Dance Dance Revolution 2nd Remix Append Club Vol. 1 (Import) FAQ

by BakaOrochi   Updated to v1.1 on Apr 30, 2004

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Dance Dance Revolution 2nd ReMix Append Club Vol. 1
PSX FAQ (and Beginner's FAQ)
Version 1.1

Dance Simulation
One-Two players

Dance pad optional
Dance Dance Revolution 2nd ReMix is required.
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Come on, it's not like it's HARD to e-mail me if you want to use any part
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purely my own work, any other similarities to other FAQs are purely
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any, please contact me immediately so that I may remedy the problem.
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FAQ History:

1.0
8/8/00
-First release

1.1
11/16/00
-Well, of course I should learn my dates...
-Redid the e-mail section, READ BEFORE E-MAILING ME!
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Contents:

1. What's the point of this FAQ?
2. What the heck is "Dance Dance Revolution?"
3. How to play
4. Modes of play
5. Can you give me some tips/secrets?
6. Songs in this version
     6a. Information about each song
     6b. Differences in Club Vol. 1
7. Quotes
8. Closing notes/Thanks/Contact Information

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1. What's the point of this FAQ?
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I played this game in an arcade, and I looked for a FAQ on it.  But there
wasn't one so...

Also, I just wanted to throw in some suggestions for those who are struggling
with DDR, and how I picked up the game.  For further help, I'd read some of
the other DDR FAQs from gamefaqs.com.

Some tips on this FAQ may not work with you, but this is how I've found it to
work with me, and some others of my friends.  Some things on this FAQ I've
based from watching others as well.  IMHO, it's best that you develop your own
style to play this game, but if you can't, try using some tips I've put on this
FAQ.
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2. What the heck is "Dance Dance Revolution?"
-=================================================-
Dance Dance Revolution (aka DDR) is a unique dancing simulation game.
It's made by the same company and development team who brought Beatmania and
Guitar Freaks, Konami's Bemani team.

The basic point is to "dance to the music."  Easily said than done though.
Most people rather call it a stepping game however (in my brother's words, step
aerobics).  If you think that you cannot dance to this game, look on the
internet for some dancing clips.  An excellent dancing group located in Korea
is called the A-Team, who does performances with DDR songs.  You can also try
looking for C-Squad (I believe they're located somewhere in North America).


Dance Dance Revolution Append Club discs are basically Dance Dance Revolution
with Beatmania songs.  However, in order to play these append discs, you must
have the Dance Dance Revolution 2nd ReMix game.  The discs are purely optional.
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3. How to play
-=================================================-
The main point of the game:
Hit the arrows at the right time.  As long as you have at least one point in
your Dance Gauge (the meter at the top of the screen), you will pass the level.
If you're not playing in Beginner Mode, if your gauge hits Zero (or you have
no dance gauge points), game is over.  Game is also over when you clear all
the songs for the mode.


The arrows:

How I'm going to refer to the arrows (to avoid further confusion)-

Fixed arrows: The white set of arrows that don't move located at the top of
the screen.  They're always there.

Scrolling arrows: The colored arrows that will scroll up from the bottom of
the screen and tells you which direction you want to hit when they align with
the fixed arrows.

Pad arrows: The arrows on your dance pad, the ones you stomp on.

DDR has four pad arrows: Up, down, left, and right.

You will have a fixed set of arrows on the top of the screen.  As music plays,
colored arrows will scroll up towards the fixed arrows, and the point of the
game is to hit the corresponding arrow on your dance pad when the scrolling
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arrow(s) is aligned to the fixed arrow(s).

Sometimes, you'll be thrown two arrows to hit at the same time (I call them double steps). This usually intimidates lots of beginners, and most don't know what to hit. It really isn't that hard, just be prepared to jump to hit those arrows at the same time (that's what baffles me: most beginners don't expect to be jumping around at all when they play. To hit those simultaneous arrows, the only way to hit them is to jump (or even hop) on them. Once you get more advanced, there are many other ways you can do it...

A nice tip for those struggling to hit the arrows on time:
Each song is in a 4/4 beat. Which means you can count with the beat of a song. Even though some songs may have irregular beats, you'll notice that the fixed arrows will flash every fourth beat. When you have to hit the arrows, it will be on the beat or on the flash. But you have to make sure you're not too hasty to hit the buttons. What I usually do is count outloud (whispering at most, not screaming, please you'll scare the rest of the arcade patrons ^_^) 1,2,3,4,1,2,3,4,etc. and that way I can keep up with the beat. Bouncing with the beat works as well (may look ridiculous, but I've seen sillier looking things). So you can be thinking "1,2,3,step,step,2,step" etc. Basically, just keep a beat. Also, the steps are not random. Once you get the rhythm of a song, you should be able to figure out when the steps will come out.

What you have to start worrying about is when you move up in difficulty levels, especially when you turn off "little" mode. You'll be treated to the green/blue "offbeat" arrows (also known as 1/8, 1/16, and 1/32 steps). Those are a bit more difficult to hit since they don't align with the fixed arrows on the beat or the flash, but when the fixed arrows aren't flashing. Those take some practice to get used to. If you can, keep "little" mode on, otherwise, you'll be given these extra steps (unless of course you don't mind them).

Beginner flaws/problems:

Something first-time players do: try to ALWAYS center their feet in the middle panel after each step (results in a lot of scrambling around). For beginners, it's not always a good idea; you'll find youself panicking to reach the pad arrows, and jumping around a lot, and especially when you get to the hard parts, you'll be missing a lot. Also, I find that it's harder to establish a center of balance sometimes. It's not necessary to continually center yourself on the center panel. Sometimes, the best way to maintain your center of balance is to keep your foot on the panel that you last stepped on. Unless you'll be jumping around a lot for the double-steps, trying to always keep a foot on the center panel will be unnecessary movement, and thus will add something extra to your steps that you don't need. If you want, keep both feet on an arrow (i.e. left foot left arrow, right foot, right arrow). This is great especially for the left-right-left-right patterns or the left-right double steps. You don't have to move anywhere, just lift you foot and step without losing your balance (looks silly, but trust me, until you can find a better looking way to do this, it's easy and it works the best). In this case, you'll also need to continually shift your center of balance. Try not to shift all your weight on one side of your body.

One problem I've found to throw off a lot of players: The background colors can be so colorful that you can't see the arrows easily. The only thing I can say is, learn to ignore it.

Game modes:

When you play with Versus, you'll be playing side-by-side against an opponent, same song, same steps, and be judged against each other (and who scored higher).

Couple is similar to versus, except 1)you're not competing and 2)you and a partner will be given different sets of steps. It's like BeatMania. Sometimes, both players will get arrows, other times, one player will be getting arrows, but the other will be watching. Sometimes, each have to fill in the moves for each other; basically it's a co-op effort.

Double mode is different. It's a one player mode, but one player uses both 1P and 2P pads.

Rating:

On the top of the screen during gameplay, you'll have colored meter. This is your Dance Gauge. The point is to have at least one line in your dance gauge; once you run out of points on your Dance Gauge, the game is over. You can earn points by performing large combos. Once you hit zero, you cannot gain anymore. If you're playing in Beginner Mode, the Dance Gauge does not matter (even if you hit zero, you can still gain points, but even with a zero Dance Gauge, the game will go on without a game over).

Everytime an arrow passes, you'll be judged on how accurately you stepped on the arrow.
-If you've hit it dead on, you'll get Perfect!
-If you hit it a bit off, you'll get Great!
-If you hit it about 1/8 of a beat off, you'll get a Good, and your combo will
 stop.
-If you hit it more than 1/8 of a beat off, you'll get Boo! And one gauge point
 will be lowered in half.
-If you miss completely, you'll get a MISS, and you'll lose some points in your
 Dance Gauge.

Scoring:

Scores are basically multiplied by combos (like most DDR games). The higher the combo, the more points and the higher the point multiplier. For example, if you have a 2 combo, you'll get 4000 points. The third will be 8000, fourth combo 16000, and so on (I'm not sure exactly how it's measured however). You also get more points if you get more Perfect! points than Great! In the end, all your points earned from all the stages are accumulated. If you score high enough, you'll be able to enter your initials (this does not apply to Beginner Mode).

Judgement:

At the end of your song, you get a letter grade for your performance. The higher combos and higher scores you earn, the higher the grade. Also, it reflects how high of a combo you have ratio-wise to how high of a combo that is possible. For example, if song A is 210-combo possible, and song B is 110-combo possible, and you earn a 100-combo on both songs, you'll get a lower grade with song A, but a very high grade with song B.

Grades are as follows:

SS-Perfect performance, nothing less than a "Great!"
S-Near perfect, a few mistakes, and a high combo ratio.

A-Excellent, several mistakes, mostly "Perfect!" and "Great!" ratings, few
 misses, good combo ratio.
B-Very good, enough to get by, a lot of "Perfect!" and "Great!" ratings, but a
 lot of "Boo!" and "Miss" ratings too. A decent combo ratio.
C-Average. Low combo number, decent amount of dance gauge left.
D-Bad, Very low combo number, very low or zero dance gauge left, lots of "Miss"
 and "Boo!" ratings.
E-Horrible. Mostly misses, zero combo gauge usually. At this point, you would
 normally fail a song.
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4. Modes of play
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You can choose Arcade, Event, Training, Endless (needs to be unlocked), Edit,
Records, Option, Information.

Arcade: What it is, arcade mode, 1 player by default, 2nd player can join in
 for couple mode.
Event: You can choose to play solo, versus, couple, or double.
Training: If you're having problems with a certain song, here's the place to
 practice. You can also modify the arrows for a song here.
Endless: Songs will be thrown at you continuously until you fail. You will
 have the option of taking a break after every 5 songs.
Edit: Edit your own dance!
Records: Um, records. Records the best scores/steps for each song.
Option: Change the gameplay
-Sound: Stereo or Mono, choose your flavor
-Music effect: Still haven't figured out what this does...
-Vibration: For Dual Shock controllers...
-Double Play: I don't have a Dual Shock, but I can never choose this option, so
  I'm assuming that this is for the analog sticks.
-Key Config: Choose your Double Play method, and turn off your keys during the
  song (you only need to turn the controller off if you have a dance pad).
-Memory Card: Save/Load your options/game edit data/records.
-Game level: How easily you gain/lose your dance gauge
-Max Stage: How many songs you want to do in Arcade mode
-Game Over: Choose Arcade if you want to end a song by getting a zero dance
 gauge immediately. Choose End Of Music to wait until the end of the song to
 know that you failed.
-Ending: Choose which ending you want to see in arcade mode after you've
 completed all songs.
-Character: Choose which model character you want to see in the background.
-Step Mark Color: Note option will have all arrows the same color (including
 offbeats)
-BG Effect: The background effects annoying for you? You can turn them off!
-BG Bright: If the background effects/images are too bright and distracting,
 you can change the brightness of them for easier arrow visibility.
-Danger Display: You can have the word "DANGER!" blink, stay on the screen, or
 just not have it on at all when you get too low on your dance gauge.

You'll be first given a choice of game modes:
Basic
Another
Maniac

If you have two players, you'll have additional choices:
Versus
Double
Couple

Then you can choose from there

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Basic
Another
Maniac (Not available in Double mode)


And high scores will come up with each different variable.

It is possible to change difficulties after you've chosen a gameplay mode with
a certain difficulty level and change the gameplay (read section 5).

New modes and songs will be unlocked as you achieve certain requirements (new
Information will be added to tell you what you've earned).
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5. Can you give me some tips/secrets?
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To change anything, you can bring up a menu that can change difficulty modes,
turn on little mode, right shift, left shift, or flip the steps, etc.  All
you have to hit is Select during music select.

To change to Beginner mode, hit select during game mode select.  You'll see the
words "beginner" at the top of the screen.

More information can be unlocked after either beating the game, or finishing a
certain amount of songs.

Change the background dancer:
Before choosing arcade mode, highlight Arcade Mode, and hold the following arrow
+ circle to choose from the following models:

1P
Left-
Model 1-Konsento:01 (Guy with plug)
Model 2-Mameo (Big stomach alien)

Right-
Model 1-Afro (Afro & Lady)
Model 2-Afro (Origins, DDR 1st model)

2P
Left-
Model 1-Kaeru-Zukin (Girl with wings)
Model 2-Cow-Ko (Cow girl)

Right-
Model 1-Lady (Girl with short red hair)
Model 2-Lady (Girl with short blue hair)
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6. Songs in this version
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I don't know what this "Club Another" or "Club 2P" stuff is.  If anyone knows,
please e-mail me.

Artist/song title

Normal songs:

DJ Nagureo-5.1.1. (Techno Label)
Jam Master '73-Jam Jam Reggae (Beatmania Classics)
Quadra-Beginning-Of-Life  (Beatmania Classics)
M-Flo-The Theme from "Flo-jack" (R&B Label)
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JJ Company-Be in My Paradise (Disco Classic Label)
Reo-Nagumo-Do You Love Me? (Beatmania Classics)
Slake-Gambol (Techno Label)
E.O.S-E-Motion (Beatmania Classics)
Nite System-Perfect Free (House Label)
Nite System-Salamander Beat Crush Mix (Beatmania Classics)
Quadra-Diving Money (Techno Label)
Mirak-Overdoser (Beatmania Classics)
DJ Macinger featuring Muhammad-G.M.D. (HipHop)
Baby Weapon featuring Asuka M.-Dr. Love (House Label)
Honey P. featuring Asuka M.-Melt in my Arms (House Label)
Lovemints-Love So Groovy (Beatmania Classics)
DJ Nagureo-20, November (Beatmania Classics)
Quadra-Deep Clear Eyes (Beatmania Classics)
Slake-22Dunk (Techno Label)
DJ FX-Special Energy (Techno Label)
Taka-Graduistic Cyber (Techno Label)
Spiritual Ride-Prince on a Star (House Label)
JJ Company-Celebrate (Disco Classic Label)
The Bald Head-Ska a go go (Beatmania Classics)
Tiger Yamamoto-R3 (Techno Label)
Tiger Yamamoto-Luv To Me (Techno Label)


      6a. Information about each song

These are the amounts of steps and difficulty ratings for each song:

5.1.1.
Basic: 1
-Steps: 48
Another: 5
-Steps: 84
Maniac: 7
-Steps: 103


Jam Jam Reggae
Basic: 2
-Steps: 76
Another: 4
-Steps: 105
Maniac: 8
-Steps: 180


Beginning-Of-Life
Basic: 2
-Steps: 83
Another: 4
-Steps: 131
Maniac: 6
-Steps: 167


The Theme from "Flo-jack"
Basic: 1
-Steps: 98
Another: 2
-Steps: 137
Maniac: 7
-Steps: 187
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Be in My Paradise
Basic: 1
-Steps: 53
Another: 3
-Steps: 85
Maniac: 6
-Steps: 137

Do You Love Me?
Basic: 2
-Steps: 87
Another: 4
-Steps: 129
Maniac: 7
-Steps: 148

Gambol
Basic: 1
-Steps: 71
Another: 5
-Steps: 118
Maniac: 8
-Steps: 151

E-Motion
Basic: 3
-Steps: 99
Another: 4
-Steps: 122
Maniac: 6
-Steps: 148

Perfect Free
Basic: 5
-Steps: 149
Another: 6
-Steps: 203
Maniac: 7
-Steps: 212

Salamander Beat Crush Mix
Basic: 4
-Steps: 153
Another: 5
-Steps: 166
Maniac: 7
-Steps: 193

Diving Money
Basic: 4
-Steps: 156
Another: 5
-Steps: 170
Maniac: 7
-Steps: 215

Overdoser
Basic: 3
-Steps: 111
Another: 5
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-Steps: 139
Maniac: 7
-Steps: 147

G.M.D.
Basic: 4
-Steps: 110
Another: 5
-Steps: 112
Maniac: 6
-Steps: 125

Dr. Love
Basic: 3
-Steps: 151
Another: 5
-Steps: 189
Maniac: 7
-Steps: 238

Melt in my Arms
Basic: 4
-Steps: 116
Another: 6
-Steps: 142
Maniac: 7
-Steps: 147

Love So Groovy
Basic: 3
-Steps: 112
Another: 4
-Steps: 135
Maniac: 7
-Steps: 186

20, November
Basic: 3
-Steps: 122
Another: 4
-Steps: 133
Maniac: 7
-Steps: 195

Deep Clear Eyes
Basic: 6
-Steps: 169
Another: 7
-Steps: 221
Maniac: 8
-Steps: 227

22Dunk
Basic: 5
-Steps: 161
Another: 7
-Steps: 157
Maniac: 8
-Steps: 185

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Special Energy
Basic: 5
-Steps: 139
Another: 6
-Steps: 150
Maniac: 7
-Steps: 205

Graduistic Cyber
Basic: 7
-Steps: 235
Another: 8
-Steps: 298
Maniac: 9
-Steps: 334

Prince on a Star
Basic: 5
-Steps: 178
Another: 6
-Steps: 205
Maniac: 7
-Steps: 224

Celebrate
Basic: 4
-Steps: 166
Another: 5
-Steps: 166
Maniac: 7
-Steps: 260

Ska a go go
Basic: 6
-Steps: 175
Another: 8
-Steps: 281
Maniac: 9
-Steps: 327

R3
Basic: 5
-Steps: 161
Another: 6
-Steps: 180
Maniac: 7
-Steps: 269

Luv To Me
Basic: 4
-Steps: 160
Another: 7
-Steps: 275
Maniac: 9
-Steps: 358


      6b. Differences in Club Version 1


The main thing about these Append discs is that they exist only so any
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Beatmania fans can play DDR with Beatmania songs. There's no real extra
gameplay like Arcade Mode and as much fun stuff you can do with these Append
discs and a ton less options. You won't find any previous DDR songs on these
discs (except on Append disc vol. 2).

These songs are mostly easy, and easier than the second append disc.
The songs in this volume are basically straight from the Beatmania soundtrack,
untouched, unremixed (to my knowledge).
However, you will find Luv To Me and Graduisic Cyber remixed in DDR 3rd Mix.

The biggest difference, however, is that you'll notice that the offbeat arrows
are now different colors.
-===-
7. Quotes
-===-
Before song:
"Break it down!"

During game play:
If you have a high gauge-
"You're the best!"
"Cool!"
"Yes!"
"Stay Cool!"
"Hot!"

If you have a low gauge:
"Not good!"
"Come on!"
"Stay Cool!"

Stage finish:
Cleared
"That wasn't your real dance, you can do better!"
"Yow! That was the best dance ever! Are you a professional dancer?"
"Wow, how could you make up a dance like this?"
"Perfect! I can't wait to see your next dance!"

Failed
"Go home! You don't belong here!"
"Oh, too bad, get outta here!"
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10. Closing notes/Thanks/Contact Information
-===-
This FAQ is strictly based on my observations and my techniques. It may not
work for you, and in which case, you can find other great beginner's FAQs out
there that may work for you. (Myself, I'm learning new techniques, so my own
playing is not too great right now...) ^_^

Thanks to...
Konami for making such a kick arse game
Nekoneko at DDRer's Stompin' Ground, excellent resource for any DDR game out
 there (some information from this FAQ came from their site, with permission
 of course); http://www.ddr.sh. This FAQ wouldn't be complete without that
 site.
Gameworks (in Schaumburg, Streets of Woodfield), and to all the people there for
 showing me how to do some of the funky stuff...that and if GameWorks didn't
 bring this game to ACEN2K, this game would have forever sat on my shelf...

Copyrights...(every game I mentioned thus far, just to be safe)
Beatmania, Guitar Freaks, and Dance Dance Revolution is trademark of Konami
and the Bemani team.
PlayStation is trademark and copyright of Sony Entertainment.

You want to contact me? Read this FIRST, because you NEVER know what will happen to
you or your E-Mail otherwise:

1)I'm providing my e-mail for COMMENTS, ADDITIONS, CORRECTIONS, and QUESTIONS ABOUT
THIS GAME THAT SHOULD BE COVERED IN THIS FAQ! NOTHING ELSE!

2)Make sure you put what SPECIFIC game you're e-mailing me about. I have 3 other
DDR FAQs, and asking a question about a "DDR FAQ" isn't going to go anywhere.

3)DO NOT ASK ME QUESTIONS LIKE "HOW DO I DO _your problem here_???"

4)DO NOT E-MAIL ME FOR CODES, HIDDEN STUFF, OR ANYTHING! EVERYTHING I KNOW ABOUT
THIS GAME IS ON THIS FAQ SO LOOK THROUGH THIS FAQ BEFORE ASKING ME ANYTHING!

5)I do NOT answer questions about PlayStation, Dreamcast, PlayStation 2, modifications,
copy protection, buying the dance pad/mat, or ANYTHING of the sort. THERE ARE OTHER
PLACES YOU GO FOR THAT! NOT ME! I WILL IGNORE YOU OR FORWARD SUCH MAIL TO PROPER
AUTHORITIES! I'm getting REALLY sick of this. I don't condone piracy in any manner,
and my name is not Konami/Sony/Sega Technical Help.

-Modifications break your Sony/Sega warranty, so I don't encourage it.
-Copy protection EXISTS FOR A REASON. I'm NOT going to tell you how to break the law.
-Same goes for modification protection.
-You can buy a dance pad or mat ANYWHERE. Obviously, if you still don't know where,
you're not trying hard enough. (Hint: eBay, Yahoo!)
-If something breaks or is lost, TOUGH. It's not my problem. Just because I write
FAQs, doesn't mean I know how to fix your game, pad, PSX, whatever. So don't bother.

6)I'm not a girl, so don't think about sending love letter. Also spam will
be ignored and taken up with your ISP or mail server (yes, there are laws
against that too).

7)I DON'T WANT TO SEE YOUR E-MAIL IN ANY OTHER ONE OF MY E-MAILBOXES!

8)Yes, Dance Dance Revolution IS COMING TO THE U.S. PlayStation, in January 2001.
I'm not Konami of America, so don't ask me anymore than that. Ask them, they
make the game.

I know I'm being harsh but this is getting ridiculous, constantly getting e-mailed on
how to break Konami's copy protection, how to play the games illegally, and so forth.
People, understand that FAQ writers don't exist to tell you how to solve your personal
problems (Yes, trying to jack up your PlayStation is you own personal problem). We (at
least myself) are just here about the game. Not to cater to your piracy habits, or your
inabilities to find accessories. I've got my own problems to worry about.

Understand? Good! I'm always open to a good e-mail! ^_^

You can e-mail me at BakaOrochi@hotmail.com
If you'd like to reuse this FAQ in ANYWAY, SHAPE OR FORM, YOU MUST contact me FIRST!
So please save yourself the legal trouble. I won't bite you head off or anything ^_^

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  This FAQ can be located http://www.geocities.com/bakaorochi
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