.... Overall: *****..
Stamina: ..|**..

Another: Watch out for the rapid step part near the end! If you aren't ready you'll flop!

Steps: *****.. Jumps: *****.... Overall: *****..
Stamina: ..|**..

Maniac: Yowch! No advice here! It all depends on your skill!

PARANOIA KCET ~CLEAN MIX~

Speed: *****..

Basic: Harder than Paranoia, easier than Paranoia Dirty Mix (in my opinion). You'll probably have more luck with this than with 190. Probably the most active one of them all because it requires a fair bit of hopping/jumping, and opens up with one (and very quickly, too - make sure you're ready because this is the second fastest starting song!). In the middle or so there is a part on all modes that goes (U-L-U, L-D-L, D-R-D, R-U-R) or something like that. The only way you can possibly get all these steps right is by TURNING AWAY from the screen. At least face away for the 3rd part of it then turn around for the last - or you won't pull it off.

Steps: *****.... Jumps: *****.... Overall: *****....
Stamina: ..|**..

Another: Throws a few new jumps and triple steps, but otherwise, the same as Basic. Honest. There is little new challenge here.

Steps: *****.... Jumps: *****.... Overall: *****..
Stamina: ..|**..

Maniac: I call this the KO'er because if you haven't done it before...it could easily KO you. One of the few songs which has almost knocked me out (when I was in full health). So get to it!

Steps: *****.. Jumps: *****.... Overall: *****..
Stamina: ..|*****

PUT YOUR FAITH IN ME

Speed: *.....

Basic: This is essentially an introduction to your typical triple steps and diagonal jumps. I've given instructions on triple steps for Put Your Faith in Me ~Jazz Mix~ - if that's where you're stuck, look there. otherwise, my advice is practice, practice, PRACTICE! You WILL get the feel for it and it WILL be possible in the end. If you're REALLY stuck...do couple mode. It halves the difficulty, pretty much. But frankly...you won't get any better doing that!

Steps: *****.... Jumps: ***..... Overall: ***.....
Stamina: ..|.....

Another: Pretty much the same. Nothing exactly spectacular...

Steps: *****..... Jumps: *****..... Overall: *****.....

Maniac: Compared to the previous two it's still not much harder than Another mode...much harder to SS, though. The steps are all rather flowing so as long as you move about and turn a bit, you'll pass.

Steps: *****... Jumps: ***..... Overall: *****.....

Basic.D: Underrated. The speed of this song only hinders ones skills. The single steps lead you into awkward positions for triple steps. It's generally one big trap. The steps are roughly the same as they are in Single Another mode, apart from the fact that it's Double mode, of course.

Steps: *****..... Jumps: Overall: *****.....

Anthr.D: I personally find this easier. There are a few places where you'll need to use the 'moonwalk' technique. If you use mats, be prepared because they'll slide a lot on this song. There's only one jump, and I don't know why they bothered putting it in because it's not even tricky. This is a good song for improving skills, but be careful, Because it's also risky in Double mode no matter what the difficulty is!

Steps: *****... Jumps: *..... Overall: *****.....

PUT YOUR FAITH IN ME ~JAZZ MIX~

Speed: *.....

Basic: This is fairly complex. The best way to get the (U-L-R, U-R-D) parts is to put your right foot on the U, quickly switch your left foot to L, then pivot with the left foot and depress the R button with your right foot. However, this presents you with a problem - you can either (a) tap the remaining sequence using your left foot as pivot, pressing buttons with your right foot ONLY (can be hard), or (b) turn 45° left and press your right foot on U, turn another 45° left and press your left foot on R, then turn a final 45° left and press your right foot on D. Perhaps (c) left foot U, right foot R, left foot D might work for you however this leaves you stumbling and unlikely to get the next few moves right. This problem will one day be seen as absolutely no challenge at all. Once again, practice! (Don't try to do this until you're fairly decent at doing the normal version of this song)

Steps: *****..... Jumps: ***..... Overall: *****.....

Another: -empty-

Maniac: -empty-

THINK YA BETTER D

Misc: The lyrics of this song are entirely cliched from other famous song lyrics!

Speed: ***.....

Basic: Probably the easiest 3 foot song. I don't recommend playing it too much because it isn't in any of the arcade versions except 3rd Mix Plus (and I'm not counting the different step version in Solo 2000). It's great for getting good at playing DDR on, and by all means do it - just don't do this ONLY. (beat Boys or Butterfly!)

Steps: ***..... Jumps: **..... Overall: **.....

Another: -empty-

Maniac: -empty-

TRIP MACHINE

Speed: *****.....

Basic: The easiest of the three Trip Machines. Easier than Paranoia, too. Sort of a poor man's Paranoia - hence it's the default last song on Normal mode. Most of the steps go in time with the music and

the rest follow strict patterns. Learn them. The 4 half steps which appear twice at the start (ie R-D-L-U) can be incorporated into a half spin if you're finding them difficult to press. At the end your back should face away from the screen. The next step will be U, by the way.

Steps: *****..... Jumps: *****..... Overall: *****.....

Another: Relatively the same, except the harder sequences start earlier. The middle part is comprised completely of fast spins. I recommend you don't actually try to spin on them. It's possible (barely), but it will dizzy you up, not to mention once the pattern ends you'll be confused.

Steps: *****..... Jumps: *****..... Overall: *****.....

Maniac: Harder steps even earlier! But still pretty easy. The middle part is comprised of spins followed by tricky three steps in the opposite direction! (I actually find these easier) Overall, this IS tricky on Maniac - but not for long. Once you've played it a few times, it's no problem.

Steps: *****... Jumps: *****..... Overall: *****...

SP-TRIP MACHINE JUNGLE MIX and

TRIP MACHINE LUV MIX

Speed: *****.....

Steps: *****...

Jumps: *****.....

Overall: *****.....

Basic: Two of the hardest songs. These two will probably be the last ones you do on each difficulty level, with exception to Paranoia 190 possibly. Jungle Mix is most likely to thwart you out of the two. Use the breaks between patterns to reposition yourself if you can.

Another: -empty-

Maniac: -empty-

STRICTLY BUSINESS

Misc: Remix of an 80s hip-hop song. (EPMD was the original artist)

Note: Strictly Business was removed from DDR Best Hits, DDR 2nd MIX (DC) and every arcade version after and including 4th MIX. The most likely cause is either Mantronik or EPMD did not want it in DDR...

Speed: *.....

Basic: A few sets of triple steps in this song, but they're all in the same direction. Therefore, this is a great song for you to learn them on! The entire song consists mostly of spins (which do reverse from time to time), so if you know how to spin, this is your chance to look like err...a spinning guy. Obviously the last part of the song is also in Paranoia, so do this before you do Paranoia (unless you're playing a newer incarnation of DDR where Strictly Business was removed from, ie 4th MIX, in which case, forget it!)

Steps: ***..... Jumps: Overall: ***.....

Stamina: ..|*....

Another: -empty-

Maniac: Trip Machine in slow motion. About as hard, too. Or at least I think so. It's fast, but like all DDR 1st Mix songs, it's underrated in terms of difficulty. Lots of rapid steps in short bursts. (Actually, Paranoia's infamous '3rd act' steps (the right-down-left steps in Basic mode, for example) are all borrowed from this song, and the same goes for Maniac mode.

Steps: *****..... Jumps: *****..... Overall: *****.....

Stamina: ..|*....

Speed:

Basic: Very slow paced and an ideal place to learn toe taps on. Typical mistakes include not getting the last bit (right-down-down-down-horizontal jump).

Steps: *****..... Jumps: ***..... Overall: ***.....

Another: Cross between Basic and Maniac mode.

Maniac: This or Love will probably be the first tune you complete on Maniac level. If you're using DDR 2nd ReMIX, anyway. Lots of triple steps and a fairly hard part at the end. Probably the first Maniac song you'll SS, too.

Steps: *****..... Jumps: *****..... Overall: *****.....

5.2 3rd MIX Songs

Third Mix Songs are based less on technique and more on sapping your stamina. Basic mode features mostly only single steps, Trick/Another mode features a mix of those and triple steps, and Step Step Revolution (SSR) mode, the new (albeit temporary) name for Maniac mode, features lots of rapid steps. Very few songs in this require technique, however portions of the songs still do, and thus the FAQ still has its purpose in 3rd MIX...

RECOMMENDATIONS:

Novice level players:

- * Xanadu - Basic
- * Get Up And Dance - Basic
- * Silent Hill - Basic

Intermediate level players:

Expert Speed players:

- * Afronova - SSR
- * Boom Boom Dollar ~K.O.G.G 3 Mix~ - SSR
- * Dead End - SSR
- * Do It All Night - SSR
- * Paranoia Rebirth - SSR
- * Turn Me On - SSR
- * Wonderland ~UKS Remix~ - SSR

Expert Technical players:

- * Captain Jack ~Happy Grandale Mix~ - SSR
- * Dynamite Rave - SSR
- * Luv To Me ~AMD Mix~ - SSR

Expert Performance players:

- * La Senorita - Another
- * Follow The Sun ~90 In The Shade Mix~ - SSR

AFRONOVA

Speed: *****.

Basic: Several parts in this are steps every 2 beats. This song is VERY fast, so it helps. If you can keep up with the speed in the whole song, you should be able to in others too, because this is THE fastest, with a possible exception to La Senorita Virtual because nobody's measured it yet (but it feels slower). The bit just after the start with several jumps is probably the hardest part. The same pattern is repeated 4 times, so get used to it. It's simple enough - the problem is, it sucks the energy right out of you! Don't choose this song if you're close to exhaustion unless you are well and truly above the skill level required for this 5 foot song. When your stamina is full, it's quite easy to SS this song.

Steps: ***..... Jumps: *****..... Overall: *****.....

Stamina: ..|**...

Another: This song has a lot of jumping. It's also THE fastest DDR song to date. Don't pick this song thinking it'll be an easy alternative to Paranoia - it WON'T be. On the second half, there is several triple steps. Make sure you don't put yourself in a position where you will use up valuable time recovering (ie facing away from the platform to the left or something). This will break your combo. The steps halfway and at the end go with the music. The jumping part near the start is repeated identically 4 times.

Steps: ****..... Jumps: *****..... Overall: *****....

Stamina: ..|**...

SSR: As far as Catastrophic songs go, this is pretty damn hard. Actually, the hardest part is the part immediately before the start...the steps are extremely hard to do because they don't flow in a standard manner. If you don't actually look at the steps in edit mode or using a tool of some sort, you won't see it. After you do the normal rotating steps (for the first 16 repeating steps), turn left. The steps go like this: L-U-R-L-D-R-L-U-R-L-D-R-repeat. The best way to do this, of course, is as I said. You'll probably be facing left already. So do this: Left foot on L, Right foot U, Left foot R, Right foot L, Left foot D, Right foot R, then repeat. Remember you'll be facing left, so you'll start with your left foot on the arrow directly up from you, which is left. Confusing? Use training mode. It helps. A lot. In any case, the rest of this song is pretty much easy (for Catastrophic), until the last 1/4 or so of the song (the one with triple steps in Another mode). There's a few tricky looking bits here (all half steps). Turn 90° right. This is the best position for making the steps - although it may be a little uncomfortable at first. There is NO trick to getting the steps at the end. Go to the arcade and you'll see anyone who can do the song well just ignores them and walks away at this point. If you want that SS...my only advice is that those steps are 'twelfth' notes. Almost all the steps in DDR are quarter, eighth or sixteenth notes - that is, there's 16 to every four beats maximum. But what if the song didn't follow the standard 4 beats to each section of the music? I'm no musician, I don't know the term for it. A friend asked me if there were any songs like that in this game. Afronova is as close as you get - the notes at the end are to the beat with the steps, ultimately. Go to one of the sites in the links, view the end pattern, memorize it and DO IT! What do you think Training Mode is for? Here's a tip: Small jumps are the best, but don't use shoes on the mat for this! It won't take it! For reference - The (L-U-R-L-D-R-repeat) step sequence can be found in bars 12-17.

Stamina: ..|****.

Steps: *****. Jumps: *****. Overall: *****.

Basic.D: Fairly tricky. Requires you to switch sides twice during the jump parts and the end series of steps goes from one side to the other. It's very easy to make a costly mistake, but generally if you aren't exhausted and don't have a problem with the speed, this won't cause too many problems. Oh - don't pick it if you're not in an active mood either.

Anthr.D: This one will wear you out pretty quick (so will SSR Double!). If you choose this song, you should be decent when it comes to doing double mode techniques - you should be able to do two-sided diagonal jumps and to be able to reposition yourself decently. This is sort of like it is in Another Single mode, but not completely. The jump sequences feature a double steps before the jumps each. These might even be easier to perform than the normal jumps in Basic Double mode! When you use a mat, the mats will probably start to

slide apart at the end, so beware when you have the 7 steps at the end.

Steps: *****..... Jumps: *****..... Overall: *****...

BOOM BOOM DOLLAR ~K.O.G.G 3 MIX~

Misc: A portion of the song removed from the original BB\$ can be heard in this mix.

Speed: *****...

Basic: At the start, the steps mimic the original Boom Boom Dollar. They get harder towards the middle. Still, it's all single steps up until this point - and isn't this song a 5 footer? This features nothing spectacular except the bit at the end, which is completely made of up arrows (in time with the guy saying ("GO!") mostly, however a few are just echoing the parts where he says ("GO GO GO!")) . Don't look away - I did and I found the pattern wasn't as I remembered it. And I remember patterns VERY well!

Steps: ***..... Jumps: Overall: *****.....

Stamina: ..|*....

Another: The first part mimics Boom Boom Dollar on Another mode slightly. Most of the song is easy, but the last bit is potentially lethal! Make a mistake as simple as facing the wrong direction - and you will lose! This is made entirely of rapid steps. VERY hard due to the speed. You cannot stand facing forward and do this without breaking your combo and giving yourself plenty of blisters, not to mention exhausting yourself (but it IS possible). I recommend facing right and basically run onto the steps. Look at the screen though, of course! I personally believe that this is easier on SSR mode because of this last part (which seems easier on SSR mode)

Steps: *****... Jumps: *****..... Overall: *****..

Stamina: ..|***..

SSR: I believe this is easier on SSR mode than it is on Another mode, myself! The start mimics Boom Boom Dollar on Maniac mode, pretty much. It differs, but not much. This is pretty typical of a SSR 8 foot song. At the end, you're moving around a lot less and you won't need to turn around until the end. Face whichever direction you please for this one!

Steps: *****.. Jumps: ****..... Overall: *****...

Stamina: ..|***..

Basic.D: As far as Double mode goes, not terribly challenging. The steps are slightly harder than the Basic Single mode version. If you're still not good at Double mode, avoid this. However if you're trying to get good at 5 foot songs in Double mode, do this!

Anthr.D: -empty-

BUTTERFLY ~UPSWING MIX~

Speed: *****.....

Basic: Firstly, notice this RESEMBLES the original Butterfly, step wise... but is also way different. Essentially, if you can handle the pace AND you can do Butterfly, you will pass this one - as long as you don't foolishly try to do all the stunts you did on Butterfly. You can do the dual 180° Jump trick on the second half, second part. But that is all. This is essentially butterfly if it wore a lot of makeup, took a lot of trippy drugs and then tried to see if it could outrun a speeding car to the end of the road. Or something like that.

Steps: ****..... Jumps: ***..... Overall: ****.....

Another: -empty-

SSR: Once again, appearances can be deceiving! 8 feet may seem harder on

SSR mode than it did on Maniac...but all the steps in this song go in time with the words. A good introduction to 8 foot songs, and it is VERY impressive to an audience, too ;P beware, however - this song will wear your stamina down VERY quickly. It's honestly not that hard to get an A on this song, even. If you're having trouble with it, you have to actually get more experienced at DDR as there's not any technique to this song. Watching other people play it is just a waste of time.

Steps: *****... Jumps: *****.... Overall: *****...
Stamina: ..|****.

Basic.D: -empty-

Anthr.D: -empty-

CAPTAIN JACK ~GRANDALE MIX~

Misc: Much faster than the original song (which would be about 140bpm)

Speed: *****....

Basic: Fast but not furious. Those who find DDR difficult will not do too well in this song, but those who have gotten this far pretty quick should have no trouble here. No diagonal jumps. But it's not that fun, to be honest...

Steps: ***..... Jumps: *****.... Overall: *****....

Another: Now we're talking! This is pretty much the same as SSR mode but there's only half steps...no 1/4 steps. The beginning is in time with the background music. The ("Left right left!") parts are all made of 5 steps. The ("Left go right go pick up the step go left go right go left!") parts are all half steps, of course. They're also easier than they look. The rest is pretty much easy to pick up.

Steps: *****... Jumps: ***..... Overall: *****...
Stamina: ..|**...

SSR: This dance is EXTREMELY difficult when using mats! If you can, use both the mats and the arcade machine! You'll get better faster! You shouldn't attempt this until your dexterity is extremely high. Once you've mastered 1/4 step jumps (doing In The Navy '99 SSR helps), rapid steps (Captain Jack Another mode will suffice, you can do rapid steps followed by jumps (most 6-7 foot SSR songs have these, ie Upside Down), and you're not even SLIGHTLY puffed, you are ready to attempt this. (If you're at home, using socks on this will be a big advantage, but I use sheepskin boots myself at home) Don't start this until you have a nice breeze/fan and a drink handy. Of course, if you've done it before, you can ignore that. Home users that use mats, beware because this is one of the few songs where the mats will slide far enough to actually possibly cause injury! When playing, my mat started as close to the screen as I could be, when I ended, I'd slid almost 2 feet back into a chair (which had caused many errors RIGHT at the end).

Steps: *****... Jumps: *****.. Overall: *****...
Stamina: ..|***..

Basic.D: -empty-

Anthr.D: First of all, beware if you're using mats: This song will cause a LOT of slippage, especially at the end, and can be very dangerous! If you can do 6 foot songs, you should be alright on this, as far as technique goes. You should also be able to pass this on Single Another mode. Features two-sided diagonal jumps and several triple steps. And lots of regular jumps. The steps themselves aren't as complex as on Another mode normally for this song. If you can do other songs of similar difficulty this should be a breeze.

Steps: *****.... Jumps: *****.... Overall: *****...

CUTIE CHASER

Misc: The first and so far only song which has 3 beats to a bar instead of 4 (I don't know the musical term for it...1/3 signature or something like that?)

Speed: *.....

Basic: Pretty easy. Similar to Mr. Wonderful in step patterns, but with more jumps. Of course, it's way slower. Two or four out of beat steps, but they're in time with the music, and there's a long pause before and after them, so if it weren't for Vivid mode, you'd quite possibly never notice. A good song to practice if you have trouble with jumps, as a matter of fact - no diagonals, but plenty of verticals and horizontals. This song is pretty safe to select as the slow pace and occasional pauses give enough time for sloppy dancers to recover.

Steps: **..... Jumps: ***..... Overall: ***.....

Another: -empty-

SSR: -empty-

Basic.D: Very easy. A few double steps, a few jumps, but nothing technical. and it's all flowing, single step, slow and overall, very basic. And very 2nd MIX. Tsk, tsk. Naughty Konami. Just beware of the halfway point - the steps immediately following it look like they're the same length apart, and maybe they are. But you DON'T have time to rearrange yourself. The very last step is SLIGHTLY before the last note. (I think. I have a PAL copy and I'm using the speedup code. But it's right on everything else! Just watch the arrow, okay?)

Steps: ***..... Jumps: **..... Overall: **.....

Anthr.D: -empty-

SSR.D: -empty-

DAM DARIAM

Speed: ***.....

Basic: Slightly similar to Love in DDR 2nd MIX, however harder still because it has a few diagonal jumps. Mostly spaced single steps, linked single steps, spins followed by jumps, spaced out jumps - the same type of thing as Love. But there's also horizontal jumps (2 of them) followed by diagonal downward jumps (2 again) which occur twice in the song. Also note this song is faster than Love. Not that hard, really - try it if you want to get started on 4 foot songs or need to improve your diagonal jumping, because there isn't a terribly great risk of failure - especially with all the long pauses in between sequences.

Steps: **..... Jumps: ****..... Overall: ****.....

Another: A few jumps, including diagonal ones, followed by triple steps. Some parts have steps which follow the words. ("How, can-I-look-in-your-eyes, when-I-feel-I-could-die...") Know the song and you can't go wrong. I'm only saying that cos' it rhymes, but if you know how the music and the lyrics go, it's a lot easier.

SSR: Most people exclaim a swear word when they see these steps on a website. Pretty simple really - the starting steps are in time with the background music. The rapid step part may look confusing, but spell it out and it's a lot simpler - (U-R-D-U-L-D-U-R-D-U-L-D) and so on. See? Not confusing at all. If you are ready for this skill level, this isn't that hard if you don't assume things. Beware of the steps right near the end. They seem to be in time with NOTHING! Not the music, not the words, not the beat! But still, the steps in this song are relatively incomplex, and there's not much of a random factor to it. Relatively easy to SS. A popular song with speed players.

Steps: *****... Jumps: *****..... Overall: *****....

Stamina: ..|***..

Basic.D: The steps don't stop, and there's regular jumps (including a few two-sided diagonals), however the steps are incomplex and ultimately this song is typical of a 4 foot song for Double mode. You won't even learn anything by doing it. It's just another notch for you to add on your belt, or something. This song is perfectly safe to use with mats.

Steps: ***..... Jumps: ****..... Overall: ****.....

Anthr.D: The song still consists of mostly single beat moves, apart from some semi-tricky triple steps near the end. However, many of the steps which change sides in this are preceded by a jump of some sort on the other side...meaning you have to recover from the jump, then catapult yourself over to the other side. Typically, you'll have to follow the jump with a down step on the other side. People with mats that aren't stuck down will experience minor slippage during this song (but enough to cause problems).

Steps: *****..... Jumps: *****..... Overall: *****.....

DEAD END

Speed: *****..

Basic: Most of the song features single steps, with the occasional set of steps out of time with the rest of the steps! This can be annoying. Towards the end some odd jumps appear, then right at the end there are several triple steps, jumps (including diagonals) and other odd things. This song is fast, too. Roughly as hard as Afronova, so if you can do that, do this and vice versa. This is far from easy though...

Steps: *****..... Jumps: *****..... Overall: *****.....

Stamina: ..|.....

Another: Tough. Very tough. A lot of fast sets of half steps, however they aren't as continuous as SSR mode. Use this to practice for SSR mode because the similarities are definately plentiful, and you WILL need to be able to pass this first. Possibly the hardest song in Another mode.

SSR: Nasty work. It's 9 feet and deservedly so. Don't do this until you are fairly confident you've mastered how to do a series of half steps. This one feels as fast as Afronova in the thick of it, and maybe it is. The first part isn't THAT hard (but it IS hard) and has some dastardly jumps/half steps, but the end part is where it's REALLY lethal. If you are even SLIGHTLY puffed and are afraid you might not be up to it, DON'T PICK IT! It simply won't work! Also, if you misread one step wrong, you can stick your head between your legs and kiss your ass goodbye. And whatever you do, don't panic! Keep in mind that once you do songs a couple of times, even if they wear you out initially, after a while they won't have anywhere near as much of an effect on you. Observe a beginner/intermediate player on Paranoia, then an advanced player on Paranoia. You'll understand what I'm trying to say! This song gets a lot easier after you've beaten Dynamite Rave SSR. In my opinion.

Steps: *****.. Jumps: *****..... Overall: *****.....

Stamina: ..|*****

Basic.D: -empty-

Anthr.D: -empty-

DO IT ALL NIGHT

Speed: ***.....

Basic: -empty-

Another: -empty-

SSR: A common choice in the arcade. It's the same in concept to Turn Me On, but it's slightly harder at the end. To make up for that, the start is easy. Beware of the end part, because you will have

to turn at more than 90° angles if you turn...

Basic.D: Very easy. Many of the steps are separated by a whole beat! There are some jumps, including ones across both sides, but in general, this song is risk-free. If you can do all 3 foot songs and some 4 foot songs in Single mode, you should be able to pass this with ease as it requires next to no technique. This one is absolutely risk-free when it comes to using mats - it's an easy song to SS.

Steps: ***..... Jumps: **..... Overall: ***.....

Anthr.D: -empty-

SSR.D: -empty-

DYNAMITE RAVE

Speed: ****.....

Basic: This consists of a LOT of jumping. It's also a great song for stunts and perfect for learning techniques involving parts of the body OTHER than feet. Fairly lethal for beginners. It's fast, jumps of all sorts are regular, and it follows patterns. Not that complex, but if you're not that good at jumps, avoid this. There's no triple steps, though...in fact, there's no half beat steps at all. Keep it in mind.

Steps: ***..... Jumps: *****..... Overall: ****.....

Stamina: ..|*....

Another: Like Captain Jack, this is a toned down version of the SSR mode steps. Mostly half steps, triple steps and half jumps! If you need to learn how to do continuous streams of half steps, try Jam Jam Reggae on Another mode or Captain Jack on Another mode. They're slightly easier.

Steps: *****.... Jumps: *****.... Overall: *****....

Stamina: ..|***..

SSR: Ever been to hell? Well, this is hell. Welcome. Probably the hardest SSR song unless you do small steps, because it requires so much stamina! You'll probably notice the pattern is similar to Captain Jack SSR (rapid steps with a few 1/4 rapid steps in between then a break). During the chorus parts, you'll need to jump instead. Be prepared. The steps go SORT OF in time with the words, but are slightly out. Do this and it's all downhill from now on, because you're on the verge of becoming a DDR master! If you have trouble, all I can suggest is the steps are more constant than the words. If you got the PSX version, play a few easier songs with the sound off. Play Another mode too a bit more, because it might just click in your head when you're playing SSR mode and you'll find it just a little bit easier!

Once your technique is good enough, as is your attention to detail, you'll find that most of the difficulty from this song goes and it actually becomes quite easy, not to mention not very depriving of stamina. People still avoid it in my arcade hangout, though, so if you're a speed stepper, don't expect any success here. :)

Steps: *****.. Jumps: *****.. Overall: *****..

Stamina: ..|*****

Basic.D: -empty-

Anthr.D: -empty-

END OF THE CENTURY

Speed: *****.....

Basic: -empty-

Another: -empty-

SSR: Oh, the pain! This is considered one of the hardest DDR songs (above several 9 foot songs) by most experts. The rapid steps

can not be done by turning a mere 90° either way...it's either 180°+, or only turn when you know it's safe and just tap the rest. Toe tapping is a technique which can drain you quickly, so it's best to mix it in with some other stuff and don't stay pinned to one corner! The main bits have 2 rapid steps followed by jumps (typically, not strictly), then this flows onto more rapid steps and more jumps eventually. There's no way to beat this on the first go, in my opinion. Avoid it until you've done Oh Nick Please Not So Quick and Rock Beat. Also do Follow The Sun in the arcade if you can.

One technique makes the stamina draining rapid steps a LOT easier: sliding your foot to the next step. This is REALLY useful if used properly in combination with normal techniques.

Steps: *****. Jumps: *****. Overall: *****.
Stamina: ..|****.

FLASHDANCE (WHAT A FEELING)

Misc: Much faster than the original version of the song. Only the main (and most famous) part of the song is played twice.

Speed: *****.

Basic: Pretty bland. No half steps. No diagonal jumps. No vertical jumps. Fairly continuous and pretty fast. There's about 6 spins if you can find them - if you have a keen eye, you should find them as they all begin with up arrows. The speed could be a problem, but it's a good song for getting used to speed on! (It's fast, but it's not TOO fast - you could do rapid 1/4 steps on it)

Steps: ***..... Jumps: ****..... Overall: ****.....
Stamina: ..|.....

Another: The first part has steps which are alternating left and right. They SORT OF go in time with the music. This is fairly easy and once again, if you've played 2nd ReMIX to death, you won't find any new challenge in this - but you will find enjoyment.

Steps: *****.... Jumps: ****..... Overall: *****.....
Stamina: ..|**...

SSR: Argh! This is also hell. Do Rock Beat SSR and End of the Century SSR first if you can. The hard parts are the rapid steps followed by jumps (like the other two songs I mentioned). Learn them BEFORE you play the song in the arcade...at home, training mode is better. Some people reckon this should be 9 feet. I dunno if I'd agree, but I'd say that may be true...

Steps: *****.. Jumps: *****. Overall: *****..
Stamina: ..|****.

Basic.D: You'd think this would be hard due to the pace of the song, but it isn't that hard. Just remember your Single mode tricks won't work here...sometimes you'll have to risk crossing your legs, and sometimes the best strategy is to just walk rather than jump! Slightly harder than Boom Boom Dollar K.O.G.G 3 Mix on Double Basic. Some of the triple steps past halfway will require noticing before they come up, and a technique or two to get past...if in doubt, jump about. Jumping works wonders on this song, but you'll look rather unimpressive and you won't learn anything...

Steps: ****..... Jumps: ****..... Overall: ****.....

Anthr.D: -empty-

FOLLOW THE SUN

Misc: The original version has a lower pitch. Well known Happy Hardcore song.

Speed: *****....

Basic: Essentially similar to Upside Down, but faster. Lots of left/right steps and horizontal jumps. A few vertical jumps and one diagonal jump in the last part of the song. This is fairly easy. It's probably easier than Butterfly ~Upswing Mix~ Basic. (yet to be tested on someone not as experienced as I) Similar to Gimme Gimme Gimme on the 3rd Mix PSX Bonus Tracks.

Steps: **..... Jumps: **..... Overall: ***.....
Stamina: ..|.....

Another: -empty-

SSR: First, beware of the jumps with steps coming out of them at the start! This is probably the hardest part of the song. Then you have mostly jumps and triple steps for ages. If in doubt, use Vivid mode. There's a rapid step sequence towards the end. Survive that and the only thing you'll need is a bit of stamina. The rest of the song is all 1 beat diagonal jumps! Face left and just hop and move your right foot forward and back if you're low on energy. Basically if you survive the first part, you'll make it through the whole song. Unless you make a boo-boo.

Steps: ****..... Jumps: *****... Overall: *****...
Stamina: ..|**...

Basic.D: -empty-

Anthr.D: -empty-

SSR.D: -empty-

GENTLE STRESS ~AMD SEXUAL MIX~

Speed: ***.....

Basic: -empty-

Another: -empty-

SSR: Considered by many to be one of the hardest tunes in 3rd MIX, and possibly worth 9 feet, however I'd disagree here. It's a matter of timing and some simple sliding techniques which you can afford to fail on anyway. This song can be immensely stamina sapping if you jump too early on parts. Beware of that. Generally, as long as you know how the tune goes, and you know how to read steps accurately and can distinguish the arrows well enough, you'll pass. The uninformed will not pass, though...

Steps: *****... Jumps: *****..... Overall: *****...
Stamina: ..|**...

Basic.D: Rather tricky, jump wise. Several off-beat jumps. No two-sided diagonal jumps, however the actual positioning of the jumps can be very tricky to perform accurately. To add to this problem, you have to deal with the mats slipping big-time if you're using mats and they're not fastened down to anything. The rest of the song features slow single steps which pose no problem at all. This is a good crowd pleasing song in the arcade (but I don't know why - I got applause for it several times though)

Steps: ****..... Jumps: *****..... Overall: *****.....

Anthr.D: -empty-

SSR.D: -empty-

GET UP AND DANCE

Speed:

Basic: The next easiest after Xanadu. Thank god beginners have a song to do after Xanadu which isn't as hard as Boom Boom Dollar seemed to be after Have You Never Been Mellow! ('nuff said) Beware though, because the beat and steps are slightly off throughout the song.

A very slight bit, anyway. (don't expect anything worse than finding out you got all greats instead of perfects and you only get an S)

Steps: **..... Jumps: Overall: *.....

Stamina: **|.....

Another: Repeats the 'harder' sections from Basic mode, adds a few half steps later on in the song. Still follows the basic left-down-right-down pattern, even with the half steps. A good song to learn half steps on, in my opinion.

Steps: ***..... Jumps: *..... Overall: ***.....

SSR: This song may be slow, but the steps here are all constant half steps. There's -3- 1/4 steps right after the start sequence. There's a half step right after 'em. Only 3 1/4 steps, though. Ok? Ok. Then it's all half steps. Slow ones. In an easy pattern. In the parts which go ("Groovin', groovin', groovin', to the funky beat"), note there's 4 1/4 steps right before it which basically go with the stuff the drummer does in the background of the music. It's actually easier than it looks! And very fun! Just be sure the jumps at the end don't spoil your combo. This is an easy song for experienced players to SS.

Steps: *****.. Jumps: ****..... Overall: *****....

Stamina: ..|*....

Basic.D: ARGH! THIS SONG IS TOO SLOW! Almost entirely single steps with a whole beat between 'em. Absolutely no challenge BUT it's SO slow you get a LOT of 'Great!'s instead of 'Perfect!'s! Here's a tip: the steps are in sync with the claps, NOT the beat. Damn Konami. If you step in time with those, you'll get an SS fairly easily. Step in time with anything else and you'll get 8.0-8.8 million points and a lousy S. (You'll need to get no more than about 12 Greats to get an SS) In short, this sucks.

Steps: *..... Jumps: *..... Overall: **.....

Anthr.D: -empty-

GRADIUS CYBER ~AMD G5 MIX~

Misc: Definately not a Gradius/Salamander series song.

Speed: *****....

Basic: Very similar to the original Trip Machine or Paranoia. A few triple steps occasionally, a few jumps occasionally, but mostly single steps. This is by no means cakewalk, but this is also by no means Paranoia Rebirth.

Steps: *****..... Jumps: ****..... Overall: *****.....

Another: Fairly unorthodox and plays rather dirty. Mostly triple steps at the start, this then becomes double steps towards the end. Several half steps followed by jumps. This will suck the endurance right out of you, especially in the arcade, however it is easier than some 8 foot songs, all the same. (But not all of them) Don't pick this for your first 7 foot song, in fact, if you're unsure, maybe it's worth putting it off if you're in the arcade - don't risk your money.

SSR: Maybe the easiest 'Catastropic' song in 3rd MIX. At least, that's what I thought, but people disagree! Similar to Another mode, but a few out of beat steps, as well as extremely furious 1/4 step frenzies towards the middle make it harder. These are pretty simple, however being careless will cost you dearly. If this is your first time, don't be afraid to stamp! I recommend using the pads of your feet rather than your heels, because you need to be able to switch around. Be careful. This song will actually be harder for some people than, say, Captain Jack or Dynamite Rave. (This song doesn't wear you out physically, however the rapid 1/4 step parts could cause muscle cramps) If you listen to your steps carefully (if you do them correct!) you'll notice that there's a repetitious beat to

them and they make drum beat like patterns. Memorize these noise patterns and this song will be significantly easier! The rapid 1/4 step parts are hardest on the PSX version using mats, curiously - in the arcade with a good pair of shoes, you could even find yourself getting large combos during this part of the song! (seriously - this song is a LOT easier in the arcade and I don't know why! Of course, if the buttons are covered in sweat...you're in deep trouble. I have verified that sweat/water causes people who CAN do this song to screw up)

NEW!: One thing I learnt that made this song drastically easier and reduced my margin of error tenfold: In the part with the 1/4 steps (the hard part), it's a common mistake to think that they always start with the left or right foot FIRST. I don't know why, but a lot of people think this, and so did I! But you'll notice SOMETIMES, the sequences may go, for example, U-R-U-R-U, R-D-R-D-R. This makes this song a LOT easier and you'll be getting A's in no time if you combine this with the skills you already have (presuming you didn't skip ahead from 5 feet or something :P). If the rapid steps become too difficult and you just can't ever get them, step faster. Precision won't help!

Steps: *****. Jumps: *****. Overall: *****.
Stamina: ..|***..

Basic.D: -empty-
Anthr.D: -empty-

IN THE NAVY '99 ~XXL DISASTER MIX~

Speed: ****.....

Basic: If you've done this in DDR 2nd ReMIX on PSX, good news: The steps are easier! The rating is still the same, as it was definately overrated before. 4 feet - pah! It was worth at least 5! Anyway, most of the half steps are gone. This leaves ONE problem - the ("We want you! We want you!") parts. They aren't (U-D-U, U-D-U) or (D-U-D, D-U-D)...they're (U-D-U, D-U-D) or (D-U-D, U-D-U)! So don't reposition yourself after the first triple steps! Those ARE the only triple steps now, anyway...oh yeah. Dreamcast 2nd MIX owners, the steps you have match the 3rd MIX arcade steps. All of them.

Steps: ***..... Jumps: ****..... Overall: ****.....

Another: This is a painful lesson for students of 2nd ReMIX. Wonder where those triple steps went to? Many of them ended up here. So did many more. DON'T do the same tricks from 2nd ReMIX - they just don't work and you'll lose. Learn from scratch! Otherwise, this is pretty straightforward.

Steps: *****..... Jumps: *****..... Overall: *****.....

SSR: On the other hand...this is potentially lethal. Notice most of the steps are jumps? Then you're not looking properly. They're like the steps in Hero on Maniac mode - One arrow followed IMMEDIATELY by another 1/4 beat arrow! There's a trick to getting these arrows. Basically, jump and land one foot first, but don't jump straight up. Jump forward slightly. Swing your arms a bit. Keep your momentum going because if you find yourself stopping involuntarily, you're screwed. Even if you accidentally do the wrong jump, continue. You have a 1 in 2 chance of getting the right next one right even if you don't look at the screen. The jumps follow set patterns. The ("WE WANT YOU! WE WANT YOU! WE WANT YOU IN THE CAPTAINS CREW!") part is probably the trickiest one. The actual first verse of the song part is very easy - at least for SSR mode. Plan to do this song carefully, as it uses up a LOT of your endurance as at least 90% of the steps seem to be jumps!

Steps: ***..... Jumps: ***** Overall: *****..

Stamina: ..|****.

Basic.D: I don't think this has changed from the PSX version's Trial mode at all. If you need to learn 4 foot songs in Double mode, this is a good choice. All triple steps are easy and the patterns don't trick you. But do it on Basic mode first...this one is heavily based upon it.

Anthr.D: -empty-

JAM JAM REGGAE ~AMD SWING MIX~

Speed:

Basic: Many people complain about the speed of this song being far too low and say because of that, this song is hard. If you think you could be one of these, don't do this until you're up to...about 4 feet. Otherwise...no challenge really. It may be a lot of half beats...but they aren't hard. It's only like that because if it was a fast song they might not be on the screen long enough for slow people to react! Don't think this will teach you how to do half beat steps at all, because it won't. If you're in the arcade, don't pick this. Too hard for beginners, too lame for anyone else. And it won't even save your score to the memory card!

Steps: ***..... Jumps: *..... Overall: **.....
Stamina: **|.....

Another: This is mostly full of diagonal jumps and half-steps. In fact, there's a lot of half-step diagonal jumps. The main thing with this song is keep your timing right! This is a good training song. Utilize it well! Oh...beware when jumping from one diagonal corner to the opposite. It's very easy to miss the step on such jumps. Even an expert can! This song is rather easy, and the skills you learn from it probably won't help you anywhere else, but at the very least you'll improve your agility.

Steps: *****..... Jumps: *****... Overall: *****...
Stamina: .*|.....

SSR: First order of business: Put Vivid mode back on! It's basically essential until you pass the song once or you'll confuse jumps with the umpteen rapid left and right 1/4 steps! Be sure you see and identify these VERY early, and what's more, IDENTIFY THE END OF THEM TOO! It's easy to screw up coming off them! Also note the patterns diagonal jumps go in. Memorize their positions. Read ahead on those too. This song is slow, you have no excuse to be careless! There are only two real threats to experienced players in this song - not recognising the rapid 1/4 steps soon enough because you're playing in flat mode, or choosing this for the last song and accidentally losing your timing. Keep both in mind...if you're physically stunned from excessive play, this might prove hard to do. But maybe not. Depends, really...but I've seen people yell out in fright when someone picked this song...then for the next song they did Dead End!

Steps: *****.. Jumps: *****.. Overall: *****..
Stamina: ..|*....

Basic.D: The problem with this is it's FAR TOO SLOW! Since the main technique in surviving in Double mode is to keep on moving and to keep your body flowing, this song is a real bastard because to pass it you'll require to do the antonym - position yourself ahead of the next move then make a short, sharp jab at the button. Do some movements in between steps, though - like pretend you're doing the chicken dance or something. With a technique like this, you're at risk of stepping too early because of an incorrect calculation of your body/weight distribution (that means you lean over too soon :P). When you get halfway (if you do), you'll have to start some jumping. THIS is the hard part. After this is the end sequence which is like the

start and has no more jumping. This song is a good one to learn a new technique on - Moonwalking. At the start and at the end, for most of the sequence, you can just turn to your right and walk forwards and backwards! It's dead easy. If you're not going for an SS, you might very well find this easier, because it ultimately is - just there's more of a risk of missing steps if you're not used to it. It sure as hell is less pressuring, though! Oh, one last tip - if you try my short jab technique, I recommend you remember to use BOTH feet. If you have to go (left side R, R, right side D, D, R, R) use your right foot for the R's and your LEFT foot for the D's. It is a HELL of a lot safer.

Steps: ***..... Jumps: **..... Overall: ****.....

Anthr.D: Pretty annoying since the steps at the start are in time with the beat, but not synchronised with it. In fact, most of the song is like that...however, the difficulty is still pretty low. Due to the speed of the song, you'll easily have enough time to find your position and so forth. It's a shame this isn't remotely as hard as Another mode is on Single...but here's a word of advice. Don't wear boots. You will undoubtedly tangle your feet with sequences like this!

Steps: *****..... Jumps: ****..... Overall: *****.....

LA SENORITA

Speed: *****...

Basic: People find this hard because of the speed alone and say it should be 5 feet. If you have problems coping with speed, skip this until later. Otherwise, read on. This song consists mostly of single steps. There are several horizontal jumps, but mostly they are just 4 after each other. The start has a step every 2 beats so you can get with the pace. There are no half steps in this song. This song is perfect if you have problems with speed and wish to beat them because if it were slow, it'd be only 2 feet for sure!

Steps: ***..... Jumps: **..... Overall: ****.....

Stamina: ..|*....

Another: This song is about as unique as a DDR song can get. For the parts which have a U/L/R step followed by L-D or R-D, I'm sure it's pretty easy to see the best way to do that - the first step is easy. The second step is basically a jump with the foot matching the side the arrow is on onto that arrow and landing with the next foot on the down arrow. VERY fun to do that trick, too. Just after the first time you do this, there is some steps which seem out of beat - these just go with the music. They're just left-right-left, anyway. Remember on the second one you need to follow up with a jump. Also, there are two parts which require a lot of jumping ("When - she - leaves - you - want to fo-llow her anywhere"). If you miss a jump, DON'T STOP! 3rd MIX is a lot less forgiving than 2nd MIX.

Steps: *****..... Jumps: ****..... Overall: *****.....

Stamina: .*|.....

SSR: Pretty nasty. The thing is, there's no strict pattern for the steps. Sometimes it's in time with the words, sometimes with the beat, sometimes with the music, and quite often, in time with nothing at all. The steps themselves require little technique to perform. There's really no tips I can give you to help you on this one - it really depends on experience. If you can do other 7 foot songs, you have a chance on beating this, but the truth is you could very well not pass it until you've already beaten several Catastrophic songs. It all depends on you (and not just your skill - it also depends on how quickly you adapt to things in general!)

Steps: *****..... Jumps: ****..... Overall: *****.....

Stamina: ..|*....

Basic.D: -empty-

Anthr.D: Owch! This can be very tricky for players who try to play Double mode like single mode. It also can be VERY tricky with mats that slide in double mode - mine ended half a foot or more apart and I'm suprised I passed! There's quite a few triple steps, some are trickier than others (like those that go R-D-D). At the halfway point when you have the 6 steps which in Another Single mode go (L-R-L-R-L-R, pause, jump, jump, jump) in time with the music, you will have to go from the left arrow on the left side to the right arrow on the right side. Start facing to the right, then do the usual triple step 'walk' technique for the first three, then turn to the left and push the left arrow on the right side with your RIGHT foot. Finish the sequence facing to the left. This is pretty safe to do. If you aren't good at doing these type of steps, this may be a good song to get good at doing them on.

Steps: *****... Jumps: Overall: *****....

LA SENORITA VIRTUAL

Basic: The equivilant of Paranoia KCET ~Clean Mix~ in the past DDR games (although it's in 3rd MIX too). Also the first Basic level 7 foot song. The main trick to this is the jumping and the speed. It's on par with the forementioned Paranoia, so most of the tricks needed for that apply to this too. A few triple and double steps may throw you off. This song is relatively incomplex - one could even do it with your shoelaces untied safely. The only thing moving exceptionally fast is the arrows...not that tricky, even if it has 7 feet.

Another: -empty-

SSR: Utter bastardisation. Close to a 9 foot song, and definately harder than Another mode (but not that much). Many of the steps lead you in the wrong direction then dummy to the opposite side of the stage, leaving you exposed - even if you see them coming, it's usually very hard to not break a combo up. The steps aren't continuous, and there are many half steps - Do this after Trip Machine ~Luv Mix~ and it won't be so hard. Even professionals are likely to miss a few here. Far from impossible to get an SS on, though - it's no harder than Trip Machine ~Luv Mix~ suprisingly when it comes to that!

Steps: *****... Jumps: *****.... Overall: *****..

Stamina: ..|**...

Basic.D: -empty-

Anthr.D: -empty-

LUV TO ME ~AMD MIX~

Misc: Based on the English language version. A Japanese language version of the song existed before this and was in Beatmania, of course...

Speed: *****....

Basic: Fairly simple. There's no difficult sequences and all the steps are single. No diagonal jumps, just horizontal and vertical. If you have the skills required for a 4 foot song you should breeze through this, so I won't bother giving any new or specific advice as you won't need any. I also believe this song is a good choice for someone looking for a song to learn a performance dance on. If you are a performance player, why not check it out? I'm sure with a little creativity, you'll have an awesome routine worked out in little time with these steps!

Steps: ***..... Jumps: ***..... Overall: ***.....

Stamina: .*|.....

Another: Similar in patterns to SP-Trip Machine ~Jungle Mix~. Several rapid

steps in time with the music, but they're all segmented so won't be terribly hard. There's some points with some 1/4 steps in time with the words, however they aren't rapid 1/4 steps - just don't tap the steps to the beat by mistake. These are just past the middle somewhere. This is pretty much borderline in difficulty between 6 and 7 feet, I'd say.

Steps: *****... Jumps: Overall: *****...
Stamina: ..|*....

SSR: At first, the rapid step sequences in this look very much like Gradius Cyber. And they are. They're shorter and easier, however - the whole song's step sequences are very unorthodox. You'll probably have to do this a few times before you can pass it, even if you have the skills and experience nessecary to beat this song. Don't quit just because you can't beat it the first few times and it looks hopeless. Don't try to do the jumping technique from In The Navy for the parts which have double 1/4 steps. It's best to just step them for this song. Be careful as these 1/4 steps aren't constant and sometimes they're actually half beat steps! Many of the steps in this song are in time with the MUSIC, not the words. Play Beatmania if you can't hear the music (seriously - it's in 3rd Mix which is in most arcade, it's the 'Euro Beat' song, although it IS the Japanese lyric version). If you have enough technique, you'll survive a lot easier here than in Gradius Cyber, and that is why this is 8 feet instead of 9...

Steps: *****... Jumps: *****... Overall: *****...
Stamina: ..|**...

Basic.D: It's all single beats, however some are the kind which deliberately try to make you screw up. There are some slightly complex jumps, including two-sided diagonal jumps. There are several ways to play this song including jumping around a lot (the lamest way), stepping like in Single mode and hopping over to the other side in a sort of jump when nessecary (works but risky on harder songs), and the 'mirror' technique (facing the middle of the play area - ie look right if on the left) are all ways to play this. This is a good song to improve your Double mode coordination and stepping technique in general. The speed might prove a difficult factor to some beginner players.

Steps: ****..... Jumps: ****..... Overall: ****.....
Stamina: ..|**...

Anthr.D: -empty-

MR. WONDERFUL

Speed: ***.....

Basic: I'd only barely call this a 3 foot song. It's dead easy. All single steps, in fixed patterns and groups, with breaks between, and a solitary single diagonal down/left jump at the very end. It might be a good song in the arcade if you just want value for money, but you won't learn from this experience - unless you have trouble with following continuous sequences. El Ritmo Tropical in 2nd MIX was harder than this (in my opinion). If you need confidence building, then perhaps this is good too. But like I said - you won't learn anything from this unless continuous single steps are a problem for you. If they are, go for it! You'll need this!

Steps: ***..... Jumps: *..... Overall: ***.....
Stamina: **|.....

Another: A cross between Basic and SSR mode (how often do you hear that? :P) which can be nasty if you forget the patterns. Pretty much always, in the ("Hey, Mister Won-der-ful") sections, you're doing single steps. In the part following that, you USUALLY have one step,

followed by a half-second or so pause (1.5 beats I think), then a series of rapid steps. Quite simple.

Steps: *****..... Jumps: ***..... Overall: *****.....
Stamina: ..|.....

SSR: After how brutal Another mode seems at first on this song, you'll be disappointed by this. Easy pickings. Follow the same rules as above, except the ("Hey, Mister Won-der-ful") sections now all require you to step in time with the words. So do the ("Ooh-la-la") parts. Basically the whole dance is in time with the words now!

Steps: *****... Jumps: ***..... Overall: *****.....
Stamina: ..|.....

Basic.D: This starts with broken up figure-8 patterns. Then it randomizes more. Up until halfway you're pretty safe...then the triple steps come. If you use mats, they may be separated by the end - if they are, beware! You'll find it very hard to get the end sequences! If not, a intermediate level player should breeze through this. (but if they do...beware! Double mode with mats is incredibly hard!) Here is a performance tip: On the steps at the end which go with the words ("A miracle to me") every time it's repeated, try to do a spin out of the second step to the last step. It's...err...fancy. Keep in mind that these patterns aren't too straightforward and people just starting on Double mode could easily screw up on them.

Steps: ***..... Jumps: Overall: ***.....
Stamina: ..|.....

Anthr.D: -empty-

OH NICK PLEASE NOT SO QUICK

Speed: **.....

Basic: You know what? This song is a good introduction to 4 foot songs. The steps are similar to Boys in 2nd MIX, the speed is fairly slow, and it's quite challenging. By similar to Boys, I mean its steps resemble Boys - not the difficulty matches, because it doesn't. You get a fair amount of rests and basically this song is a good one to aim to beat. This also is almost certainly a great song for simple performance play. There's many places where you can do a spin (even though they're not simple spins - you may have to walk backwards into the first step!) as well as other stunts. As far as performance play goes, this song is best left to true performance players and not technical performance players (that is, people who do kneedrops, handstands and other such stunts - there's little room for them here, plus they don't suit the song!). Try adlibbing steps while you play - it'll give you ideas.

Steps: ***..... Jumps: ***..... Overall: ***.....
Stamina: ..|.....

Another: This one isn't that tricky. There's a few double and triple steps, but if you read your arrows quick enough - which you should by now - then you'll pass. This is more of a 'get it over with' song.

SSR: This song does the old DDR 2nd MIX trick, with steps such as (U-R-DR) - there's no trick to these. Just be sure you see them early. That's the only 'trick' to them. This song requires you to be rather pre-emptive and anticipate certain steps...on the parts which go ("Nicky!" "*Nicky!*" "Nicky!" "*Nicky!*"), try to use as little effort as possible. It's actually easier to get the moves that way!

Steps: *****... Jumps: *****... Overall: *****...

Basic.D: -empty-

Anthr.D: Very cool, but also kind of tricky, Some of the patterns involve you basically walking a big elliptical pattern on both mats. This song may look tricky, but actually it's kind of easy. Still, if you

aren't ready for songs of this rank, don't touch it. Probably one of the best songs, step wise, in Double mode.

Steps: *****..... Jumps: *****..... Overall: *****.....

PARANOIA REBIRTH

Speed: *****..

Basic: Argh! Assuming you've done Paranoia Max before...which this is most similar to...this is quite different. It's probably the worst Paranoia ever. That is...it's the one that sucks the most. Not the hardest. On the part which follows the 4 rapid step bits on the original Paranoia (this IS a remix), beware! WATCH THE STEPS! The music is unpredictable. Unless you've heard it many times before, you will not make it. And the rapid steps here have nothing in common with the original steps for Paranoia. Even the music doesn't match. So KEEP WATCHING THE STEPS! The end bit, thankfully, is a bit better - but don't lose your cool.

Steps: *****..... Jumps: *****..... Overall: *****.....

Another: Suprisingly, this is nothing special. If you can beat other songs at the same difficulty level, you can beat this. Also, a LOT more predictable than on Basic mode. Mostly because the majority of the patterns are from other songs, a-la Paranoia Max.

Steps: *****..... Jumps: *****..... Overall: *****.....

SSR: Pretty tricky. Do NOT do this unless you've done Dead End several times. It definately is harder than 8 foot songs. Having said that, however, I'd like to point out that it's honestly not as hard as it seems. If you can do Dead End, Afronova, Wonderland, Butterfly ~Upswing Mix~, Boom Boom Dollar ~K.O.G. G3 Mix~ and Get Up and Dance you're all set for this. For most of this song you'll require to do flowing rapid steps, however they're FAST - you can't simply trancend from AM-3P to this! Sometimes the step patterns are fairly random, however this is uncommon so even if you don't have the skills to do those, you should be able to attempt them and still survive. With the PSX version, this song causes EXTREME mat slippage...so be warned. This is an extremely chaotic song! Oh yeah - Vol. 4 is another good warm up song. The rapid repeating steps are also present in Paranoia Rebirth...

Steps: *****..... Jumps: *****..... Overall: *****.....

Stamina: ..|*****

Basic.D: The first portion of the song is all flowing single steps, so apart from their speed, it's easy. Then you have the two-sided diagonal jumps. Sometimes you have to do two after one another, so watch the arrows rather than trying to decipher the pattern. There's no real challenge until you get to the last third or so of the song. That's when the triple steps come out as well as the tricky jumps. use the 'walk' and 'moonwalk' techniques. They really aren't that tricky until they start appearing in other directions too right before the end. If you have enough energy, you should still make it at this point (enough being a fair amount, like 7 bars or so). Otherwise, you may find this last section a bit out of your skill level! There's no technique to do it. You'll require experience and skill to get past it. This song is relatively comfortable to pass. Easier than Paranoia was on the original DDR in Double mode, anyway. That's my opinion.

Steps: *****..... Jumps: *****..... Overall: *****.....

Anthr.D: -empty-

SILENT HILL

Misc: Semi-cover of some George Michael Xmas song and absolutely nothing to do with the Konami game of the same name.

Speed: **.....

Basic: Another song which is essentially a training song. Since it's two feet, it's obviously harder than Xanadu - the steps are pretty much constant.

Steps: **..... Jumps: *..... Overall: **.....

Another: Getting tougher now. Pretty constant stepping with regular jumps and a few triple steps, but there IS something which will stump people in this! YES! Some rapid step parts go (vertical jump-vertical jump-horizontal jump, left, left, left, L-L-vertical jump) and I'm pretty sure these are merely in there to break your combos! Also, the part immediately before one of these is basically constant rapid steps - about 13 of them. If you are ready for this song, you will not have any trouble with them. Oh yeah - just before the first set of rapid step/jump patterns mentioned just before, there's some slightly confusing rapid half steps. These are the only ones in the song. I won't give you any hints on these because frankly, you should be using this set to get better anyway - there's very little risk of losing just because you missed them, and if you get good at them, hooray! You can do slow rapid steps!

Steps: *****.... Jumps: ****..... Overall: *****....

SSR: -empty-

Basic.D: These steps are roughly similar to Xanadu in Another Double mode. They're not hard, but not easy. These steps are sort of a medium difficulty. This is one of the easier 4 foot songs. It will improve your coordination techniques. It's also rather easy to SS, so make sure you do it at some point.

Steps: ***..... Jumps: ***..... Overall: ***.....

Anthr.D: There are a lot of triple steps in this, and some cross from one side to the other. You have to learn two techniques for this. One is the 'walk' triple step technique. You should know that from Single mode. The other is the 'moonwalk' triple step technique. It's the same, but backwards. It's not harder to do, just many people never think of doing it. Those are all the techniques you'll need to do this song, though. Learn the normal 'walk' technique before trying this as the other is easy enough to pick up. Don't pick this for your last song if you aren't used to it.

Steps: *****.... Jumps: ****..... Overall: *****....

SSR.D: Don't even attempt this if you have mats and they aren't pretty damn secure. You won't even make it halfway. I managed to complete this like this, but the mats were almost a foot apart! You will require the same techniques from Another Double mode in this, as well as the skills to be able to do rapid half step successions. Boom Boom Dollar Maniac Single is a good song to train on for this. The starting step sequence follows a repeating pattern which is easy to learn. This is why I recommend getting good at Boom Boom Dollar Maniac first. It's a very similar to the old 16-step rapid sequence from that, however you'll have to 'moonwalk' when you switch to the other side (or start moonwalking, if you prefer). Just past the middle, you'll have to deal with patterns which mix jumps with triple steps. The sequence before this is extremely tricky and there is no real technique to be done here. It requires skill. Near the end there is a sequence which has you alternating left and right in the middle of the playing field. This ends with a jump, so make sure you see it in time. This song is difficult, but is an excellent learning experience.

Steps: *****.. Jumps: *****... Overall: *****..

Stamina: ..|**...

SO MANY MEN

Misc: Removed from 4th MIX for unknown reasons.

Speed: **.....

Basic: -empty-

Stamina: **|.....

Another: -empty-

SSR: -empty-

Basic.D: Starts off simple but gets trickier towards the end. Continuous single steps and horizontal/vertical jumps are here to contend with. Trickier than Upside Down. A good training song for 3 foot songs.

Steps: ***..... Jumps: ***..... Overall: ***.....

Anthr.D: -empty-

SSR.D: -empty-

THE RACE

Speed: ****.....

Basic: Fastish, but it's 3 feet and deservedly so. Easier than Boys on 2nd MIX. PSX owners of 2nd ReMIX will be glad to know that this IS the same as their version. There's a few jumps in this, however my friends, who can dance at a 3 foot level or so, find this a lot easier than Boys. It's also a good song for putting a bit of swing into your step, but that's another story.

Steps: ***..... Jumps: ***..... Overall: ***.....

Stamina: .*|.....

Another: I actually found this harder after playing 2nd ReMIX. I dunno why. The steps seem slightly reminiscent of SP-Trip Machine ~Jungle Mix~ or, probably even more accurately, Trip Machine ~Luv Mix~. Watch the steps. That's my advice for the day. But it still doesn't help when I play.

Steps: *****..... Jumps: ****..... Overall: *****.....

SSR: Once again, there's no set pattern for the steps in this song. Be ready for anything - there are no specific dirty tricks.

Basic.D: VERY similar to Do It All Night in Double mode. There's plenty of gaps between most steps, a few jumps, but the main difference is there's some trickier side switching. There's one sequence at the end where you have to tap left on the right side then do a vertical jump on the left. It's good practice, and, like Do It All Night, it is pretty safe to say that it's not too hard to SS. The odds on the mats slipping if you're not in the arcade is fairly likely, so be careful.

Steps: ****..... Jumps: ****..... Overall: ****.....

Anthr.D: -empty-

TURN ME ON ~HEAVENLY MIX~

Speed: *****...

Basic: Most of the song features streaming (and fast!) single steps however MOST of these can very easily be done. In fact, you can just alternate between your left and right foot to step the steps for most of it without having to turn away from the screen! This is fast but that's it. It's not hard. The middle part doesn't even have two steps in a row at one time.

Steps: ***..... Jumps: Overall: ***.....

Stamina: .*|.....

Another: Most of the song features triple steps. They can be pretty hard. You'll need to know the walking technique as well as the moonwalking technique if you wish to get these perfectly. The bit after the starting patterns has off-beat steps. They're in time with the music, of course. The middle section features streaming steps, and all of them can be done by alternating which foot you use. Easily. The steps at the end go (D, D, D, D-U) - an easy (and fun!) way to do this is to hop on the last D step with one foot and step forward with the other foot to press U. Try it! (It works on Flashdance in Another mode, too.)

Steps: *****..... Jumps: Overall: *****.....

Stamina: ..|*....

SSR: Now the song is made up mostly of sets of seven steps. Not much harder as Another mode - 7 steps IS just 2 sets of 3 steps with a new step in the middle, really. All the steps are easy to do as far as rapid steps go. The sequence after the beginning patterns now has every step in time with every note and beat. The middle bit consists of single steps with a few triple steps. It's still fairly comfortable to do. This song is more or less describable as a poor man's version of Dead End - learn to do this before you tackle Dead End. If you're especially good at this and you're looking for a Catastrophic song to try - why not try Dead End? You may not get it first go, but you may. (Dead End is easy to get a decent mark on - it chiefly wears out your stamina, that's where the difficulty is!) This song is a good choice if you aren't afraid of losing some stamina.

Steps: *****... Jumps: Overall: *****...

Stamina: ..|***..

Basic.D: -empty-

Anthr.D: Literally IMPOSSIBLE with mats, unless they're fastened down. The steps in this song are designed in such a way that you force the mats apart no matter what! I'll put tips in when I get to the arcade...

SSR.D: -empty-

UPSIDE DOWN

Misc: Some of the in-game lyrics are drastically wrong.

Speed: **.....

Basic: This is probably as close as you'll find to Boom Boom Dollar Basic mode - it's slightly harder, though. Mostly linked single steps, but they're mostly the same direction twice or more. A few horizontal jumps, too. Use the old 2nd MIX positioning technique and you'll live to play another day.

Steps: **..... Jumps: **..... Overall: **.....

Another: Mostly this has the same old quadrupled half steps - ie (R-R-D-D) followed by one last half step in another direction. There is one jump. This is one of those songs you'd love to draw in roulette mode if you're going for a combo...because it's incomplex! There's nothing which could accidentally surprise you! (in fact, this song is quite easy to SS)

Steps: ****..... Jumps: ***..... Overall: ***.....

SSR: It is very important in this song to not expect patterns. At the start it's fairly incomplex for SSR. Towards halfway you have heaps of half steps mixed in with a diagonal jump somewhere in the middle of all of the half steps. Be VERY wary of these. These continue to the end. Jam Jam Reggae ~AMD Swing Mix~ on Another mode is a good practice run for this. So's the SSR version to an extent...even if it is rated more feet than this. If you can read the screen fast enough the steps ARE easier than Jam Jam Reggae's on SSR.

Basic.D: The steps are all pretty basic, and there's no triple steps. Pretty similar to the basic mode steps. There's two jumps or so in the entire song: Right near the start and somewhere close to the end. This song is really not very difficult at all. But it still is Double mode, so it's no cakewalk. At least, this song isn't. (that is merely because most of the steps are continuous!)

Steps: **..... Jumps: *..... Overall: ***.....

Anthr.D: -empty-

VOL 4

Misc: Obviously based on 'Popcorn', the 70s synthpop song by Hot Butter,

but some people actually don't know this!

Speed: ****.

Basic: -empty-

Another: -empty-

SSR: Not hard, not easy. Of course, all the steps in the Popcorn bits mimic the note sequence. If you know Popcorn, you'll breeze through it. There's some parts towards the end with diagonal jumps followed by half-steps out of the jumps. It's best to just hop on that foot to that site and fall onto the next step in the pattern with the other foot. If you have trouble, try this in songs like Holiday - they're slower and are good for warming up.

Basic.D: -empty-

Anthr.D: -empty-

SSR.D: -empty-

WONDERLAND ~UKS MIX~

Misc: Remix of 'Boogie Wonderland' by Earth, Wind and Fire (a 70s disco group). Obvious, but here for the same reasons as stated for Vol 4.

Speed: **.....

Basic: -empty-

Steps: ****. Jumps: ****. Overall: ****.

Another: Many of the steps near the start repeat themselves. Utilize this. Do something fancy. This is pretty straightforward on Another mode. Konami have set out their songs pretty well in 3rd MIX... a good training song for this is Brilliant 2 U on Another mode.

Steps: ****. Jumps: ****. Overall: ****.

SSR: This can be tricky. There are two ways to do the bit at the start with the rapid steps: Use your left foot on down and left and your right on up and right. That's the hard way. Of course, there's the part which goes (U-R-U-R-U-R-U-D) which can be a bit like playing Russian Roulette (but I can do it this way). Probably the best way is to stand on up with your right foot and use your left on everything else. At least until the end of that section. Other than this, the half steps in this song are pretty linear and won't throw you off guard. It's pretty easy to score an A, even. An SS isn't too hard, either...

Steps: ****. Jumps: ****. Overall: ****.

Basic.D: -empty-

Anthr.D: Mat users will experience some difficulty because the mats will separate an inch or two, but otherwise, not too hard. Some triple steps might catch a few people off, and some jumps will require a lot of power to do. There is one two sided diagonal jump nearish to the end. If you want an SS, make sure you don't mistake it for something else. This song is pretty similar to the Single Another mode version, which is good because it gives you something to practice on safely (and cheaply, in the arcade) - unlike the SSR version.

Steps: ****. Jumps: ****. Overall: ****.

SSR.D: Not that hard. You'll require to be able to do short sequences of half steps, but not long ones. You WILL have to use both mats for these sequences, but the best way to do these is so you end facing away from the side you started the sequence on. There is only one real problem for players here who are at this level of difficulty: If you're using mats, and they slide, they will slide a LOT on this. They're most likely to overlap at the top and to be up to 6 inches apart at the bottom or so. It's still possible to play and complete the song satisfactorily like this, though. The end sequence is made of alternating diagonal half-beat jumps and half-beat steps. Make sure you see which are which. The exception to this is the last

two steps which are opposing diagonal half-beat jumps.

Steps: *****... Jumps: *****... Overall: *****...
Stamina: ..|.....

XANADU

Misc: Rumored to be removed from 3rd MIX Korea ver.2 and PSX 3rd MIX due to cover artists not being happy with the mix, but appears once again in 4th MIX (Arcade and PSX) and onwards...

Note: Xanadu is not in any home versions of DDR. The cause of this is commonly mentioned as 'The Olivia Project were not happy with the mix of Xanadu and requested it to be removed', however since it is once again in 4th MIX, that may not be the case.

Speed: **.....

Basic: Cakewalk. The equivilant of Have You Never Been Mellow in the previous versions of DDR. Let me put it this way: I played this in 2 player mode in the arcade, and I got an S on the left side and a B on the right side. That's right, I played 2 player by myself. ACCIDENTALLY, THOUGH!

Steps: *..... Jumps: Overall: *.....

Another: A nice training song. No half steps. Several jumps in obvious patterns - most follow a spin. If you're low on songs, try this because it's got to be done sometime if you want to get a score on everything...

Steps: **..... Jumps: *..... Overall: **.....

SSR: Similar to Another mode, however mostly filled with flowing half steps. The steps don't really try to trick you into getting messed up, so think of this as a warm-up. This should be your first song you attempt on SSR mode. This, Get Up and Dance, Wonderland or Dam Dariam will probably be the first songs you get an SS on in SSR mode, too. Honestly, if you can't do this, I suggest that you quit SSR mode now, and don't come back until you can do Captain Jack in Another mode, maybe Dynamite Rave, definately Paranoia Rebirth...or at the very least, Mr. Wonderful because the SSR version of that is not much harder (except it's considerably harder to get an SS on. SS this song dammit!)

Steps: *****... Jumps: ***..... Overall: *****...
Stamina: ..|*....

Basic.D: -empty-

Anthr.D: You'd think this'd be dead easy, but it's actually fairly hard. Why? Because you're changing sides almost constantly. Fortunately, it never has anything rediculously hard, and thus is a good song to do if you're trying to improve at Another Double mode.

Steps: ****..... Jumps: ****..... Overall: ****.....

5.3 4th MIX Songs

In 4th MIX, the songs are generally easier than before. It seems the game is designed like the original - ie, to let new people get good at it. Most of the harder songs here are from Solo, but a few, like Ninzaburo, are not. Basic mode is incredibly easy on 4th MIX and many 4 foot songs are about as hard as 2 foot songs in its predecessors. Another/Trick mode is slightly easier, also. Maniac mode is roughly what it always was, however some of the lower difficulty songs are disgustingly easy for their ranking.

Also note that Maniac Double is mostly Double created from the steps from regular Maniac mode. In fact, it requires little double play technique at all in my opinion - most of the steps are designed so you DON'T cross your legs, and thus the challenge is ruined - oh well. At least 3rd MIX Maniac Double

stuff still is hard... (FYI, I had no problems with any Maniac Double songs up to 8 feet, including things like B4U, Orion.78 and Era~nostalmix~ - and when I first picked double internet ranking mode, I thought "oh \$#!+! I can't possibly make this!" and I played for _survival_)

I've already finished all the songs (honestly, they ARE that much easier than 3rd MIX's were to 2nd MIX!), so if anyone is struggling, email me and I'll offer you advice. :)

NOTE: Unless specified, the tips are for 4 panel mode. At the time of first writing this section, 4th MIX on PSX was not available yet. Also this means any Korean and Solo 2000 songs mentioned here are in reference to the ARCADE version. This does not mean they are hidden in the PSX version. Also, the BPM for some songs is present. These are from various sources, so since they are widespread, I won't waste time crediting...but they are often verified by the Pocketstation 4th MIX Arcade NS Order editor by H.Nissie (www.nissie.com) which has all the bpm info hard-coded.

RECOMMENDATIONS:

Novice level players:

- * Anything on Basic mode (just about)
- * I'll ask some beginners what they recommend...it's just too broad a question on such an easy incarnation of DDR...

Intermediate level players:

- * Gotcha - Trick
- * Shake Your Booty - Trick
- * Almost anything in Covers & Classics

Expert Speed players:

- * B4U - Maniac
- * Drop Out - Maniac
- * Hero (Happy Grandale Mix) - Maniac
- * Paranoia Evolution - Maniac
- * Saints Go Marching (Remix) - Maniac

Expert Technical players:

- * Era (nostalmix) - Maniac
- * Leading Cyber - Maniac
- * Ninzaburo/Furahata's Theme - Maniac
- * Orion.78 - Maniac

Expert Performance players:

- * .59 - Maniac
- * Super Star - Maniac
- * Love This Feelin' - Maniac

.59

Misc: Many Japanese sites refer to this song as 'Tengoku', which means paradise/heaven. Don't know why.

Speed: ***..... (yes, it DOES slow down at the end - 135-124bpm)

Basic: Starts off every easy with all single steps. Then you get some horizontal jumps (but nothing for ages before them, so you have time to get ready). Then a few half-steps (which are easy... left-right type stuff). Then there's 5 rapid steps (left-right again). That's the hardest part! Just before the end there's two or so vertical jumps. Overall, this is very easy.
Steps: ***..... Jumps: **..... Overall: ***.....
Stamina: **|.....

Trick: This features some small rapid step patterns that make it about as hard as Boom Boom Dollar was on Trick/Another mode. Some of the steps at the start are off beat. Nothing special. Similar to the Maniac version of this song but obviously has all the tricky bits

removed.

Steps: *****..... Jumps: ***..... Overall: *****.....
Stamina: ..|*....

Maniac: Not hard, but fun and sort of good for training. Some rapid step type parts, but they're short and far apart. Most of the song features patterns which go with the music, for example a triple step, then a In the Navy '99 style uneven landing jump (one foot first), THEN comes the trick. the repeating steps here could throw an unwary player off. The best trick is to basically hop on one foot. Hop onto the button, hop a bit, then switch feet. The added bonus is this adds some style to your play! The only tricky part here is the off-beat jumps, but it's still not easy...a decent recovery song though if you're puffed.

Steps: *****... Jumps: *****... Overall: *****...
Stamina: ..|*....

B4U

Misc: 'sequel' to Brilliant 2U.

Speed: *****.....

Basic: Disgustingly easy for a 4 foot song. Lots of singles. A jump or two. It'd say it's easier than Boys or Butterfly even, because there's massive gaps! This is definately not worth 4 feet. I seem to recall El Ritmo Tropical was roughly as hard...

Steps: **..... Jumps: **..... Overall: ***.....
Stamina: **|.....

Trick: -empty-

Maniac: Like the Brilliant 2U's before it, this features regular triple step patterns and a few off-beat patterns (in the 'chorus' for lack of a better word in my vocabulary. Can music like this have choruses?) which follow the music and are quite easy. Definately not an 8 foot song. Barely even a 7 footer! As for tactics, it would be wise

Steps: *****... Jumps: ***..... Overall: *****...
Stamina: ..|*....

BURNIN' THE FLOOR

Speed: *****.....

Basic: Too easy. Mostly single steps, some jumps (vertical and horizontal). Konami overrate songs too much in 4th MIX...

Steps: *..... Jumps: **..... Overall: **.....
Stamina: **|.....

Trick: Getting trickier. Single steps, some triples, often in succession of each other, and a few diagonal jumps. Ultimately no harder than Brilliant 2U ~Orchestra Groove~ - even the hard parts are followed by single steps so you have an excellent chance of getting back lost energy, unless you pick this as your last song.

Steps: *****..... Jumps: ***..... Overall: *****.....
Stamina: ..|*....

Maniac: This song has one pattern that is consistant throughout the song: Most of the steps go in a figure 8 pattern (up, left, down, up, right, down, repeat). When they don't, the pattern is remarkably similar. This allows you to put a lot of style into your dance, but it also may mean you will use up more stamina. Just past halfway, the steps match the generic Naoki chord sound (see Love Again Tonight for more info - same type of sound, near identical step pattern!). In truth, this song might be worth 8 feet, but maybe not quite. No real long step sequences.

Steps: *****... Jumps: ***..... Overall: *****...
Stamina: ..|*....

CAN'T STOP FALLIN' IN LOVE

Speed: ****.....

Basic: Mostly single steps with some horizontal jumps thrown in the middle. The single steps are designed to confuse people who stay in the middle when they play. So DON'T! You'll end up doing the cossack! If you can handle that, there's nothing to it. The end features a few triples, but they're very straightforward and you'll see what they are. If in doubt, ignore them! There's so few that unless you screwed up bigtime earlier, you won't fail.

Steps: ***..... Jumps: **..... Overall: ***.....
Stamina: **|.....

Trick: Several triples are in this. That's your main opponent here. They're right after jumps, too, so if you can't do them yet...learn first! This is not a good song to learn on! There's some off-beat steps near the end which you can safely ignore and probably not lose the stage, but they're also good experience.

Steps: ****..... Jumps: ***..... Overall: ****.....
Stamina: **|.....

Maniac: The start and end of the song are the hardest bits. The easiest way to pass these without missing a step is to turn sideways. Facing forwards means you have to spend time repositioning. That is bad. This song seems to sap the living daylights out of your stamina, like some sort of parasite! I don't know why. Make sure you have a good step technique. Some jumps are not with a steady beat (but do follow the musical beat). This song is far from impossible, so don't let the first impression put you off...

Steps: ****..... Jumps: ****..... Overall: ****.....
Stamina: ..|***..

DROP OUT

Misc: Fastest song in DDR (duh :P).

Speed: ****+ (260bpm, as the name of the band implies. MAY speed up towards the end to 300bpm)

Basic: Unlike other difficulty levels, this is consistent in how hard it is throughout the song. There's only two things you really need for this: To be comfortable with the speed (and see the arrows in time!) and to know how the music itself goes. Being good at triple steps helps too. Otherwise, this is easy enough! But still hard to get a max combo...

Steps: ***..... Jumps: ***..... Overall: ****.....
Stamina: ..|***..

Trick: Mostly just singles. Once again, your main enemy here is the speed. It's not that tricky, but sometimes there is a vertical jump with two horizontal rapid steps a beat later. Face left or right to make these bits easier. Not knowing what the step patterns are might be enough to fail you on the parts with lots of singles.

Steps: ***..... Jumps: **..... Overall: ****.....
Stamina: ..|*....

Maniac: This is so fast that you feel like you're about to be in a car crash! It is imperative that you learn to READ the steps AS they come up the screen, otherwise the nasty jumping parts will blow you away! (they're leg killers!) I also suggest you PRACTICE triple steps at this speed, because the first few times you play this, if you don't, the end bit WILL kill you. No kidding. You will see the steps, but your legs will be out of time and you'll end up stepping in the wrong places. Gotta hate that! (this song was ranked 8 feet originally because it was in the DDR Solo series first). Only the end part takes any stamina. If you appear only to be getting SOME of the steps at the end, you're stepping too slow. Just go nuts. Also note that knowing the patterns for the single

steps is a HUGE advantage - one guy I met was good at the jumps and the rapid steps, but not the singles! With the right technique, this song won't take up any more stamina than usual. I suggest you Devote a whole credit to Drop Out only.

Steps: *****... Jumps: *****... Overall: *****.
Stamina: ..|****.

ERA(nostalmix)

Misc: A full version of this song exists. Don't ask me for it though...
check the links in this FAQ.

Speed: *****. - *..... (varies) (NB: 180-90bpm)

Basic: Actually useful unlike other 4th MIX Basic mode songs! Perfect for learning tricky elements such as off-beat steps (They follow the music quite clearly so after a few goes you won't miss), and of course, the speed halves. Nothing tricky in the slightest - no jumps or half steps (excluding the off-beat steps). Recommended if you have not tried these two things yet.

Steps: ***..... Jumps: Overall: ***.....
Stamina: .*|.....

Trick: Nothing more challenging than a triple step. I have no idea why it is ranked 6 feet, but it shouldn't be. Some (about half) of the triple steps are in positions which will be awkward to a triple step novice, however about half of these awkward triples are perfect for learning tricks like turning sideways to do them. The rest require nothing more than a faster response time.

Steps: *****..... Jumps: Overall: *****.....
Stamina: ..|*....

Maniac: Lots of Rapid steps, so speed fans will enjoy this until the song goes to half-speed. Many people lose here. If you know the song, it won't be a problem, and you should get good combos here for sure. There's no trick - just know the song.

Steps: *****.. Jumps: Overall: *****..
Stamina: ..|**...

FURAHATA'S THEME

See NINZABURO.

GOTCHA

Speed: **.....

Basic: Dullsville. Mostly similar to Boom Boom Dollar except for the very large empty space 3/4 of the way through which is ideal if you dropped your wallet on the stage or something. It lasts at least 10 seconds, so feel free to have a drink while you're at it. Hell, you almost have enough time to buy one!

Steps: **..... Jumps: *..... Overall: **
Stamina: **|.....

Trick: -empty-

Maniac: A good song for intermediate level players. Wierd timing, a lot of spins, slow rapid steps and a few -/16th steps. Memorize the music, play the song a few times, and you'll do fine unless you are WAY not cut out for this yet. Pretend it's a drumkit or something!

HYPNOTIC CRISIS

Speed: *.....

Basic: -empty-

Trick: -empty-

Maniac: Like Leading Cyber, but not as hard. Starts with about two off-beat jumps which you can do in a number of ways (jumping, dragging your foot, etc), followed by a simple sequence of half steps, jumps and so forth. This repeats once, then the steps follow the music.

This is fairly simple, but it may be hard if you haven't heard it before. Try it on another difficulty first if you're in doubt, or you could just try the song anyway if you're confident...these two types of pattern repeat once each before another pattern comes. The first set of arrows will have two 1/4 beat steps at the start with half steps after, the second set will have two 1/4 beat steps, then a 1/2 beat break and another two 1/4 steps after that. Some of these steps are in tricky patterns, so some skill may be required, but generally, all you need to pass this is the ability to react in time. The rest of the song is simple...severely overrated. A good stamina recovery song, though.

Steps: *****. Jumps: ***..... Overall: *****...
Stamina: .*|.....

HYSTERIA

Speed: *****..

Basic: Lots of single steps and several horizontal and vertical jumps. It for that reason is a good stepping stone. If you've done songs with similar content (ie Boys), try this - it's fast, but it's a strategic stepping stone which leads the way to the mighty steps of Paranoia. Some of the jumps can be tricky, and could wear you out (one I noticed was horizontal jump, vertical jump, horizontal jump), so if you want, practice these moves before you play. Also, I'd say this song would be good for performance play...but I'd also say the Maniac version is as well :)

Steps: ***..... Jumps: ***..... Overall: ***.....
Stamina: ..|*....

Trick: Tricky. Lots of triple steps and jumps, although nothing TOO complex. There are gaps between triples, but not big gaps, so be prepared. Jumps tend to be a lot closer together towards the end. Dub-I-Dub on Basic mode is good practice for the jumps, Brilliant 2U on Trick/Another mode is good practice for the triples. Maybe even Brilliant 2U ~Orchestra Groove~. Probably harder than Paranoia on Basic, so be prepared!

Steps: *****.... Jumps: *****..... Overall: *****....
Stamina: ..|**...

Maniac: The speed combined with the tricky jump-step-step-jumps in the choral part combine to make this song a bit of a bastard. You have three options for this section. The first one is pure illogic: it requires the most technique to date for this manouver...all you have to do for this is DON'T relax. Relaxing usually helps but this time, FORCE your foot to the next step. For effect, stomp the horizontal jumps with your fists clenched and your arms pointing straight down. I find it looks cool and it makes you feel kinda powerful :) Technique two is good for the ones where the first step after the jump is up: Jump the horizontal step, then jump and turn 90° left and land with the left foot first. Then jump back. Simple! This works poorly on the parts with down steps first (these are near the end). Perhaps it's just because I'm left handed/footed. So here's technique three: Jump so you land slightly earlier. You may still get a perfect, but a great is fine. Then simply slide a foot back to down!

Another thing you must watch out for is some steps are off-beat. Most of these steps are just past the start. so follow the music (if you can hear it). Of course, if you look close enough you'll

know in the first place!

Steps: *****... Jumps: *****.. Overall: *****..

Stamina: ..|**...

LEADING CYBER

Speed: *.....

Basic: Tricky. A few wierd-seeming eighth (half-beat) steps just past the beginning. These are more likely to break combos than to make you fail. Then everything is fine until you get to some spins...4 counter-clockwise, 4 clockwise, 4 counter-clockwise, 4 clockwise. Whatever you do, if you're not just trying to get dizzy on purpose, DON'T TRY THE SPINS! They are GUARANTEED to make you dizzy, and you do NOT want that for what comes up afterwards...using your right foot first, basically 'walk' the steps, walking backwards and forwards. You should turn your body 90° each way but no further. The spins are the main thing, though...they lull you into a false sense of security!

Steps: *****... Jumps: ***..... Overall: *****.....

Stamina: ..|*....

Trick: -empty-

Maniac: One of the few challenging songs in 4th MIX, I'd say! For starters, make sure you either watch someone else play AND know the music, or even better, learn to play the game by watching the steps EXACTLY - the best way to do this is play something on shuffle SSR/Maniac with the sound OFF (obviously this should be done at home), or if you have a PAL machine, don't use the speed fix code! It helps your skill ENORMOUSLY not to! In any case, I can't give much advice other than that as this requires less skill than it requires good identification of the arrows, especially at around the minute mark (2/3 of the way through the song), where the arrows basically spew out everywhere. The steps match the beat almost perfectly, so listen to the beat as these steps come up. You won't get them perfectly first go, but if you don't at least do this, you will lose just like most people (so don't feel too bad about it when you do cos' I did first go - the only song apart from Drop Out that I -did- lose, actually!). After this there's no 1/4 steps so you can relax somewhat. Beat Gradiusic Cyber and Hypnotic Crisis first cos' if you can't, you are not going to pass this...

Steps: ***** Jumps: *****... Overall: *****.

Stamina: ..|..

...

LOVE AGAIN TONIGHT

Speed: *****.....

Basic: -empty-

Trick: -empty-

Maniac: Some parts are tricky. The very start matches the generic Naokiesque instrument in the background (I have no idea what it is but it's in EVERY Naoki song, and some which to my knowledge aren't Naoki...) And then comes one of the trickiest parts in the whole song: A messy bunch of 1/3 notes, possibly with 1/2 notes inbetween. The pattern roughly goes: boom-boom, boom-boom, boom-boom, boom-boom - like the music, more or less. It is VERY IMPORTANT to note that the first two steps in this pattern (right left) are NOT actually in the pattern - they are in the previous 'follow the Naoki type chord' thing I mentioned earlier. The first step is the SECOND right you see. Knowing this may not help- you may be able to get these steps by just pretending they're half steps, but if you learn the exact pattern (which is hard to describe), it makes it a lot less messy. The notes immediately after follow the beat exactly. In

the main part, the sequence goes [down-up-horizontal jump] a lot. Common DDRer practice here is to face left to do the steps and then turn forwards to jump. Next you have steps which go left-down-right and repeat like so. Doing a foot slide here is the best way, but if you don't have the skill to do this, face right. This is just as easy, but it scuffs your shoes a lot and it's generally exhausting. Note that in the second 'Love, love, love, love' part, the second 'love' is said a bit later than the steps. Step early here! Konami's mistake, obviously, but it really screws up your game. The rest of the song is obvious enough, providing your skill is adequate. I'd say this is the only underrated song in this mix...

MAKE YOUR MOVE

Speed: *.....

Basic: -empty-

Trick: If you're not just skipping ahead because you beat it too easily on Basic and you're not that good anyway, then if you have problems here it'll either be on the left-down-right style triples, or cos' you're stepping too fast on the other triples. If it's the prior, then you just need practice because you can either do a foot drag like most beginners try to do, or you can turn sideways to do it, like the rest will do. Also make sure you're not stepping out of time in the 'Make Your Move' bits. Once again, practice makes perfect.

Steps: *****.... Jumps: ***..... Overall: ****.....

Stamina: ..|.....

Maniac: -empty-

MY SUMMER LOVE

Speed: *.....

Basic: -empty-

Trick: -empty-

Maniac: Essentially the same concept as Jam Jam Reggae, but slightly trickier. It has a lot of bits similar to Dynamite Rave...so use this to learn how to do Dynamite Rave on Maniac/SSR! It's a lot slower and in the majority of the song, you can afford to screw up. The steps are nigh on constant, but are so slow that it doesn't matter. The middle part which sounds disgustingly similar to the Macarena is the hardest part, with constant fast 1/4 steps. Practice makes perfect, and vivid mode is a must for first timers (cos' they are NOT jumps!). Screwing up here probably is a death sentence. My tip is don't face right and try the steps. Useless tip, I know. But the hard part is seeing what they are, not doing the steps! And I cannot show you how to see! I hear a lot of people say this is THE hardest song in 4th MIX. I doubt it. I failed it the first go but that's it. I failed Leading Cyber at least two goes.

Steps: *****.. Jumps: *****.... Overall: *****..

Stamina: ..|.....

NEVER GONNA MAKE (FACTORY DANCE TEAM MIX)

Speed: ***.....

Basic: -empty-

Trick: -empty-

Maniac: Fairly straightford left/right feet switching at a fairly low speed, but there's one thing to remember which makes this much easier: stand on the right side facing 45° left. Almost all of the fast bits will flow in your favour then! Once again, another easy song.

Steps: *****.. Jumps: ****..... Overall: *****....

Stamina: ..|*....

NINZABURO (aka FURAHATA'S THEME)

Misc: Renamed for 4th MIX Plus and 4th MIX PSX. Ninzaburo is a Japanese detective show of some sort.

Speed: ****.

Basic: Mostly single steps. No challenge in those at all, but there's a few tricky diagonal jumps towards the end. This song is a little too fast to be learning them on probably, but if you're good at other jumps, try it here!

Steps: **..... Jumps: ****..... Overall: ****.....
Stamina: ..|*....

Trick: The first half of this song is single steps, mostly off beat, but they match the music perfectly. Lots of tricky parts. Some jumps towards the end, and some triples. One of the few underrated songs in 4th MIX. Easy for seasoned 9 foot song players. Hard for anyone else. Like Captain Jack, speed players may prefer this to the 9 foot version, as it is quite challenging on its own. As far as techniques go, the most important thing to know is how the music goes. Otherwise, it's a great learning song. No real techniques are needed here - just familiarity with the song and probably the steps.

Steps: *****.. Jumps: *****... Overall: *****..
Stamina: ..|***..

Maniac: This song has a lot of tricky techniques to it, so beware of the placement of jumps in the parts like the first part. The main thing to worry about with them is not that you won't make it, it's that they will smash up your legs so the rapid step sequence not long after will be much trickier! The odd-timed rapid steps just before the seemingly eternal rapid steps mentioned before more or less go with the music, however it's safe to screw up here as long as you generally do the right thing. You'll get several 'good's but that's about all. The rapid step technique for the large portion of rapids is tricky, as it switches regularly, however never does it put you in a hard to reach place (like Paranoia MAX and Trip Machine ~Luv Mix~, and even End Of The Century). Apart from turning around a lot to make the steps possible, you will need one other rarely used switching trick - simply stepping over to the other side. This trick is useless in previous DDR's and thus was never mentioned. (actually it's slightly useful in Boom Boom Dollar KOG G3 Mix) Your main foe here is stamina loss, though - like most catastrophic songs. Handling the speed of the steps is no problem if you're ready for this level. handling the stamina loss always is a problem...but, if your technique skill is high enough, you won't be caught off-guard, and on completion of this song you won't even be out of breath. Technique, not speed, is the key to this song. All rapid steps flow perfectly into each other IF you have the technique for it, otherwise, they're absolutely tricky to do. With a bit of practice, a speed player could learn the tricky parts and accomplish this song - with a slight possibility of losing every now and then.

Lastly, remember this: this song has nothing that Get Up'N Move did not have in 2nd MIX.

Steps: *****.. Jumps: *****.. Overall: *****..
Stamina: ..|*****

ORION.78 (105bpm)

Misc: An Okinawa folk song?

Speed:

Basic: I refuse to give any technique advice for this. All single steps,

all horrendously slow, and it's 3 feet?! The only issue here is it's damn slow, and if you have trouble with slow songs...well, you can learn how to get better on this and Jam Jam Reggae, right? Watch you don't fall asleep on this one. I nearly did.

Steps: *..... Jumps: Overall: **.....
Stamina: **|.....

Trick: A tip for the song in general which helps tenfold: This song is close to half the speed of Afronova. The steps are much more close together, that's all! This is very easy as it's mostly single steps (at about 100bpm!) with a few triples (at a very slow speed making it hard to miss and very easy to learn from!), and...yeah. It's repeditive. The end is trickyish, as it features about 8-12 rapid steps followed by an immediate horizontal jump. Your best chance at this point in the game is to memorize them!

Steps: *****.... Jumps: *..... Overall: ****.....
Stamina: .*|.....

Maniac: A tip for the song in general which helps tenfold: This song is pretty close to half the speed of Afronova. The steps are closer together, that's all! As for on Maniac, it's important to train your eyes to see the different steps, but also keep in mind this is a very fast dance, and the steps seem to have very little or no rhythm. But they do. Oh yes, they do! Most of them are in sets of 3 1/4 steps with a 1/2 step gap between each set (ie, it would go taptaptap-taptaptap-taptaptap). Near the end this sequence changes slightly: 2 1/2 steps then 3 1/4 steps and then a 1/2 step gap (ie tap-tap-taptaptap-tap-tap-taptaptap-tap-tap-taptaptap). Knowing this will decrease your error ratio to single digits in a single go! There's not much other advice I can give, as it depends largely on your own perception of the situation...it's quite easy to go too fast or too slow in parts without realising it (usually too fast!), but knowing the trick should resolve this. Ultimately, once you play this song a bit and realise the facts I've given you, this song is nothing short of cakewalk. If you REALLY want to make this easier, make some edit data of this song in Afronova and space out all the steps twice as wide. You'll probably won't even have to play it to find out how easy it is now.

Steps: ***** Jumps: ****..... Overall: *****.
Stamina: ..|**...

ORION.78 CIVILIZATION MIX (210bpm?)

Speed: *****

Basic: To pass this, I highly recommend you pass Paranoia KCET ~Clean Mix~ first. It's fairly unique in 4th MIX. Very fast. Very tough. The quiet part in the middle with the off-beat steps is easier if you more or less 'skip' and if you know how the regular Orion.78's music goes. Playing La Senorita Virtual might help if you have access to it in 3rd MIX or 4th MIX arcade.

Steps: *****.... Jumps: *****.... Overall: *****....
Stamina: ..|*....

Trick: To pass this, you'll have to know Orion.78's music fairly well, have played La Senorita Virtual to understand the elements that 2mb use, and be very good at 8 foot songs. This is on par with the difficulty of Paranoia Evolution - if you can play that, do so. Speed and steps which aren't with the beat are the main obstacles here. Don't mess your timing with the alternating steps at the start!

Steps: *****... Jumps: *****... Overall: *****..
Stamina: ..|**..

Maniac: After hearing stories of a song in 4th MIX PSX of a song which more than made up of the absence of Drop Out, and of a new mix of Orion.78 I had my doubts. Well it's certinaly not as fast Drop Out, but it's

still insanely fast! Yes, good ol' 2MB is back again with a remix of what is probably DDR 4th MIX's signature tune (after their remixes of previous such signature tunes for each mix). This is undoubtedly the toughest 2mb song yet! I wouldn't say it makes up for Drop Out because it's not as fast and has totally different elements. I'd say it makes up for Paranoia Evolution's absence instead. It's the nearest comparable song, but this is MUCH harder! To pass this, your FEET, not just your head, are going to have to be almost pressing the next step for every step you take! The timing of many parts is off, so use your eyes. I might be being pre-emptive, but this is the toughest DDR song yet. So to make it fun...you're on your own! But don't try it unless you're good at every other 9 foot song...

Steps: ***** Jumps: *****... Overall: *****
Stamina: ..|*****

SAINTS GO MARCHING (REMIX)

Speed: (varies) *..... - *****.. (NB: 115-175bpm)

Basic: -empty-

Trick: -empty-

Maniac: Mostly speed is the trick here. If you're a speed player, you'll love this. If you're the type who gets exhausted easily...well, this isn't as bad as Paranoia Rebirth or Dead End, because it's not so frantic. Yes, the steps are just as fast and consistent, but you move less in this, so you will find it a lot easier. The only tricky parts are the jumping at the start before the song slows down, as they're In The Navy '99-esque one-foot-first jumps (not true jumps), and the part where the song slows right down and you have to jump around a bit. This is only tricky because people tend to jump too early, then have to tuck their legs up so they don't land too soon, then they land too hard. This in itself is fine, but what's bad is this SEVERELY drains your stamina and it's a technique you should NOT use. At all. Force of habit causes almost everyone to do this, because it 'flows' like that, so make sure you're fully aware of what you're doing! Otherwise...this is barely a 9 foot song, in my opinion.

Steps: *****.. Jumps: *****.. Overall: *****.
Stamina: ..|**...

TRIP MACHINE CLIMAX

Speed: *****..

Basic: Nothing but single steps, a few horizontal jumps, and the occasional double half-steps. One easy triple step as well. No hints necessary, I'm sure of that. This is about as hard as Think Ya Better D! If that! Why on Earth did Konami give it 5 feet?

Steps: ***..... Jumps: *..... Overall: ***.....
Stamina: .*|.....

Trick: -empty-

Maniac: One Japanese DDR site when translated in Babelfish described this as "Foot destructive type high-speed Trip Machine.", a good description! Which is a unique thing when it comes to Babelfish!

Before you try this song, beat all the other Trip Machines on Maniac and at least -try- La Senorita Virtual (and compare it to normal La Senorita). It has the same 'insane steps' feeling that La Senorita Virtual has; the steps are flowing, but not logically or like the normal version(s) of the song. Also, This has a lot of tricky parts where rapid steps flow into 'insane' jumps (ie they don't match well

but are flowing enough), then continue to be rapid. If you are only used to fast 9 foot songs like Paranoia Rebirth, Dead End and Saints Go Marching ~Remix~, you're in a bit of trouble here. This requires a lot of technique too. The steps are about on par with the original Trip Machine or SP-Trip Machine ~Jungle Mix~ without them. Keep in mind the song is fast, too. This song essentially combines the features of an 8 foot rapid-step song with the features of an 8 foot technique song (ie Dub-I-Dub), and speeds the song up while it's at it. By no means does this song wholly require technique OR speed skills, so specialists in either of these are screwed. You need to be a pretty good all-round player for this. Once you're ready for it, though, this is not much of a challenge (but still exhausting). No need for me to give hints other than that...overall, if you're pretty good at techniques, there's nothing which is next to impossible in this...unless you aren't prepared for the steps. Nothing exceptional in itself and in fact, I'd dare say it's quite easy compared to songs like End of the Century SSR or maybe even Upside Down SSR! (my personal record is something like all perfects and greats, 3 goods and 2 misses - and it's probable that the misses were due to a lack of foot pressure or something, not bad timing or lack of coordination)

Steps: *****.. Jumps: *****.. Overall: *****.
Stamina: ..|****.

5.4 DC Edit Data and PSX 3rd MIX Konami Edit Data (including 3rd and 4th MIXes on Arcade)

The Dreamcast version features 'DC Edit Data', special steps for most of the 2nd MIX songs. Most of these steps and a few new ones feature in the arcade version of 3rd MIX when you play in 2nd MIX mode. These are accessed by holding down the start button when selecting the song. These and some more are featured in the PSX 3rd MIX as well. In both versions, flashing boxes in the top left of the screen indicate if there is any data for that song or not (sometimes, in the arcade especially, the top and bottom of the screen is slightly cut off and you'll only see maybe one line of the graphic up the top. This occurs in many games, some worse than others - perhaps it's a PAL/NTSC issue?)

Also note 4th MIX machines can have edit data added to the machine's flash ROM (or something similar) from a memory card. This means the built in edit data on your 4th MIX machine might not be built in at all. At this stage no non-built in edit data will be mentioned, but sometime in the future, maybe I might add the old DDDRC Edit edit data (which hasn't updated since March 2000 or something like that).

If one of these isn't in your arcade machine, odds are it's home version only edit data.

BOOM BOOM DOLLAR ~K.O.G.G 3 MIX~

Speed: *****...

GOODIES1: Based upon the Basic mode steps for the original Boom Boom Dollar. Only the start bit and the bit before the second set of alternating left/right steps has been removed. And there's a harder bit on the end. If you can cope with the speed, the new section won't hurt you. It's slightly trickier, but still all single steps. And for

the most part of it, it's just repeating the left/right alternating steps in the pattern that happens for the last half in the original Boom Boom Dollar. I scored 99 million on my first go, so it's pretty easy.

Steps: **. Jumps: ***. Overall: ***.

GOODIES2: Based on the original Boom Boom Dollar's Another mode steps. Most of it remains the same, however the new section (when the original steps run out) is completely different to the normal set of steps. They're non-flowing triple steps, mostly. Sequences like L-R-L, or R-U-R. It is, of course, dead easy, but does spoil the nature of the song. Unfortunately, there's no set of steps based on Maniac mode, but it's easy to make your own. In the future I might put an edit step save of my steps based on Maniac mode (and the end sequence is entirely U-L-D-R-D-L-rpt!).

Steps: *****. Jumps: ***. Overall: *****.

BRILLIANT 2U

Speed: ***.

CLUB2-SB: Dead easy. Easier than the normal Basic steps for Brilliant 2U - and it's ranked 5 foot instead of the usual 4! The steps are similar to normal, except many triple steps and streamed jumps are gone. These are replaced with steps every two beats and sets of 4 horizontal 1 beat jumps. Towards the end there's some vertical jumping. This, rather than being tricky, will help you get good at doing them since missing a few has no real consequences. The end steps alternate from left to right or up to down, rather than being right tapped over and over, thus once again making the song actually easier instead of more complex. Slightly more difficult than Put Your Faith in Me. I scored 9.8 million on my first go in 3rd MIX!

Steps: ***. Jumps: ***. Overall: ***.
Stamina: .*|.

CLUB2-DB: This song is hardly different from CLUB2-SB. Apart from the fact (Double) that it's in Double mode, of course. There are no tricky two-sided diagonal jumps, but some horizontal two-sided jumps as well as the end sequence being right in the middle, too. There is ONE triple step which requires both sides, and there's plenty of warning and it's quite easy to do. All other triple steps, or close to all of them, flow from one side to the other. That is, there's some single steps before it on the other side, then the triple steps come up on the next side. This song might teach people new skills but it won't develop existing skills further. People with mats might experience some slippage, however the mats won't totally separate.

Steps: ****. Jumps: ***. Overall: ****.
Stamina: .*|.

CLUB2-SA: The steps go more in time with the music. Places where triple steps normally are become rather tricky 5 step sequences (sometimes more) And the jumps are definately trickier than the normal Another mode steps. In fact, the whole sequence is significantly harder. Harder than Paranoia in Basic mode, even.

Steps: *****. Jumps: *****. Overall: *****.

CLUB2-DA: First of all, the mats WILL slide in this song if you don't have them fastened down or something like that - and quite severely. You won't injure yourself if you _aren't_ in socks, however the gap I got whilst trying to find information to put on this song was regularly about a foot wide! Don't attempt it if you can't do it on a secure surface. Otherwise, there ARE rapid steps from side to side - and regularly! You have a fair chance of passing this if you can't yet do these, so it's worth trying this song -

but don't leave it to the last stage. That's just dumb.

Steps: *****... Jumps: *****... Overall: *****...

CLUB2-SM: Technically harder than Another mode, however the steps are more flowing. The triple steps are back again, and there's more of 'em than on other modes. Like the regular set of steps for Maniac mode, there are 1/4 steps in time with the music in this mode, however they are MUCH easier to get. In my opinion, anyway. Like CLUB2-SB, these steps are definately overranked. Note that although the step patterns are easier, like I said at the start, the technique required to do them is beyond most people who can only barely pass CLUB2-SA. Ends with the traditional rapid steps, but the last beat is a jump (following half steps, of course). It's probably best to be facing right and just jump your right foot forward a little and stretch your left leg back so you depress the left arrow with your toes. That's what I found, anyway.

Steps: *****... Jumps: *****... Overall: *****...

BUTTERFLY ~UPSWING MIX~ (PSX only)

Speed: *****...

GOODIES1: This is based on the original Butterfly steps (of course). This is near identical, in fact. All of the steps are just rearranged to match the music (the steps from the end of the original are in the middle of this, for example). If you had a routine for the original Butterfly like mine, it'll work perfectly in this. Well, after you take consideration of the new order of patterns, anyway. (NB: I forgot to point out I meant the original Butterfly steps on HARD mode. DC owners, Your Butterfly is put in Hard mode only by default and the Normal mode steps are under DC Edit Data)

Steps: ***..... Jumps: **..... Overall: ***.....

GOODIES2: Based on the original Butterfly steps in Another mode. Once again, the steps are the same, just rearranged. And yes, 'the routine' works fine still ('the routine' = the routine EVERYONE does on this which involves basically doing jump spins on the verse parts of the song, but nothing fancy on the chorus or any other part of the song!). This and the Basic mode based steps are just as hard now, in my opinion!

Steps: **..... Jumps: ****..... Overall: ****.....

GOODIES3: Based on the original Butterfly steps when in Maniac mode and yes, once again, they're identical but rearranged. They even skip the first few steps like they do on the original. I don't know any Butterfly Maniac routines to test on this. :) All the same though, the speed adds a lot more difficulty to these steps now. If you need practice and can do the original steps, it's good training to do this.

Steps: *****... Jumps: ***..... Overall: *****...

LITTLE BITCH

Speed: *****...

PF-BITCH: Performance Data my ass. This is hard. Lots of rapid steps and it pulls out every trick in the book almost. There's nothing like it in 2nd MIX. Come back to this after everything else in 3rd MIX if you can. There's very little advice I can give on this, except it has a lot of rapid steps which will confuse the hell out of 2nd MIX players. If you're playing this on 4th MIX, play One Two, the crappy Bus Stop cover of the song, first. It's got some inspiration from this I'd say. Except One Two is way easier.

Steps: *****... Jumps: *****... Overall: *****...
Stamina: ..|***..

MAKE IT BETTER

Speed: **.....

PF-MAKE: Despite the name of the data indicating this is performance data, (Double) I seriously doubt this because this is way too hard to perform to! There's a lot of side switching, however none of it is too fast so if you're using unsecure mats, it's safe. The mats will hardly move in this song. Also note that the steps just before the chorus parts (the ones that go la-de-da-de-da, "Yeah, yeah, yeah!") that the steps aren't all half steps or jumps. They're 1/4 steps in time with the notes. This song is a good choice for those who have difficulty using both sides at the same time.

Steps: *****... Jumps: *****.... Overall: *****....

PARANOIA MAX ~DIRTY MIX~

Speed: *****..

CLUB2-SB: The first half is dead easy. Easier than Paranoia normally is, anyway. No double steps appear until the usual fast stepping part, which is different. Past halfway you will have a series of tricky jumps - all single beat, but fast and they'll wear you down. Towards the end there's some really tricky steps involving repeating half-steps. This is an acquired skill, however one rarely used (thankfully). This isn't an easy solution to beating a Paranoia song.

Steps: *****.... Jumps: *****.... Overall: *****....

CLUB2-DB: This song only tries to confuse you with arrow patterns. many of (Double) the jumps are the kind where you push left on the right side and up on the left side (as an example). There aren't strict patterns to this. The normal wierd stepping part from Paranoia Max has some tricky jumps, so if you're using mats...make sure they don't slide like mine. Following this are triple steps. Some require you to go from one side to the other, so if you're using mats at home, and they slip, DON'T TRY THIS. This song is TOO FAST. You will undoubtedly injure yourself. At this point I had to stop, so until I get to an arcade, you're own your own.

Steps: *****... Jumps: *****.... Overall: *****...

CLUB2-SA: Relatively easy. The trick here is, that all the steps require new tricks to do them! It's easy to get a high combo on this song if you adapt to the pattern quickly (for the record: initial max combo was 167), and basically, it requires you to rotate at 90° angles a lot and to be prepared to step back on your rear foot after you've stepped forward - and possibly for rapid repeating steps. There's a few out of time jumps, too. This is different, but roughly just as hard as the normal Another mode steps for Paranoia Max.

Steps: *****... Jumps: *****... Overall: *****...

CLUB2-DA: -empty-

(Double)

CLUB2-SM: Without a doubt easier than the regular Maniac mode steps, however still goddamn hard! Requires less technique than CLUB2-SA, but you will need a lot more dexterity since there's a lot of fast rapid steps in this! If you slip and miss a sequence, try to pick it up quick because due to the speed of this song, you can lose in about 1 second. It's a slight relief that there's not so many jumps in this version as there are in CLUB2-SA. Very slight indeed.

Steps: *****.. Jumps: *****.... Overall: *****...

PF-PARAS: Performance data. Designed for players to do performance play on. Thus, the steps aren't terribly complex. There's a few tricky jumps past half way, but the song features no half-beat steps. The jumps are trickyish due to their speed. If you're good at jump

sequences, you should try this. Consider it a sort of warm-up for trickier songs or something like that.

Steps: ***..... Jumps: *****..... Overall: *****.....

PF-PARAD: Performance data. Once again, all single steps with a jump here (Double) and there. This song isn't the kind which tries to cross your legs, although the jumps are tricky sometimes. All you'll require for this is the ability to play at this speed, the technique to get diagonal arrows (in single mode even), and enough coordination to stay on the playing field.

Steps: ***..... Jumps: *****..... Overall: *****.....

5.5 Techniques Glossary

At this time, these techniques are for scoring only - not performance. Also note this section is far from finished and was basically a last minute addition, which is why it's rather messy and rushed for this version of the FAQ.

Jump-Out: Used for steps which feature for example a horizontal jump followed by a down step in the next half beat. Basically, you hop out of the jump by, in this example, hopping on your left foot to the down button and lifting your right foot clear of the play area, possibly towards the next arrow if it's on the right side.

Moonwalk: The same as the 'walk' technique, however in this technique you 'walk' backwards. If the steps were L-D-R, you would face left, step right foot left, left foot down, right foot right. Not to be confused with the double mode technique where you actually moonwalk like Michael Jackson. That's performance, anyway.

Pressure

switching: In the arcade, you can simply abuse the `_pressure_` sensitivity of the pads. For example, place your feet on the left and right. Without lifting your feet, force your left foot down more and lessen the pressure on your right foot. Then reverse this. This will result in delayed action steps, so do them early. You can also do jumps using this same technique. Good technique for the lazy or for performance players.

Switch: Sometimes, a series of steps may require you to stand on the left for ease of stepping, but then, will suddenly require you to be on the right - to swap focal sides over like this is what I call 'switching'.

Walk: A technique which is similar to walking or jogging the steps. For example, if the steps were L-D-R, you would face 90° to the right and step left foot left, right foot down, left foot right.

5.5.1 Play Styles

BEGINNER

Tethered: Keep your left foot on the left arrow or vice versa. Use the right foot (or vice versa) to tap up, left, or down. Use the left foot to press left still. Suitable up until 4 or 5 foot songs.

Switching: Similar, however you switch from left foot tethered to right foot tethered at your convenience. Bare minimum playstyle for Paranoia. Suitable for up to and 6 foot songs. Learn 1 foot

songs before you try this.

INTERMEDIATE

- Pivoted: Triple step technique. If the sequence is L-D-R, you would keep your left foot on L and press D and R with the right foot by 'flicking' it. Learn 'Switching' before you try this.
- Roaming: No pivot or tethered foot. It is inadvisable to memorize steps with this technique. Learn 3 foot songs before you do this. Suitable for all songs up to 8 feet.
- Flowing: A tricky technique, however essential. You don't need to learn this until you get to 9 foot songs, however it helps if you learn it early. Learn the 'Walk' technique in Section 5.4 and incorporate this into the Roaming technique, then basically don't stop moving. Step extra steps if necessary. Essential for 9 foot songs.

ADVANCED (Inc. Performance)

For more info on performance play, see section 6.0.

- Kneedrop: Performance trick. Rather dangerous so use in moderation. Only use in sequences like this: The sequence is R then U. Use right foot on R, then kneedrop your left knee on U. NEVER do this: The sequence is a horizontal jump followed by two U's. Left kneedrop U, right kneedrop U. It looks great, but the danger is increased dramatically.
- One Footer: Literally use one foot. Useless at home, but a great crowd pleaser in the arcade. Get off the stage and stand to the left (if you're P1 - otherwise stand to the right) and literally only use your right foot. I recommend jumping on when a jump comes up, though. Try this on AM-3P Maniac or Wonderland SSR. It's great. Yes, it's performance play again.

6 . 0 C o m p e t i t i o n G u i d e

6.1 Performance Play

Some DDR players like to do stunts instead of going for high scores. Keep in mind that performance dancers don't often actually get an S or SS or whatnot in their routines - because it isn't their goal. Their goal is to entertain the crowd, and the only people who will say "Yes, but they're missing all the steps!" is DDR score players. The first step to playing for performance is to either get extremely good (6 feet or more, I'd say - if you can beat Paranoia IMO) or you memorize a song. The next step is to make sure you're doing all your moves properly...if you just stand on the left and tap buttons, or hardly lift your feet as you play, try pretending you really are dancing. Songs like The Race are great for this. Next, you'll want to choose a song to try to develop a routine for - the below chapters will help somewhat by introducing you to two of my routines (a variation on the common Butterfly routine, and Paranoia). You'll probably want to choose a song in basic mode, however things like Boom Boom Dollar in Maniac mode aren't out of the question. Also consider you need to practice in the arcade a lot for these - the bar behind the stage both helps and hinders. If you find yourself unable to improve enough to do performance dancing, play in Double mode a bit. Resist the temptation to jump around a lot and just step on the buttons with any way possible. Jump if you have to...just try not to cross your legs. That's not a common performance trick (but can be used in jumps...eg Dynamite Rave: if you had 4 horizontal jumps, you could do 1 normal, 1 reverse, 1 reverse back

to the normal/forward position, and a cross legged jump. No, I don't know how it looks so I don't do it much :P). Xanadu Another Double and Oh Nick Please Not So Quick Another Double should get you up to speed...do those, and you're just about ready to learn some fancy pants moves! Here is a guide FROM THE START of what to do. By that, I mean it starts with THE easiest song...

1. Basic Positioning and Technique

Beginners need to know two things to speed up their learning process tenfold: First, always keep one foot on an arrow rather than standing in the middle. For example, you have your foot on the left. You can tap the other 3 directions with his right foot. In Have You Never Been mellow, your right foot would tap up, right, down, then you'd shift weight to the right foot and tap the left pad with the left foot for the 4 step clockwise spin. This goes for all dances - only lift the left foot when needed. The next basic technique is to tap to the beat. Basically, you tap the middle part with your foot in time with the beat of the song, then step after the beat which precedes it. Interestingly, This can be incorporated into an actual dance later on - by 'hopping' with the beat and using your arms, you can dance at the most basic level this way. It may not sound like much, but the crowds love it. Learners should not try to do stylish technique until they're pretty good, though, as it will be costly in overall performance.

2. Have You Never Been Mellow: Learning the spins

(PSX DDR2nd owners should substitute with Let Them Move)

Most of the dance is comprised of very simple steps. The key is to step on the pad in time with the beat as outlined above - not too early, not too late. Timing is important. But one major part of Have You Never Been Mellow is where it goes left (or right), pause, up, down, up, down, up (repeat)... so here is the technique you'll need...left foot on left if that's your 'key' foot (see part 1)...step with your right whilst keeping your left foot on the ground. Try to sway or bob your head, or something to keep with the beat. Beginners often lose their timing. After you repeat this once, there is a clockwise spiral step - it goes up, right, down, left (there might be an up after this, I forget) - once again, tap the first 3 directions with the right foot and left with your left foot. If you want to be FANCY, though, and you know this dance well...step right foot on up, left foot on right, right foot down, left foot left...unfortunately, the downside is that people who haven't actually played this game too much and haven't gotten past Paranoia 180 or thereabouts, they will probably get dizzy, lose timing, and after the first spin, end up missing the buttons totally! People more fluent at DDR will manage to spin at least twice, though - and the only dances which require more are Little Bitch and Trip Machine. And Stomp to my Beat. Oh heck, there's plenty. :)

3. Butterfly: Doing reverse 180° jumps

(PSX DDR2nd owners should substitute with Boys. I guess.)

Butterfly is full of potential spins and jumps. Learn how to do the song before you try performance stuff. The information is in the scoring technique guide. When you are ready...read this. In the parts which go (R, pause, R, JUMP, L, pause, L, JUMP)...try this. Tap right with your right foot. Lift your foot and do something fancy. Just keep it in the air until you step the next right step THEN jump 180° so you face away. Once again. tap your right foot on right and do the fancy stuff again and

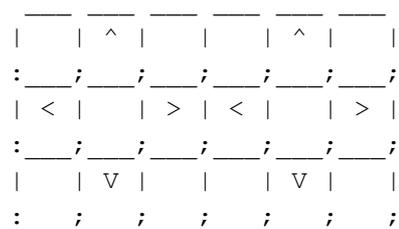
do another 180° jump. THEN do the spin you learnt earlier. Remember...start with right, end with right. Then immediately step left and jump and repeat from the start. Then when you've done that twice, you have the song 'chorus'. This part goes - U, U, JUMP...then spin anticlockwise with the right arrow first, ending with down, then step up, then down, then left. Then do the next 3 steps normally. Then repeat...but when you end with down this time, step up, then down, then right. Then follow as normal. For the little ditty in between you can either face left/right and walk it, or shuffle. At the end of the song, the ditty goes (D, R, D, L, D, R, D, L, etc) - you can either 'walk' this...or do it like this...left foot down, right foot right, left foot down, left foot left, right foot down, right foot right, left foot down, left foot left, right foot down...and so forth. So you 'shuffle'. It looks great when you're in motion. What I do is do the 'walk' first...then since the last step is my right foot on the left arrow...well, I follow the next moves and jump facing forward. Then I do the shuffle. Then I finish with a 180° jump. That's it!

4. Paranoia: The Knee Press

This is a lot trickier. Basically, my performance dance for this goes like this: On the third part from the start, I turn around so I tap down facing forward, then jump and turn around, then tap up, up, blah. The tapping parts are straightforward - do what's easiest. Swap around your pivot foot for each side. When you get to the bit where you do U/D and L/R jumps followed by a series which, for example, might be, U, pause, D, R, L... jump right then right again so you face away from the screen in the end. This trick works on Butterfly on Another mode, also. Make sure you turn right for the first two. On the second two, turn left but do the same thing. On the rapid stepping part, turn left and step facing to the left. When you have done the first 2 rapid step bits and it goes to all single steps, face the middle and prepare to face RIGHT now. Then, do the same 2 rapid steps and face the middle again. Do the last bit as normal...and get ready for the finale. Stand on whichever side you feel like standing on, and on the last seven steps/notes/beats (you know the ones :P), where it goes (U, L, D, R, U, L, D)...step on U with your LEFT foot. Then L with your right. D with your left. R with your right. L with your left...then get ready. Face away from the screen and do not get ready to turn. Stand on the left arrow with your right foot and drop to the ground, and press down with your LEFT knee. Tada! The next best thing to a handstand! Well, maybe not.

5. Doing breakdance/crab type spins

Here's a crude diagram of two controllers or two arcade platforms. Yes, I know my ASCII art sucks. Yes, I hope you know what the platforms look like. But just in case you don't, here's my diagram:



If you wish to do a horizontal jump followed by a vertical jump, you would do this: Left hand <, Right hand ^, Left foot V, Right foot >. Make sure that initially, you start with your body facing DOWNWARDS. Left hand and Right foot touch when you are supposed to hit them (after you practice this!) and then, lift your RIGHT hand and put it on V, and of course, put your left

foot on ^. You must rotate so your body is facing UPWARDS for this. Repeat as necessary. Note this move generally requires planning, however it is applicable for several things - including spins. Make sure you move your right arm AROUND your back, not between your legs. It's also theoretically possible to use knees instead of feet. Also, keep in mind that in the arcade there's a bar behind you. Don't headbutt it. That would be bad. (but to be honest, you should not have any trouble doing these moves - you don't even need to go off the mat!)

Here's some examples of ways to do this move on certain songs that I've observed in DDR videos, or found myself:

3rd MIX Training, Lesson 3/7: Right foot up, left hand right, right hand down, left foot left. Face upwards to start.

Wonderland Basic: The reverse of above. Right hand down, left hand right, right foot up, left foot left. This is for one of the spins at the start. This one's hard because if you don't keep flowing, you have to pause for a second to reset your position - and that doesn't work. In fact, it's very hard. Hopefully I'll have a better technique soon...in which case, it'll be mentioned right here.

Dynamite Rave Basic: On the part which goes ("Jump, jump, do your thing, this be the bomb, try to sing"), try this: Slap up, up with alternating hands, then right foot down, left foot down, right hand right, right foot left, left foot down, left foot up, then return to normal and continue the next steps as you please. This can be shortened to just right foot up, right foot up, left foot down, left foot down for the first 4 steps, if things are too hectic/confusing. I suggest on the right foot left step, you hop up a bit and do the next few steps backwards - at least until you're good at it. (in training mode, choose bars 40~43 to practice this) One of the rather well known A-Team videos demonstrates this more or less, in fact, the video shows some rather easy to do moves for those who can't do handstands or otherwise somehow have a fear of being upside down. I'll probably print the URL for this somewhere in the next version of the FAQ, but I believe the gamers.com site in the links down the bottom may have a link to this video - at least, it has links to some A-Team videos. Be warned, though - they're over 10 megs each!

At this time I am not looking for submissions for fancy pants DDR moves - there's practically an infinite range of them. I do believe there is a moves dictionary at <http://www.dancestage.co.uk/>, however these moves are out of most peoples range. Most people who read FAQs, anyway. And mine. Things like running at the bars from 10 feet back, then turning around, run backwards a few steps, jump, vault over the bars and land on some arrows are...well...I don't think I want to encourage people to do that because someone's bound to crack their skull open and sue me :)

6.2 Perfect Attack

A common feature in competitions is 'Perfect Attack' - where the aim is to get as many 'Perfect!'s as possible. There are a few tricks to make this infinitely easier:

- * Don't follow the music TOO closely. It more often than not is out of beat and it doesn't help you one bit. A good example is In The Navy '99.
- * Watch the arrows just before they go under the greyed out arrows.
- * If you own a PAL machine, don't use the speedfix code sometimes - you'll

- get sick of it, but you'll get waaaaay better at getting perfects!
- * Most songs don't change tempo. Try to match the TRUE beat - not what you hear, but what you feel with your moves.
 - * This is synonymous with the PAL desync trick: watch the arrows closely. this is especially useful with off-beat steps.
 - * Don't look at your combo or your score when playing!
 - * As it's Perfect Attack, it doesn't really matter if you get goods or greats but you still want to avoid boos and misses. But still, your main priority is keeping a combo - even if there's some greats there too. Once the combo is broken, be more defensive.
 - * Sometimes Perfect Attack has a different scoring system. Ideally, you don't want to break the combo or get any Greats. Keeping the Combo is first priority. Since there's about 3 different scoring systems which differ depending on where you are located, then you might want to check which one your local competition is using first.

7 . 0 M y t h s , L e g e n d s a n d T r i v i a (a s w e l l a s q u e s t i o n s)

I know people like to nitpick at this section. I know I do. It's the section you either love, or love to hate :)

Myths:

- * "Japanese people are so good at DDR because of their high energy diets." I assure you this is a myth - I'm very good at the game and I don't have a high energy diet. In fact, I don't even have anything RESEMBLING a high energy diet. I eat fast food and I drink Coke! Also note that as long as you're not obese, you can physically do any song in this. I have seen tubby people do better than myself even. And I'm skinny! This also goes for performance as well - you only need practice and, for things like handstands...enough upper body strength. Generally the Asian people who do so well at the game and don't get puffed hardly move their body, while people in the western world do. At least when they first play it. Mind you, I've never seen any Asian people in the arcades eating anything vaguely resembling 'high energy diets'. I have no idea where this idea started.
- * There's a special rank for all perfect steps. Well, this is a myth in 2nd MIX anyway. 3rd MIX features a SSS score. Don't believe me? Watch the rating icon when it's flickering through the various ranks. SSS is in there...in fact, if you check Konami's Japanese site, there's even a section for people who've gotten perfect scores. (most DDR players should know this, but if you didn't, you had to find out somewhere, right?) In more recent versions of DDR, the S/SS/SSS system has been replaced by one thing...A...for the record. :) (note: I dunno if it replaced SSS, but it did replace S and SS)
- * Emi, one of the female characters in 3rd MIX, IS reference to music providers Toshiba EMI. I know I used to say it wasn't here, but Konami's page says it is. Apparently she's also 17 years old and she isn't very good with PC's or something like that (or so says Babelfish). Thanks to Jonathan Ng for pointing out this was on Konami's page! (I looked but didn't see it cos' it was in Japanese and Babelfish refused to translate it initially!)
- * You can NOT get the 4 new songs in the PSX 3rd MIX, save the data, then go to the arcade and play the songs. That's why the 4 songs come under '3rd ReMIX'. Because they're NOT in the arcade. (likewise, the 3 songs removed aren't in the PSX one, but their banner things are - for Nonstop mode, anyway. This may sound daft, but some people actually believed this!) The songs ARE in 3rd MIX Plus and 4th MIX though - and you don't need the

memory card to get them.

- * I've heard this one many times: Paranoia and remix 'artists' 180, 190 and 2mb are actually references to the beats per minute. Not 100% true, but it's pretty much true. It's interesting to note that the DDR Stompin' Grounds gave the bpm's to be between 160 and 170 for these songs when it was open. Actually, that was wrong and it can be quite confusing. Afronova and Paranoia Evolution were the only 200bpm songs out of DDR 4th MIX, not counting either Drop Out or Orion.78 Civilization Mix. Since 2mb have remixed several songs since, all the earlier ones at the same tempo (180bpm, if you were wondering) it's quite easy to think this myth is true. 2mb does seem to be an individual group, however - not only does their music sound the same, but they have a trademark feature: the pointless background noises at the end of the song! (Trip Machine ~Luv Mix~ has a baby babbling with heavy (unintentional?) static, and La Senorita Virtual has the sound of a cassette tape being ejected from a tape deck then being turned around and reinserted and played, along with heavy (unintentional again?) static. The only exception to these rules is Orion.78 Civilization Mix. To be honest, this has more similarities to the original Paranoia than to Orion.78 - I believe Naoki probably took a large part in the making of it.

I'm 100% certain 2mb is not referring to the bpm. All the Trip Machines are slower than all of the Paranoias, for starters. Obiviosuly, though, DDR Solo/4th MIX is a different story: Naoki190 IS. NW 260 IS. I've given this 'myth' further thought and it is questionable why only hard songs are given these names. Not to mention Paranoia Evolution is by '200', which is 200bpm, and it is often said in the DDR community that it's the fastest Paranoia except for maybe Rebirth. No doubt this issue will be given further debate...and I also know a heap of people are gonna email me their opinions on this :(

Legends:

Trivia:

- * The fastest song in all the DDR universe is Drop Out, at 260bpm. Drop Out is in DDR Solo 2000 and DDR 4th MIX.
- * The maximum score attainable technically in 2nd MIX is 29,4967,2952,94967295. Odds are you'd never get a combo long enough, though. That's in 2nd MIX. The 29 section of the score is in blue, by the way. Of course, in 3rd MIX, it's much easier to get a score in excess of 294,967 billion (which I believe is what the number is in the European format - or it may be simply a few trillion :P), because the score multiplies based on what STAGE you are on, not the combo. The Max Combo seems to run well into the thousands so I don't know how high it goes. I suppose for all intents and purposes it never ends.
- * It's physically possible to get an SS on all songs on Basic mode in all mixes. I have done so without the control pad. This isn't a boast - when you first saw Paranoia, did YOU think it was possible to do it perfectly? (I do not doubt it's also possible on Maniac or Another Double)
- * Ditto in Another/Trick mode.
- * A special hacked version of the original Playstation DDR game is in circulation in South East Asia. Apparently there's a "strange remix of Butterfly on it", as well as several other asian pop songs (possibly Cantonese - have you ever heard a Cantonese pop song? Scary!), and Have You Never Been Mellow is 'replaced with' Paranoia. Thanks to Gendou Ikari for this information! (he also has his own DDR USA FAQ now, I noticed - check it out, cos' I wrote this FAQ in a way so that it does not repeat information found in other FAQs!)
- * A second hacked version of DDR 2nd ReMIX seems to be going around. People

often complain their songs are replaced by really wierd songs with things like people swearing...this problem has been reported many times in recent months.

- * Just so you know, most of the background effects from Follow the Sun ~90 In The Shade Mix~ from 3rd MIX arcade ended up in Bumble Bee in 3rd MIX PSX. Including that guy on the lawnmower.
- * It doesn't appear that any of the Dance Dance Revolution games's save data will be detected in Metal Gear Solid by Psycho Mantis. Didn't think they would, but it woulda been extremely funny if they had...oh well, if Konami rip off Metal Gear Solid in MGS2 as much as MGS1 rips off Metal Gear 1 and 2 on the MSX, we can look forward to it if a PS2 port of DDR ever comes about...
- * I already said this in the 3rd MIX console info, but I shall repeat: ALL of the backgrounds from the arcade DDR are present in 3rd MIX PSX, which does include the 3 songs which were removed! (but not 2nd MIX) While I mention this, I must say that the songs are NOT hidden in the game either. Konami were just too lazy to remove them. Probably. (no undiscovered songs are hidden in the game, I checked)
- * DDR will censor the following names (in DDR Best Hits - odds are older ones will only censor some of these). If anyone is easily offended, look away, but these 'names' don't mean much to the uneducated:

XXX
SEX
ASS
AHO
JAP
FUK
FUC
KKK
AUM
IRA
LSD

I have absolutely no idea why LSD is soooooo _damn_ offensive to people and other drugs aren't. I can think of plenty 3 letter racist words more offensive than 'JAP' also. But this is not the place to put such stuff is it? :) I was told (I forget who by - sorry!) that AUM had something to do with the Tokyo Subway thing years ago. Also note that this list of naughty names also seems to apply to Konami's other titles in recent years, as well as games by other manufacturers...Marvel vs Capcom 2 rejected AUM as well! So I guess that story is true...hehe...

- * One of the wierdest things in the DDR community is all to do with Boom Boom Dollar. Many websites had Boom Boom Dollar song 'banners' (ie the red colored emblem for the song on the music select screen) with the artist credited as 'King Kong & D.Jungle Girls'. However, this has widely been known as incorrect, at least in the western world, as 2nd ReMIX on the PSX identifies them as 'King Kong & D.Jungle Girls', which makes more sense (and I think I searched for them once and found them as _the_ Jungle Girls, which messes it up even more). However, things change - in DDR Best Hits, the song banner credits them as 'King Kong & D.Jungle Girls'! Note that in 4th MIX Arcade, the song banner credits them as 'King Kong & D.Jungle Girls' once again for both Boom Boom Dollar's and Walkie Talkie...
- * The X in Orion.78 AMeuro MIX is a swastika. If it looks backwards, then you are thinking of the Nazi swastika instead of the real one. This form of cross has been used in many religions all over the world for thousands of years. Also note this can be seen on Hero (Happy Grandale Mix) as well.
- * Solo 2000 songs may have been removed from DDR 4th MIX on PSX, but there's a few seconds of Can't Stop Fallin' In Love there when you beat a Challenge Mode course!

- * According to Konami's info on DDR characters on their website:
 - Emi has no hat one quarter of the time
 - Izam dislikes Rage (and is related to him?)
 - Ni-Na is a hippy
 - Rage watches wrestling (I think) and is so named cos' he's a grump
 - Rage works in a liquor store
 - Emi is in an electricians course or something. Her parents own an electrical store
 - Afro is 42 years old!
 - Robo2001 (the Konsento type in 5th MIX) is made by NASA and can fly in outer space, and is kept in the Smithsonian institute!

Questions:

- * What IS that little drip shaped thing which appears in the background of Hero and has a caption which says 'Eat Me' above it? It scares me. (2nd [Re]MIX)
- * Is Konsento-3, the blue robot guy (the version in 3rd MIX specifically) the new Energizer Bunny now he has...err...Duracell's strapped to his back? I always thought he looked like a rabbit, anyway... (yes, this sounds stupid, but I cannot help but wonder if it's inspired by Mr E. Bunny)
- * I've been looking high and low for cameo appearances by Konami characters, but I've found nothing! (I thought I saw Konamiman once, but it was just some other guy. I think he flies into the screen in the background of 'Hero' when you play in 3rd MIX, as well as another 3rd MIX song - maybe Upside Down, I forget) Maybe there's a Vic Viper on Gradiusic Cyber or something. Actually, there are some of those Easter Island type statues in the background for Xanadu...the 'Moai' statues as Konami calls 'em...or something like that. Maybe. (it's not DDR related really, but I noticed in Beatmania European Edit, the background of 'Changing the Asia' blatantly _recycles_ the waterfall background from Yie Ar Kung Fu (circa 1985)!

NEWS FLASH! I've found one! There's one in 4th MIX, and it's kinda sneaky, but definately a cameo! It's found in the background of some stages, in an animated tiled pattern. Know what it is? It's the belly dancer lady from Parodius! Yes, of all characters to make a cameo, she seems to be the first! And yes, she stomps up and down in the same wierd pose. And she's ugly. I know that character is a parody of the spidery thing in Gradius 2/ Vulcan Venture, and that her face is significantly uglier in DDR. I didn't understand who is the crackhead who came up with the idea for her back in the early 90s, and I don't get it still! This all comes together with my 'Konami uses inspirational drugs' theory. Maybe 5th MIX will contain the other lady of Parodius, the honey girl or whatever her name was (the one who blew bubbles and was covered in a sheet and went "AAH!" and "OH!" in a really non-painful kind of way when shot)

7.1 Different Group Name, Same Artist?

There was so much possible artist swapping going on, that it became evident to me that I needed a special section on it or it'd BECOME the rumors section itself! So, behold!

Artist: De-sire/Re-venge

- I don't know of many real bands that spell their name in this way. I would give a 99% chance that _neither_ of these bands are real, and that they're a front for another DDR artist. (not to mention that, in the case of SP-Trip Machine ~Jungle Mix~, how many artists remix their own music? In DDR there's a few, but that's all I can think of.

Come to think of it, which DDR artists clearly remix their own music? Uzi-Lay, Mitsu-O! and Naoki are all I can think of.)

- I've heard from numerous sources that Naoki had something to do with Re-venge.

Artist: Naoki

- Many assume the name Naoki is the woman who sings the songs. This is false. Naoki is just the composer of the song/s...note all Naoki songs have one thing in common: A fuzzy chordish sounding instrument. This is especially prominent in Brilliant 2U, B4U, Can't Stop Fallin' In Love, Love Again Tonight and Dynamite Rave. (it can be heard either at the start or the main parts of these songs) It is probably not in Hysteria, Burn The Floor or Broken My Heart (which is in the Beatmania IIDX series or something).
- Other songs NOT credit to Naoki with the same or similar effects in prominent places are Gentle Stress ~AMD Swing MIX~ (obviously), Gradiusic Cyber ~AMD G5 MIX~ (which sounds nothing like the original), Luv To Me ~AMD MIX~ and possible Dead End and La Senorita as well. While Naoki didn't make any of these songs it's quite clear Naoki did the remixes.
- Why am I sure that Naoki isn't the woman singing in the songs? Well apart from the obviousness that the vocalists changed in 4th MIX, there's one factor that changes everything: The fact that it's almost always Westerners who assume the vocalist is Naoki. In Japanese, 'Naoki' would pronounced differently to how most foreigners would say it, or at least from what I learnt years ago in Japanese class, it would be (feel free to correct me). Most Westerners would say it like they say Naomi - 'Nay-oh-kee'. The correct pronunciation I think is 'Naoh-kee'. Two syllables. Not three. Those factors, and the factor that I checked a few Japanese sites to put the nail in the coffin :P
- So who IS the lady who sings in the Naoki songs? Paula Terry! Who else could it be? I seem to recall she was credited for Dynamite Rave for some reason...and at the time I thought 'What? Who?'...hehe...
- I am told by neil of dancegames.net that the guy singing in the Naoki songs is some guy named 'Aaron G'. So there you go :P

Song: Can You Feel The Rhythm (DDR 3rd Mix title song):

- Paula Terry obviously sings. Naoki probably did the music too.

Song: Jam Jam Reggae ~AMD Swing Mix~:

- Original most probably severely contributed to by DJ Nagureo (I think Queen's Jamaica and Boa Boa Lady in Beatmania are by this artist, and they use many of the same samples, same audio patterns (signatures?) and of course, the incoherent Jamaican babbling. :) (oh, all three are Reggae, of course :P)

Song: Luv To Me ~AMD Mix~:

- Naoki. Definately. And Paula Terry does the vocals.
- Interestingly enough, the original Luv To Me sounded very DJ Nagureo styled. Odds are someone remixed this song totally, though. Odds are Naoki remixed it totally, in which case...what about the other AMD mixes?

Song: End Of The Century:

- Also reeks of Naoki. Paula Terry and the male vocalist is there too.

Song: B4U, Burnin' The Floor:

- Obviously both songs feature different vocalists. The lyrics for B4U seem o have been changed on purpose...

The bottom line is, Konami didn't have many artists at their disposal at all for in-house songs. Naoki composes about 50% of the songs, while the rest are subdivided between DJ Nagureo and all the rest. My only question is: Does the Konami Kukeiha Club compose any DDR songs, and if not, WHY THE HELL NOT? :) (I want the Antarctic Adventure music in DDR dammit!)

Here's the basic codes for people who wish to transfer them directly to their cheat cart. Simply copy this to your codes file, compile and transfer it.

IF YOU HAVE TROUBLE WITH THE GAMESHARK/ACTION REPLAY/CAETLA CODES:

Make sure you are not entering these codes as Master Codes. They must be entered as normal ones. Also, if the code does not appear to work, try adding 'C1000000 0000' to the top of the code. This should fix 90% or so of problems people seem to have with the codes.

REGARDING PAL ONLY CODES:

On PAL machines, the following games play out of time with the music: DDR 3rd MIX, DDR Best Hits, DDR Disney's Rave, DDR 4th MIX. Some people report that 2nd MIX is out of time too, but this problem is not widespread and I myself have not got this problem and therefore cannot fix it. These codes will speed up the STEPS (not slow down the MUSIC) to make the game play as normal. These codes will not convert the NTSC signal into a PAL color one. Using the codes on an NTSC system will probably not work. No codes to slow down the music instead of speeding up the game will be made as the music is not played faster than normal on a PAL machine. PAL games commonly slow down the music and speech to synchronize the game, though...but in the case of DDR, it ruins the game and is completely avoidable!

Dance Dance Revolution (1st MIX, PSX):

Regular Codes:

At the title screen:

To change player models (the dancers appearance), press L OR R while you press START.

To play in versus mode, the second player must join in whilst pushing D.

All other codes must be inputted at the difficulty select screen.

Push U or select before you input the following:

To enable Another mode, push U, U, D, D, U, U, D, D.

To enable Maniac mode, push L, L, R, R, L, L, R, R.

To enable Double mode, push U, U, D, D, L, R, L, R.

To enable Mirror mode, push L, R, L, R, L, R, L, R.

(there is no Shuffle, Little or Hidden mode)

These codes are only required to be inputted once.

Gameshark Codes:

"Modchip Protection Remover"

D001E160 FFF2

8001E160 0001

D01B6F20 0003

801B6F20 0001

D01B76A8 DE07

801B76A8 DDFE

D01B6414 6424

800101DA 0101

"Edit mode Selection" .off

3001046D 00FF

"Training mode all songs selection" .off

8001047C FFFF

3001047E 00FF

"All songs selection" .off

800103F0 FFFF

```
"Unlimited bar for Player 1" .off
8008CCFA 03E8
"Unlimited bar for Player 2" .off
8008D5E2 03E8
.end
```

Dancing Stage (UK)/Dance Dance Revolution (US):

Regular Codes:

At title screen:

To change player models (the dancers appearance), press < OR > while you press [].

To select other modes, hold < & > together, then press [] and let go of all 3 buttons. Note if only one player pushes [] and you pick Couple, Double or Versus, you will only be able to play one stage and only one credit will be used. (only one player needs to do this code)

On the song selection screen:

To get Another mode, push D, D, D, L, L, R, R. This only works if done before selecting the first song - it will not work later.

This feature is essentially an intermediate difficulty level.

To get Maniac mode, push D, D, D, R, U, U, L. This only works if done before selecting the first song - it will not work later.

This feature is essentially an advanced difficulty level.

To get Hidden mode, push U, D, U, D, U, D, U, D. This makes the arrows disappear halfway up the screen.

To get Left mode, push L, L, L, L, L, L, L, L. This works anytime. This rotates all arrows 90° to the left.

To get Right mode, push R, R, R, R, R, R, R, R. This works anytime. This rotates all arrows 90° to the right.

To get Shuffle mode, push U, D, L, R, D, U, R, L. This works anytime.

This randomizes the steps, however the number of steps and the time at which they occur is the same.

To get Little mode, push L, D, R, D, L, D, R, D, U. This works anytime. This gets rid of all half and 1/4 steps.

Pushing U, U, U, U cancels all codes except Another/Maniac.

Dance Dance Revolution 2nd MIX (Arc):

Regular Codes:

- See Dancing Stage/Dance Dance Revolution

Dance Dance Revolution 2nd ReMIX (PSX):

Regular Codes:

- Press select on the song select screen to change modes, etc.
- Raymond Lorica <rmon_rnie@yahoo.com> also informed me of this code for 2nd ReMIX:

"In the psx ver of DDR 2ndRemix. If you press select and start simultaneously on the dance mat or controller before the jap text warning sign or just after the black psx boot logo disappear. You will here a sound confirming you have unlocked all the songs ,modes and information in the game. I am doing this code since March and i am amazed that the code is not posted on any cheat website. If the code doesnt work ,try doing it in repeatedly. This code is 100% accurate. "

This code appears to be some sort of debug code. The intro sequence is skipped, scores are wiped and everything, including junk information pages, is unlocked. So a big thanks to Raymond Lorica for this info!

Gameshark Codes:

```
"Modchip Protection Remover"
```

```
D00200A6 1040
800200A6 1000
D0020D64 FFF2
80020D64 0001
D01C1BE4 FFF2
801C1BE4 0001
D01C1C7A 0C07
801C1C7A 3002
D01C2936 1040
801C2936 1000
"Infinite Sp P1" .off
8009A986 0500
"Infinite Sp P2" .off
8009B296 0500
"Enable All Modes" .off
80010C0A 0000
300103E1 0000
"Information Mode-Have All Selections" .off
80010C0C 0000
80010C0E 0000
80010C10 0000
80010C12 0000
"Have 3 Secret Songs" .off
300103E0 0000
.end
```

Dance Dance Revolution 3rd MIX (Arc):

Regular Codes:

At title screen:

To play in 2nd MIX mode, push <, <, >, >.

To play in Step Step Revolution mode, push <, <, <, >, >, >, <, >.

To play in 3rd MIX mode (default), push <, >, <.

To select other modes, press < and > at the same time as []. If only one player pushes [] and you pick Couple, Double or Versus, you will only be able to play one stage and it only uses one credit.

On the character select screen:

To get the 2nd MIX characters, push D. Pushing it again brings back 3rd MIX characters. Which character you select will change which BeatMania song you will have the option of playing (ie Konsento-3 = Jam Jam Reggae ~AMD Swing Mix~, Dread Snake = Luv to Me ~AMD Mix~)

At the song selection screen:

Pushing D, D increases the difficulty (Another, Maniac (on 2nd MIX))

Pushing U, U decreases the difficulty (Basic, Another (on 2nd MIX))

To get Hidden mode, push U, D, U, D,. This works at anytime.

this makes the arrows disappear halfway up the screen. Repeating this code changes it to Sudden mode, where the arrows suddenly appear 2/3 of the way up the screen. Repeating the code yet again changes this to Stealth mode, where the arrows disappear altogether! Repeating the code again disables all 3 codes.

To get Left mode, push L, L, L, L, L, L, L, L. This works anytime.

This rotates all arrows 90° to the left.

To get Right mode, push R, R, R, R, R, R, R, R. This works anytime.

This rotates all arrows 90° to the right.

To get Shuffle mode, push U, D, L, R, D, U, R, L. This works anytime.

This randomizes the steps, however the number of steps and the time at which they occur is the same.

To get Little mode, push L, D, R, D, L. This works anytime. This gets rid of all half and 1/4 steps. Also, some jumps appear to be eliminated.

All of the above codes can be cancelled by repeating them.

To enable Flat mode, push L, L, L, R, R, R. This changes all arrows to a single flashing color, as they appear in 2nd MIX/2nd ReMIX. To enable Vivid mode, push L, R, L, L, R, R, L, R. This changes half and 1/4 so they flash at a different interval to single steps. This is on by default in 3rd MIX and 2nd MIX mode (but not Step Step Revolution mode)

Hold down [] when you have selected a song to see if any edit data stored in the machine itself. Some 2nd MIX songs have this. Much of the special edit data found in 2nd MIX songs is in the Dreamcast version!

During the game:

To disable/enable the lyrics, push []. Lyrics are only shown on some 3rd MIX songs (and no 2nd MIX songs).

If you have paint data loaded (see section 2.1), pushing < or > will enable/disable your design of arrows. (on the PSX, select does this instead of the paint data is loaded)

Dance Dance Revolution 3rd MIX Korea Ver.(2) (Arc):

Regular Codes:

- Identical to 3rd MIX (Arc).

Dance Dance Revolution 3rd MIX (PSX):

Regular Codes:

- You can enable SSR/3rd ReMIX mode by using the same codes to get SSR/2nd MIX in the arcade version.
- Press select after meeting the requirements to get SSR and 3rd ReMIX mode.
- Press select on the song select screen to change modes, etc.

Gameshark Codes:

```
"Required to Work!"
D00C1998 FF52
800C19A2 1000
"EDC crack"
D00C42D8 10BA
800C42CE 1000
D00C3B60 E9A0
800C3B5A 1000
"EDC crack (1st Mix)"
D0029344 A4D5
8002933A 1000
"EDC crack (2nd Mix)"
D0029364 A4DD
8002935A 1000
"Unlock all features" .off
800BC008 FFFF
800BC00A FFFF
800BC00C FFFF
800BC00E FFFF
800BC010 FFFF
800BC012 FFFF
800BC198 FFFF
800BC1A0 FFFF
800BC1A8 FFFF
800BC1B6 FFFF
"Always get an SSS" .off
8006A11E 8EA2
8006A12A AEA2
8006A874 008C
8006A884 008C
```

* "PAL Speed Fixer Upper"

```
80028158 1024
8002815A 2402
* "75% Speed"
80028158 0C20
8002815A 2402
800A04E8 0C00
* "87.5% Speed"
80028158 0E23
8002815A 2402
800A04E8 0E00
* "112.5% Speed"
80028158 1229
8002815A 2402
800A04E8 1200
* "125% Speed"
80028158 142B
8002815A 2402
800A04E8 1400
* "137.5% Speed"
80028158 162F
8002815A 2402
800A04E8 1600
* "150% Speed"
80028158 1832
8002815A 2402
800A04E8 1800
.end
```

Dance Dance Revolution Best Hits:

Gameshark Codes:

```
"Remove Modchip Protection"
D01002D6 1040
801002D6 1000
* "PAL Speed Fixer Upper"
80027DC4 1026
80027DC6 2402
.end
```

Dance Dance Revolution Disney's Rave:

Gameshark Codes:

```
"Remove Modchip Protection"
D019020A 1040
8019020A 1000
.end
```

Dance Dance Revolution 4th MIX (Arc):

Regular Codes:

To use these codes in main mode, select a song then do it on the difficulty select screen. They should work on the first (and only) screens in Edit Data and Nonstop Order mode. Input them using the stage as normal:

Hidden/Sudden/Stealth: L U R

Shuffle: U D L R D U

Mirror: (U?) L R L R (only reverses L/R arrows on 6 button machines)

Mirror U/D: (U?) L L R R (6 button machines/solo only)

Left: U L L L L

Right: U R R R R

Little/Flat: L D R

Dance Dance Revolution 4th MIX (PSX):

Regular Codes:

- Press select on the song difficulty select screen to change modes, etc.

Gameshark Codes:

```
"PAL Speedup Fix"  
80027C00 1026  
80027C02 2402  
"Type A Unlock Code" .off  
D00E82D6 1040  
800E82D6 1000  
"Type B Unlock Code" .off  
D00E8A12 1040  
800E8A12 1000  
"Unlock all songs" .off  
800E4E18 00FF  
"Glowing icon thingy" .off  
800E4DF0 00FF  
.end
```

* = Works on PAL PSX only

9 . 0 O u t r o d u c t i o n

9.1 About the Author

I've removed the old info as it's mostly been mentioned again in the Physical/Mental section, so I've put a bio here instead. This is also so anybody reading this who happens to be local to me can spot me in the arcade. Enjoy! :)

Real Name: Peter Hegedus

IRC/BBS/Message Board Nick: Gurt/GurtyGurt

DDR Team: member of Ranking Task Force (<http://rtf.genxer.net>)

DOB: 19 August 1980

Weight: Not Much (I won't tell cos' it ain't much :P)

Height: 5'8"

Hair, Eyes, Race: Black, Brown, Caucasian

Location: Brisbane, Australia

First Played DDR: 05 October 1999

(NB: Found in an email sent from work to home on this date:

"Dance Dance Championship (\$2/1c/2p) 9/10"

9/10 would be my first opinion of the game, as I review games in my spare time it was a short note I made.

Obviously I also remembered the name slightly wrong, as the marquee had the European name but posters on the walls did not at the time!)

Skill Level: Able to beat all Single mode songs (4th MIX). Able to beat most 8 foot and a few 9 foot Double mode songs (4th MIX).

Dancing Style: Professional General player (as I always say, most games last about a week at most with me. Gran Turismo 2 lasted 4 days, Parappa The Rapper lasted 6 hours, WWF Smackdown! lasted 4 days, Zelda 64 lasted 2 days...any game that lasts 1« years is something special, and I'm not going to get bored of this

for many years yet...if ever!)

(see 'recommendations' in section 5.0)

Best Effort on DDR Song: 4th MIX- A on Trip Machine Climax (Maniac), B on
Ninzaburo (Maniac, Shuffle, Sudden)

Favourite DDR Game: DDR 4th MIX Arcade (of course :P)

Current Favourite Songs (4th MIX): Hysteria, .59, Era(nostalmix)

Favourite Songs (3rd MIX): Dynamite Rave, Gradiusic Cyber, Luv To Me

Favourite Songs (2nd [Re]MIX): Paranoia, Trip Machine ~Luv Mix~, Strictly
Business

Songs Most Disliked: Silent Hill, Dub-I-Dub, Let Them Move, The 7 Jump

Most Money Ever Spent On Arcade DDR In A Day: AUS\$120 (approx US\$70)

Most Time Ever Spent On Arcade DDR In A Day: 12 hours

Most Time Ever Spent On Console DDR In A Day: Unknown

Most Time Ever Spent On Endless Mode In A Day: 7 hours

Worst DDR Injury: Collapsed Lung (beat that! :P), also a punch in the head
by a guy trying to steal my mobile/cell phone
(unsuccessfully! And I didn't even feel the punch cos'
he happened to punch solid bone...smart, eh?)

Won't Play DDR Without: Coca Cola!

Other Games I Like: Monty On The Run (Commodore 64), GyruSS (Arcade,
Commodore 64), Parodius (SNES, GB)

Favourite Movies: Robocop. That's about it :P

Likes: * Anything good or funny
* Junk Food
* Fun

Dislikes: * The poor lyrics on sites and in other FAQs (esp. Jam Jam Reggae's
often but not always mismatched lyrics...does anyone check
these things? I saw one site that had the right ones, wish I
bookmarked it! And the lyrics for Strictly Business...not even
close! 'next time i'm on the scene, do not try the business,
keep your **** mouse as suck a jaw because I'm strictly
business'? NO! 'next time i'm on the scene, do not try to dys us,
keep your mouth suckered up, because i'm strictly business'! Why
not check the lyrics for the ORIGINAL song before you invent up
bull\$#!+?)

* People singing to DDR songs when they have no vocal talent at
all. Thank god we'll never see DAM DDR!

Other Notes: * Absolutely no musical skills
* I Analyse many things (hence the FAQ, hence I found out some
of the dip settings...)
* Collector of old video gaming computers/consoles/software
* Non-smoker, non-drinker
* I often put a silly animated icon of a stick figure dancing
on when I put my Pocketstation in a DDR machine, and whenever
it reads from the PK, it comes up with 'busy' for a bit...as
that goes on and off, it results in a very freaky animation
of what ends up looking more like a stick figure getting
electrocuted! :)

9.2 Links

<http://www.konami.co.jp/> - Duh!

Just in case somene forgot the URL...DDR's page is on something like
<http://www.kcetokyo.co.jp/am/4th/>. or something. That URL is definately
wrong though. Just look in 'Whats New', there's always a DDR related link
there...

<http://rtf.genxer.net/> - Ranking Task Force

Since I'm now a member of this team, I thought it was only fair to create a link there. It's (unofficially :P) the best and biggest team in Australia. Above all, we have fun!

<http://www.dancegames.com/> - Dance Games

A site covering the whole Bemani series, more or less, with an emphasis on DDR, Para Para Paradise, EZ2Dancer and Pump It Up. Hence the name. :) I'm a staff writer here now, so if a new DDR game comes out and you want info on it direct from me and feel shy about emailing me...like the 4th MIX sync code which I found days before I updated the FAQ...you might want to check here. I'm a technical aspect of DDR person, see! That, and the content is all good and very slick/professional...this may mean a new email address in the next version of the FAQ. Take note now!

<http://www.ddr.sh/> - DDR Stompin' Grounds

An excellent DDR site with clear and conscise information on the whole series. The English version of the site closes on the 31st of March...err I'll probably forget to remove this before the next version, won't I?

<http://www.beatgamer.com/> - BeatGamer (formerly www.dancestage.net)

A site covering the whole Bemani series and other rhythm action games. Also has RealAudio recordings of many DDR songs with the words! The correct ones at that!

<http://www.dancingstage.co.uk/> - Err...DancingStage.co.uk

Probably the only major English language DDR BBS left which isn't confined to one reigon or country is located here. A decent site with some interesting articles, however much of it is UK specific. The BBS is good, though.

<http://djbad.uhome.net/> - dj BAD's Music Store Room

Lots of DDR MP3's from all mixes, including Solo 2000, Disney's Rave and 4th MIX. It even has full versions of the DDR songs like Boom Boom Dollar - no need to use Napster anymore!

<http://www.page.sannet.ne.jp/zyx-19/index.html> - ?

Features the scores for DDR songs, including the entire 4th MIX 6 step score! (by score I mean the steps. Not actual high scores)

<http://web.twin.ne.jp/~seno/ddr/index.html> - ?

A pretty good collection of edit data is located here. I can't read the rest, though...

<http://ddr.magisystems.net/> - Dance Dance Revolution - Las Vegas

An excellent page for regular DDR players in Las Vegas, including guide to machine locations, local player biographs and a DDR survival guide for people playing in the harsh Las Vegas conditions! Living in a similar climate myself, I must stress that some of this information is very important to those living in equally bad conditions!

<http://heinesen.info.sophia.ac.jp/~shugai/game/ddr/> - DDDRC Edit

It's in Japanese, but you can download some edit data here including some for 3rd Mix. Beware though - all the steps are incredibly underranked (the lower ones to a lesser extent)
(Might be down)

9.3 Credits

All contributors shall get their names shone in big flashy lights if they convert this text to ANSI then make it flash. But I can't be bothered so you get it in regular text like the rest of the document. So here are the credits!

Thanks to Gendou Ikari for confirming the rumor about the hackers version of Dance Dance Revolution on PSX and rewording the mode select code in a much easier to understand way (I was tired when I wrote that code bit and I didn't realise how daft 'press <, > and [] at the same time' sounds...gah!). Honest. I can picture someone frustratingly trying to push them all at the EXACT same time and ending up playing versus mode by themselves like I did once (see my tips for Xanadu :P)

Thanks to Chris Lord (Dancingstage-maniac at breakdancer.co.uk) for making the PAL Slowdown Fix code thingies!

Thanks to Dvae Van Horn for clarifying any unclear points, correcting mistakes and giving additional info as far as 4th MIX arcade machines are concerned. The info is probably valid for other machines as well...

Thanks to Vince Yim (vinceyim at hotmail.com) for pointing out any medical inaccuracies and giving strong, positive criticism on the medical section. An excellent contribution!

Thanks to Elf@RTF elflord@faerie.cyber.com.au for offering heaps of advice on his techniques for songs. Probably some of it's ended up here as alternative techniques. I don't like to include other peoples ideas but if they're majorly different to mine, they're useful! Wheee!

TNT Blast Dynamite (unholymight at mailcity.com) pointed out Afronova wasn't the fastest song. And he's right - I'm blind and didn't see that one on the list at DDR Stompin' Grounds. (I also now realise Paranoia Evolution's steps are just as fast. But the music isn't ;P) So thank you for pointing out my mistake :)

Thanks to Raymond Lorica for the hidden DDR 2nd ReMIX cheat code thingy! I'm sure a lot of people will love that code!

Thanks to GameFAQs for having an FTP for me to upload this to so I can share my knowledge with the world!

Thanks to Konami for making probably the best game of all time!

Thanks to Saber for the information regarding the protection removal code's effect with a 3.3 Gameshark (if anyone cares to know, it's on a stealth modded 9xxx series PSX)

Thank you very much to H.Edward from Ranking Task Force for organizing the DDR competition here which provided me with much of the 4th MIX operator info and the Competition Section! He also sold me a spare copy of 4th MIX on PSX, which ultimately lead to the info on that here...so hooray!

Thanks to Jonathan Ng for pointing out Emi's full name on Konami's site!

Thank you very much to everyone else who's indirectly contributed to the FAQ, especially people at the arcade!

9.4 Disclaimer

This document is copyright 2000 by Peter Hegedus. Nor this document or any part of it may not be printed in magazines or sold for profit either by itself or on a form of media bundled with other things (ie CD-ROMs) without my written permission. You may, however, put this FAQ on websites, give it to friends, or use it for your own personal use. This FAQ may only be distributed if it is un-edited - nothing may be replaced or removed. And you don't need my permission to put this on websites. And feel free to print it out if you don't mind carrying several hundred pages to the arcade with you. I suggest you edit out the bits you don't want. Anyway, SPREAD THIS FAQ! But not for commercial purposes - you may not sell this FAQ, give it free with something you sell, or otherwise trade it for goods or services! This FAQ is free. If someone is breaching this rule, tell me!

Dance Dance Revolution is a trademark of Konami, and all that musical mumbo jumbo probably remain the registered trademark, trademark or copyright of their authors, although I could not find anything in the majority of cases in their respective manuals since they're all in Japanese. I can read the prices of things in yen, but that's it.

I STILL will offer my help personally to people stuck in a particular area. No really, I will. If you have questions regarding any incarnation of DDR, I shall try to answer the question and if I am unable to, I shall place your question somewhere in here for other people to answer. Comments, flames, praise, etc. can go to the normal address up the top. If you wish to criticise, I suggest you make it positive criticism instead of just abuse and then I'll probably read it. Yes, criticism is welcome.

9.5 Future Versions

Coming soon to this FAQ...er...near you:

- * More Single and Double mode hints.
- * Competition info needs expanding.
- * Section 5.5 could use some refinement.
- * Isn't DDR Disney GB out now STILL? I can't find it anywhere...
- * Hopefully I'll find a way to make DDR more fun for you, next time!
- * Expect the next version sooner than later.
- * There will be no ParaPara Paradise FAQ. It's definitely impossible to write one as it WOULD be a sham. It's possible that a subsection in the next version will cover the arcade edition's fundamentals and operator settings.
- * More everything!

9.6 Requests

Contribute to the FAQ! Send info on this stuff!:

- * If anyone owns a ParaPara Paradise machine (any version), some operator settings info would be appreciated.
- * Does anyone know what system hardware DDR runs off? Please don't say "a Playstation" or "a modified Playstation" unless you can prove it, that's almost certainly incorrect, as it appears the graphics are deliberately kept simple to make conversions easier...not to mention the memory card slot is much slower to register than on an actual PSX.

Have fun playing DDR! That's what counts the most!

-GurtyGurt

