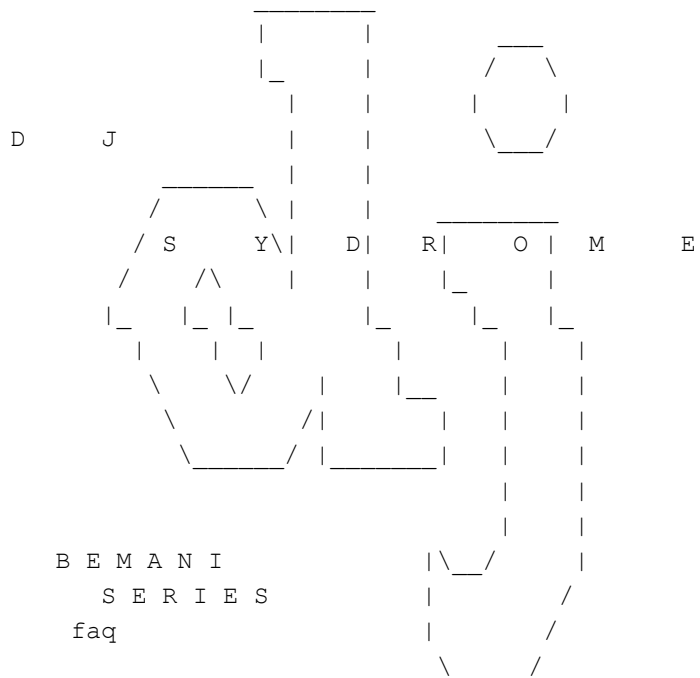


Dance Dance Revolution Compendium

by jtkauff

Updated to v1.00c on Mar 4, 2000

This walkthrough was originally written for Dance Dance Revolution on the PSX, but the walkthrough is still applicable to the DC version of the game.



ver.1.00c
.000304

DJ Syndrome: BEMANI Series FAQ
by J.T.Kauffman
ver.1.00c
04mar00

0.00: Contents: _____

[ascii text logo]

0.00: Contents

0.01: Intro

_____ Aim:

0.02: Quick Guide

_____ Beatmania (Arcade & Append Discs):

_____ Beatmania Append 3rd Mix:

_____ Beatmania Append Gottamix:

_____ Beatmania Append 4th Mix ~the beat goes on~:

_____ Beatmania Append 5th Mix ~Time to get down~:

_____ Beatmania GB:

_____ Beatmania GB2: Gacchamix:

_____ Beatmania for WonderSwan:

_____ Hiphopmania Complete Mix:

_____ Dance Dance Revolution:

_____ Dance Dance Revolution 2nd ReMix:

_____ Dance Dance Revolution 2nd ReMix Append Club Mix Vol.1:

_____ Dance Dance Revolution 2nd ReMix Append Club Mix Vol.2:

____ Drummania:
____ Guitar Freaks:
____ Pop'n Music:
____ Beatmania Controllers:
0.03: Song Lists
____ Home Releases::
____ Beatmania Arcade Disc:
____ Beatmania Append Disc (Yebisu Mix):
____ Beatmania Append 3rd Mix Disc:
____ Beatmania Append Gottamix Disc:
____ Beatmania Append 4th Mix ~the beat goes on~ Disc:
____ Beatmania Append 5th Mix ~Time to get down~:
____ Beatmania GB:
____ Beatmania GB2: Gacchamix:
____ Beatmania for WonderSwan:
____ Dance Dance Revolution:
____ Dance Dance Revolution 2nd ReMix:
____ Dance Dance Revolution 2nd ReMix Append Club Mix Vol.1:
____ Dance Dance Revolution 2nd ReMix Append Club Mix Vol.2:
____ Drummania:
____ Guitar Freaks:
____ Pop'n Music (PSX&DC):
____ Pop'n Music 2 (PSX&DC):
____ Arcade Releases::
____ Beatmania:
____ Beatmania 2nd Mix: !!see Home Releases:: Arcade Disc!!
____ Beatmania 3rd Mix: !!see Home Releases:: Append 3rd Mix Disc!!
____ Beatmania 5th Mix ~Time to get down~:
____ Beatmania Complete Mix:
____ Hiphopmania Complete Mix: !!see Arcade Releases:: Beatmania
Complete Mix!!
____ Beatstage Complete Mix: !!see Arcade Releases:: Beatmania
Complete Mix!!
____ Beatmania IIDX Substream Club Version 2:
____ Dance Dance Revolution:
____ Dance Dance Revolution Internet Ranking Version:
____ Dance Dance Revolution Solo Bass Mix:
____ Dance Dance Revolution Solo 2000:
____ Dancing Stage featuring True Kiss Destination:
____ Dancing Stage:
____ Guitar Freaks:
____ Drummania:
0.04: BEMANI Releases
____ Arcade Releases:
____ Home Releases:
0.05: Accessory List
____ LCD Game List:
____ Music CD List:
____ Book List:
0.06: Miscellany
____ Beatmania/Hiphopmania Hidden Modes:
____ DDR Hidden Modes:
____ Beatmania Append 4th Mix Internet Ranking:
____ Beatmania Controller Button Guide:
____ Beatmania 4th/5th Mix Difficulties:
____ DDR Difficulties:
____ Beatmania GB2; English Translations:
____ Beatmania Songs; Order of Difficulty:
____ BEMANI outside of Japan:
____ Boot Problems:
____ Grey Area:

- _____ Glossary:
- _____ Rumours:
- _____ Beatmania/BeatMania/Beat Mania?:
- _____ Artist Names:
- _____ Song Lyrics:
- _____ Beatmania Series:
- _____ Dance Dance Revolution Series:
- _____ Drummania:
- _____ Other rhythm games:
- 0.07: Outro
- _____ Release Info:
- _____ DJ Syndrome; A Guide:
- _____ Coming Later:
- _____ Trademark/Copyright/Legal Info:
- _____ Sources:
- _____ Thanks:
- _____ Contact Info:

0.01: Intro _____

'DJ Syndrome' is the main tagline of the marketing campaign for Beatmania 4th Mix ~The Beat Goes On~. It's also now a guide to Beatmania and the rest of the BEMANI series of rhythm games by Konami. While not comprehensive, it should begin to answer some of the questions that you might have about the games. Also, the focus of this document is currently the Beatmania series of Playstation (PSX) games, although much more is covered.

This is the main document in my DJ Syndrome series of FAQs, and contains not only play information, such as how to unlock hidden songs and song lists, but it also lists a lot of other information that may prove very useful for the BEMANI series player, such as soundtrack info, and info on things such as the BEMANI LCD portables. If you are looking for just play information on a specific title, I have condensed the information on all games that are covered in the Quick Guide section in to short, game-specific FAQs. Please note, however, that this FAQ contains all of the information that is in the game-specific FAQs, and then some. Also, these game-specific FAQs are lower on my list of things to work on, so they will not necessarily be updated at the same time that this FAQ is...

A final note: As many readers may have noticed, I have become very busy with projects other than FAQs. Thus, I won't be releasing updates to this work on as regular of a basis as I previously have. Being the big Beatmania fan, I'll try to co-incide this document's updates with new Beatmania releases. Thus, expect new ones every few months or so. Also, BEMANI games are coming out so quickly that I'm having trouble keeping up, so please forgive any errors/ommissions.

_____ Aim:

When this document was first started, it was aimed at being a reference piece for the existing Playstation Beatmania games, providing song lists, hidden song/mode info, and any other pertinent information. Although it has obviously expanded since then, the document was considered to have it's first full release (ver.1.00) upon this pre-requisite's completion. If this work is to ever include the above info

for all of the BEMANI games (home and arcade), then it will hit v.2.00 status, although this happening is extremely unlikely. The new focus is simply to continue to present BEMANI information in the same style, quality, and quantity as has been established, as well as including any extra information (such as lyrics, and name sources) that may be of interest to the readers.

0.02: Beatmania Quick Guide_____

Overall, here's how things work: Each disc has a core set of songs that will be available no matter how badly you score. There are also a set of hidden songs for each stage after the first that you must get certain scores in certain genres to open up. Once you play a song, it's available in Free Mode and Training Mode. A single PSX Beatmania Memory Card Save can only hold a single Append Disc's save information (4th Mix and beyond are different stories), so I would personally recommend a different Memory Card for each Append disc (and don't forget to mark them...).

As for hints/techniques, no long techniques section here, just three main tips:

- Practice, practice, practice.
- Use the training mode - it's invaluable.
- Buy the controller that was made for the game.

And now for the lowdown and the important information on the releases...:

_____Beatmania (Arcade & Append Discs):

Title: Beatmania
System: PSX

Intro: The Playstation game that started it all, the first Beatmania release includes songs from the original Arcade release (1st Mix, if you will) and the 2nd Mix Arcade release, as well as original Playstation tracks. The first disc, entitled 'Arcade' are the tracks from the arcade, and the second disc, entitled 'Append' (the first of many as it turns out...) has nine non-arcade and 3rd Mix tracks, including a remix of the Metal Gear Solid Main Theme. The Append Disc serves as a sort of add-on disc, as you must first insert the original Arcade Disc. This 2-disc set recently went Platinum (one million copies sold).

___Stage Flow:

Arcade Disc:

Practice:

Stage 1:-----Stage 2:-----Stage 3:
practice hip~hop reggae

Normal:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:
hip~hop	break-bts	house*	soul
reggae	ballade	minimal techno	rave
ambient	(jazz soul)	mix*	house spiritual mix
reggae funky	techno	dj battle	ska
mix	hip~hop		drum'n bass mix*
	street mix		hard tekno*
	japanese		rave (2nd mix)*
	hip~hop*		
	konamix*		

Expert Classic:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:-----	Stage 5:
break-bts	techno	soul	house	rave
				*rave 2nd

Expert Vocal:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:-----	Stage 5:
japanese	reggae	house	ska	ballade
hiphop	funky mix			

Expert Techno:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:-----	Stage 5:
techno	minimal	konamix	ambient	drum'n bass
	techno	*hard tekno		

Append (Yebisu Mix) disc:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:
funk	funk	funk	funk
styl garage	styl garage	styl garage	styl garage
bossa groove	bossa groove	bossa groove	bossa groove
	asian trad'l	asian trad'l	asian trad'l
	spd garage	spd garage	spd garage
		funky jazz	funky jazz
		groove	groove
		hard house	hard house
			bigbeat mix
			bossa groove (french)

*hidden song

__Hidden Songs:

Requirements to get the hidden songs:

Arcade Disc:

In order to get: score at least: in this (or one of these) genre(s):

		Stage 1:
japanese hip-hop	60,000	any genre
konamix	90,000	any genre
		Stage 2:
house	40,000	ballade
house	45,000	break-bts
house	50,000	techno
house	60,000	hip-hop street mix, konamix
house	85,000	japanese hip-hop
minimal techno	70,000	ballade, break-bts

minimal techno	80,000	konamix, techno
minimal techno	90,000	hip-hop street mix, japanese hip-hop

Stage 3:

drum'n bass mix	50,000	dj battle
drum'n bass mix	65,000	house
drum'n bass mix	70,000	minimal techno mix
hard tekno	90,000	dj battle, minimal techno mix
hard tekno	85,000	house
rave (2nd mix)	90,000	dj battle
rave (2nd mix)	100,000	house, minimal techno mix

Append (Yebisu Mix) Disc:

This disc works a little differently from the others. As far as I can tell you merely have to play certain songs to get the full set, not score a certain number of points. The following combination will open up all the songs:

1st Stage-----	2nd Stage-----	3rd Stage-----	4th Stage
funk	asian trad.	bossa groove	rest...

That should leave you with all of the rest of the songs (Styl Garage, Spd Garage, Funky Jazz Groove, Hard House, Bigbeat Mix, and Bossa Groove French Version) to choose from in the fourth stage. I'm not positive that this will work every time (at this point it still needs checked a bit) but it's the one that I got to work...

Beatmania Append 3rd Mix:

Title: Beatmania Append 3rd Mix
System: PSX

Intro: The first separate 'append', or add-on disc for the original Playstation release. The disc features all of songs from the 3rd Mix Arcade release, hence the reason that some of the songs are repeated from the Arcade disc and the original Append disc. As with the first Append disc, you must first insert the original Arcade Disc.

__Stage Flow:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:
ambient	j-dance pop	house	big beat mix
soul	hiphop	bossa groove	house (classic)
ballad (classic)	funky jazz	reggae	drum'n bass (classic)
j-dance pop	groove	soul (classic)	world groove
hiphop	house	big beat mix	euro beat
	bossa groove	house (classic)	hard techno
	80's j-pop*	d'n bass (classic)	drum'n bass
	reggae	digital funk*	digi-rock*
	soul (classic)		

*hidden song

__Hidden Songs:

Requirements to get the hidden songs:

In order to get:	score at least:	in this (or one of these) genre(s):
		Stage 1:
80's j-pop	35,000	ballade (classic)
80's j-pop	67,000	j-dance pop
80's j-pop	80,000	hiphop
80's j-pop	95,000	ambient, soul
		Stage 2:
digital funk	45,000	reggae, soul (classic)
digital funk	47,000	bossa groove
digital funk	65,000	funky jazz groove
digital funk	87,000	house
digital funk	90,000	j-dance pop, 80's j-pop
digital funk	92,000	hiphop
		Stage 3:
digi rock	42,000	digital funk
digi rock	45,000	drum'n bass (classic)
digi rock	55,000	reggae, soul (classic)
digi rock	60,000	bossa groove
digi rock	64,000	house (classic)
digi rock	67,000	bigbeat mix
digi rock	97,000	house

___Beatmania Append Gottamix:

Title: Beatmania Append Gottamix
System: PSX

Intro: Although not a mix released in the arcades, Beatmania Append Gottamix features tracks both from the arcade releases as well as original playstation tracks. As with the other Append discs, the original Arcade Disc must first be inserted.

__Stage Flow:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:
real garage	hiphop	dj~battle	break beats
hip and soul	crossover	r&b	collage techno
raga rock	dj~battle	rock'n techno	jazz electro
bigbeat	r&b	j-garage pop	trance
hiphop	rock'n techno	free soul	euro beat
	j-garage pop	break beats	gabbah*
	drum'n bass*	collage techno	r&b (hard version)*
		nonstop megamix*	

*hidden song

__Hidden Songs:

Requirements to get the hidden songs:

In order to get:	score at least:	in this (or one of these) genre(s):
		Stage 1:
drum'n bass	91,000	bigbeat
drum'n bass	94,000	raga rock, hip-hop
drum'n bass	95,000	real garage
drum'n bass	96,000	hip and soul

		Stage 2:
nonstop megamix	82,000	r&b
nonstop megamix	83,000	j-garage pop
nonstop megamix	84,000	dj~battle
nonstop megamix	90,000	drum'n bass
nonstop megamix	93,000	rock'n techno
nonstop megamix	94,000	hip-hop, crossover

		Stage 3:
gabbah	66,000	nonstop megamix
gabbah	68,000	collage techno
gabbah	69,000	free soul
gabbah	82,000	r&b
gabbah	83,000	j-garage pop
gabbah	84,000	dj~battle
gabbah	85,000	breakbeats
gabbah	93,000	rock'n techno
r&b (hard version)	72,000	nonstop megamix
r&b (hard version)	74,000	collage techno
r&b (hard version)	78,000	free soul
r&b (hard version)	88,000	j-garage pop
r&b (hard version)	93,000	dj~battle, r&b
r&b (hard version)	96,000	breakbeats
r&b (hard version)	98,000	rock'n techno

Beatmania Append 4th Mix ~the beat goes on~:

Title: Beatmania Append 4th Mix ~the beat goes on~
System: PSX

Intro: In this release we see quite a bit of new features. The first is the addition of the 'just great' (or flashing great) mark. Second, we have the addition of the great/good counter - it will keep track of how many greats/goods you have gotten in a row. We also have a few more options for play, including random and mirror. Add to that a bonus edit mode and a bunch of cool new songs, and you've got yourself a great disc. Also, it's worth noting that this mix is the first major departure of in-game graphics in the Beatmania mixes - you'll find totally different song selection and end of stage graphics, to name a few. It also runs on a 20,000 max per stage point system as opposed to a 10,000 max (note that you don't get any extra points for long combos like you do in DDR).

Options: hidden - the notes disappear partway down the screen.
double - one player plays both the 1P & 2P sides.
battle - 1P & 2P both play the same notes, and it's a battle to see who ends up with the higher gauge - even if one player ends under the normally required level, they still go on (which is normal for all modes).
random - the notes occur in the same places in the songs, but the button that you have to push is randomised (the turntable stays the same). note that it's not totally random - the buttons that you need to push basically swap positions for the entire song (for example, all of the notes that were the middle white key are now the left blue key, and so on).
mirror - the five buttons are mirrored (ie. the left ones are now right, and the right one are now on the left). note that because there are an odd number of buttons, the middle white

button stays put. also, the turntable is unaffected.

(in-game option):

effects: by pressing the select button during gameplay (ie. during the song) you can turn the effect (selectable in the options menu) on and off.

Getting Bonus Edit Mode:

To open up the bonus edit mode (which features 'traditional' Beatmania graphics and so-on), first put in the Arcade disc, then Disc Switch to either 3rd Mix or Gottamix, then switch to 4th Mix. You'll be in Bonus Edit mode. (note: I switched from Arcade to 3rd to Gotta to 4th to open up all of the songs - I'm not sure if all of the songs will open up if you only use one of the two discs - more on this as I play more).

Also, after playing through all of the songs, then booting down the system and just playing regular 4th Mix, none of the Bonus Mix songs came up in training/free mode, which leads me to think that Bonus Mix acts like a whole Append disc, and thus requires a whole separate save (the same as any other Append disc - there can only be one Append disc per save, thus to have all of the songs available at any time, you now need a total of five separate saves - ones for Yebisu, 3rd, Gotta, and Bonus Edit, which all branch off of the original Arcade disc save, and then the 4th Mix save, which is a separate entity.) I have yet to double check this, and after finding that the Bonus Edit songs are available in normal mode as well, it may be a while before I do...

__Stage Flow:

Basic (Club M.Z.D) 4 Stages

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:
r&b (I live...)	hiphop	future jazz	cube beat
jazz house	future jazz	jungle	house
hiphop	dance pop (keep..)	cube beat	drum'n bass
dance pop (keep..)	r&b (hunting...)	house	70's soul
r&b (hunting...)	jungle	soul hiphop	techno
	cube beat	drum'n bass	rave
	house	70's soul	
	soul hiphop	techno	
	techno	big beat	
	big beat	hard house	
	hard house		

Hard (Club Japan) 4 Stages

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:
r&b (I live...)	future jazz	cube beat	drum'n bass
jazz house	dance pop(keep...)	house	70's soul
hiphop	r&b (hunting...)	soul hiphop	techno
future jazz	cube beat	jazzy hiphop	big beat
dance pop(keep...)	house	drum'n bass	rave
r&b (hunting...)	soul hiphop	70's soul	hard house
jungle	jazzy hiphop	techno	minimal
house	techno	rave	trance
lounge*	lounge*	hard house	happy
r&b (I live...)@	house@	trance	dance pop(deep)*
hiphop@	jazzy hiphop@	deep house*	rave@
house(nagureo..)^	dance pop^(beli..)	dance pop(deep)*	minimal@
j-techno^	hard tekno^(@)	house@	happy@
		jazzy hiphop@	dance pop(deep)@*

rave@ hard techno(cr.)^
dance pop(deep)@*euro beat^
hard house^ euro beat@^
hard house@^

*hidden song

@'another' version - available by pressing the select button

^Bonus Edit Mode song

(@)unmarked 'another' version

Expert (Club Beat-2000) 5 Stages

Street Course:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:-----Stage 5:
hiphop r&b(i live..) future jazz soul hiphop r&b(hunting..)

Vocal Course:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:-----Stage 5:
jazz house cube beat dance pop 70's soul house
(keep...)

Techno Course:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:-----Stage 5:
jungle techno rave --to be added--

Special Course:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:-----Stage 5:
drum'n bass rave jazzy hiphop --to be added--

Another Course:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:-----Stage 5:
r&b house@ jazzy hiphop@ happy@ -to be added-
(i live...)@

Horrible Course:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:-----Stage 5:
trance --to be added--

Bonus Course:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:-----Stage 5:
hard tekno@ hard techno house --to be added--
~crack style~ ~nagureo kidding~

@another

Bonus Edit Mode:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:
j-pop (english) hard tekno(an.) house(nag.kid.) hard tekno(an.)
hard house(an.) hard house hard tekno(an.) hard house
house(nag.kid.) hard house(an.) hard house hard house(an.)
hard tekno(an.) house(nag.kid.) hard house(an.) hard techno(cr.)
j-techno hard techno(cr.)euro beat(eng.)
euro beat(eng.an.)

(note that this stage flow list for Bonus Edit is not quite complete - I only played through the mode once, so the songs that I beat the stages with (j-pop, j-techno, and house (nagureo kidding)) are not on the chart after the stage that I played them in...)

__Hidden Songs:

In order to get: Do one of these things:

- lounge - 1. Clear Hard mode 5 times.
- dance pop (deep...) |- 2. Beat hard mode without losing.
- deep house - 3. Clear Expert mode once.

Secret Modes:

Special Course (Expert Mode):

Beat Hard mode once.

Another Course (Expert Mode):

Beat Hard mode 5 times.

Horrible Course (Expert Mode):

Beat Hard mode 10 times.

Bonus Course (Expert Mode):

Either beat any of the Expert Mode courses once, and you should get the Bonus Course, or beat Hard 20 times. Note that opening up this course will also open up the Bonus Edit Mode songs for normal gameplay.

Bonus Edit songs available in normal 4th Mix:

There are two ways to do this - open up the Bonus Course either beating Expert mode or beating Hard 20 times, or play Hard mode 50 times (not necessarily beating it...)

'Another' versions of songs in Hard Mode:

To get the another version of certain songs in Hard Mode, simply hold the select button - if another version is available, then a symbol saying 'Another' will appear in the area above the 2P symbol. Not all songs have another versions. Also, the another versions of the songs are very similar, and usually just have a few hard passages added - the difficulty (number of stars) stays the same.

___Beatmania Append 5th Mix ~time to get down~:

Title: Beatmania 5th Mix ~time to get down~

System: PSX

Intro: The first Beatmania to feature popular Western artists, 5th Mix takes the 4th Mix interface and adds to it. The end is a well-rounded, and very deep, selection of songs. The popular modes introduced previously, such as Mirror and Random, appear again as well, as does the infamous Bonus Edit Mode. These modes are joined by new ones such as High Speed Mode.

__Stage Flow:

Basic (Club M.Z.D) 4 Stages

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:
Total Recall	Total Recall	Total Recall	Total Recall
Finding a New...	Finding a New...	Finding a New...	Finding a New...
Wonderland	Wonderland	Wonderland	Wonderland
I Live Just 4 U	I Live Just 4 U	I Live Just 4 U	I Live Just 4 U
The Only Way Is Up	The Only Way Is...	The Only Way Is..	The Only Way Is..
Higher	Higher	Higher	Higher
Popcorn	Popcorn	Popcorn	Popcorn
Keep on Movin'	Keep on Movin'	Keep on Movin'	Keep on Movin'
Hunting for You	Hunting for You	Hunting for You	Hunting for You
Operator	Operator	Destruction	Destruction
Do It All Night	Do It All Night	System	Freakout
Up on the Floor	Up on the Floor	Boa Boa Lady	All Pro
Come and Get It	Come and Get It	The Race	Build Up
Cycle	Cycle	Motivation	Chain
Rugged Ash	System	Kakattekonkai	Weighted Action

Paranoia Max	Boa Boa Lady	Brand New World	Crymson
Spaced Out	The Race	Soda	Peace-Out
	Motivation	Freakout	Manmachine...
	Rugged Ash	All Pro	Deep in You
	Paranoia Max	Build Up	Hell Scrapper*
	Spaced Out	Chain	Drunk Monkey
	Kakattekonkai	Weighted Action	Genom Screams
	Brand New World	Crymson	Logical Dash
	Soda	Peace-Out	Denim*
		Manmachine...	Thrash Traxx*
		Deep in You	Linn 1999*

Hard (Club Japan) 4 Stages

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:
Total Recall	Operator	System@	Freakout@
Finding a New...	Do It All Night	Boa Boa Lady	Destruction
Wonderland	The Only Way is...	The Race	Build Up
I Live Just 4 U@	Up On the Floor	Motivation	Chain
Popcorn@	Come and Get It	Kakattekonkai	Peace-Out
Operator	Higher@	Brand New World@	Manmachine...
Do It All Night	Cycle@	Soda	All Pro
Up On the Floor	Keep on Movin'	Freakout@	Crymson@
Come and Get It	Hunting for You	Destruction	Weighted Action
Higher	Rugged Ash	Build Up	Deep in You@
Cycle	Paranoia Max	Chain	Drunk Monkey@
Keep on Movin'	Spaced Out	Peace-Out	Genom Screams
Hunting for You	System@	Manmachine...	Logical Dash@
Rugged Ash	Boa Boa Lady	All Pro	-random select-
Paranoia Max	The Race	Crymson@	
Spaced Out	Motivation	Weighted Action	
-random select-	Kakattekonkai	Deep in You@	
	Brand New World@	-random select-	
	Soda		
	Operator (hard)*		
	The Only Way.. (hd)*		
	Up On the... (hd)*		
	-random select-		

Expert (Club Beat-2000) 5 Stages --coming later--

Bonus Edit Mode:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:
Ambient Mix	Ambient Mix	Ambient Mix	Ambient Mix
Warp House	Warp House	Warp House	Warp House
Epic House	Epic House	Epic House	Epic House
V.R.D.J. Skills	V.R.D.J. Skills	V.R.D.J. Skills	V.R.D.J. Skills
			Trance

__Hidden Songs:

There appear to be two blocks of hidden songs. The first is a set of Dancemania (Hard Version) songs, which includes Operator, The Only Way is Up, and Up on the Floor. These are accessible in Hard Mode on Stage 2. I believe that the criteria for this set is to simply beat Hard Mode once.

The second set of bonus songs includes Hell Scrapper, Thrash Traxx, Linn 1999, and Denim. These are available at least on Normal Mode, and possibly on Hard Mode as well. Frankly, I have no clue how these are

opened. It may be performance based, as they tend to be there sometimes and not others.

__Hidden Mode:

Please see Beatmania Append 4th Mix for info on unlocking the Bonus Edit mode.

_____Beatmania GB:

Title: Beatmania GB
System: GameBoy Color/GameBoy

Intro: The first Beatmania for a portable system, the GameBoy version, which is compatible with all existing GameBoy systems, features songs from the 2nd and 3rd Arcade mixes, as well as a few originals. This is the first home title to include a feature that keeps track of how many greats/good you score in a row (this first appeared in Beatmania in 4th Mix in the arcades). Also, a first in the Beatmania releases, a password system is included to open up the hidden songs in Free mode.

__Stage Flow:

Arcade:Normal:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:
break-bts techno j-dance pop konamix
funk dj battle bossa groove minimal techno
bigbeatmix* eurobeat*

Arcade:Expert:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:-----Stage 5:
coming later...

GB-Mix:

Stage 1:-----Stage 2:-----Stage 3:-----Stage 4:-----Stage 5:
reggae jazz rakuga kids latin classic 1
Stage 6:-----Stage 7:-----Stage 8:-----Stage 9:-----Stage 10:
classic 2 country disco* e.n.k.* classic 3

(*hidden song)

__Hidden Songs:

In order to get: score at least: in this (or one of these) genre(s):

Arcade Mode:

bigbeatmix	70,000	any Stage 2 genre
eurobeat	80,000	any Stage 3 genre

GB-Mix Mode:

disco	75,000	country
e.n.k.	75,000	disco
classic 3	75,000	e.n.k.

__ Passwords:

REMIX opens up bigbeatmix in 'free' mode
GENERATION opens up eurobeat in 'free' mode
FEVER opens up disco in 'free' mode
VISUAL opens up bigbeatmix and eurobeat in 'free' mode
SENSE opens up disco and bigbeatmix in 'free' mode
WORLD opens up disco and eurobeat in 'free' mode
ALLEGRO opens up bigbeatmix, eurobeat, and disco in 'free' mode
MOTHER opens up disco and e.n.k. in 'free' mode
PASSION opens up disco, e.n.k., and bigbeatmix in 'free' mode
NOISY opens up disco, e.n.k., and eurobeat in 'free' mode
RELAXATION opens up disco, e.n.k., and classic3 in 'free' mode
ALTERNA opens up disco, e.n.k., eurobeat, and bigbeatmix in 'free'
mode
SILENT opens up disco, e.n.k., classic3, and bigbeatmix in 'free'
mode
MOONLIGHT opens up disco, e.n.k., classic3, and eurobeat in 'free'
mode
KOBEBEEF opens up disco, e.n.k., classic3, eurobeat, and bigbeatmix
in 'free' mode
BEATMANIA only DJ Battle in 'free' mode
KONAMI only DJ Battle in 'free' mode
KCEK only DJ Battle in 'free' mode
UDDLRRLRBA opens up all songs in 'free' mode (opens up disco, e.n.k.,
classic3, eurobeat, bigbeatmix, and dj battle in 'free'
mode)

--note: the BEATMANIA, KONAMI, and KCEK codes don't erase the songs that
you've already opened - they're just not accessable - only the DJ Battle
is (which usually isn't accessable...)

_____ Beatmania GB2: Gacchamix:

Title: Beatmania GB2: Gacchamix
System: GameBoy Color/GameBoy

Intro: The sequel to the successful Beatmania GB, Gacchamix takes
songs from the PSX Gottamix & the LCD AnisonMix, borrows a few from
popular musicians, and throws some original tunes into the mix.
Gacchamix also sports one of the oddest setups in the series, with the
songs grouped by type (Band, J-Girl Pop, etc.) and playable in any order
(4 songs in each type). As with it's predacessor, Gacchamix shows that
you don't need CD-quality sound to be fun.

__ Menu Translations:

Title screen:

- Game Start -
- Free -
- 2P Battle -
- Options -
- Password -

Game Start screen:

- Normal -

- Expert -

Course Select screen (follows Game Start screen):

- J-Girl Course -
- Band Course -
- Idol Course -
- Anison Course -
- Gottamix Course -

Free screen:

- Normal -
- Hidden -
- Random -
- Auto -

Free (after completing a song) screen:

- Sound Select -
- Continue -
- Exit -

2P Battle screen:

(unknown - I don't know anyone else that has the game, so I've never played this mode... I'd be happy to translate if someone wants to write down the characters and email them to me, though...)

Options screen:

- Game Level - > Normal / Hard / Easy <
- Control - > A Type / B Type / C Type <
- Game Config - > Full Button / 5 Button / 3 Button / 2 Button <

(the leftmost option is the default - press right to scroll through the remaining options in the correct order)

__Stage Flow:

[note: the stage flow for the Expert stages is tentative. Expert lists the song's stage number in Expert mode; Normal lists the song's stage number in Normal mode (all songs are available in all stages in Normal mode)]

J-Girl Pop Course:

Expert	Normal	Title
1	All	Automatic
2	All	Yumemiru Shoujyo Jyairarenai
3	All	Time Goes By
4	All	Makenaide
5	All	Friends*

Band Course:

Expert	Normal	Title
1	All	Robinson
2	All	Sasurai
3	All	Over Drive
4	All	Believe
5	All	Rydeen*

Idol Course:

Expert	Normal	Title
1	All	Yozora NOMUKOU
2	All	Nagisa Nimatsuwaru Etc.
3	All	Catch You Catch Me
4	All	Daite Hold On Me!
5	All	Watashiga OBAsanni Nattemo*

Anison Course:

Expert	Normal	Title
1	All	Uchuusenkan Yamato
2	All	Sutekinakun
3	All	Shouba! Gundam
4	All	Tenshino Kyuuseku
5	All	Ultraman no Uta*

Gottamix Course:

Expert	Normal	Title
1	All	RVTK-1
2	All	Miracle Moon
3	All	Hunting For You
4	All	Luv To Me (disco mix)
5	All	Genom Screams*

*hidden song

__Hidden Songs:

[note: the song will become available in Free Mode, as well as in the Course, the game after unlocking it.]

Song Title	To Unlock...
Friends	clear J-Girl Pop Course
Rydeen	clear Band Course
Watashiga OBAsanni Nattemo	clear Idol Course
Ultraman no Uta	clear Anison Course
Genom Screams	clear Gottamix Course

__Passwords:

MELODIOUS	J-Girl Pop Course cleared; unlocks Friends
GROOVY	Band Course cleared; unlocks Rydeen
SPLENDID	Idol Course cleared; unlocks Watashiga OBAsanni Nattemo
SUPERCOOL	Anison Course cleared; unlocks Ultraman no Uta
WONDERFUL	Gottamix Course cleared; unlocks Genom Screams

_____Beatmania for WonderSwan:

Title: Beatmania for WonderSwan
System: WonderSwan

Intro: The only release so far to actually include a turntable, the Wonderswan version of Beatmania includes songs from the 3rd Arcade mix.

Visually and aurally excellent (the songs even include vocals, incredibly impressive for the little system), the WS version's main drawback is it's lack of songs - there are only 10 initially, and only one real hidden song. Also, it's worth noting that the songs are unchanged from the arcade (unlike BM GB, in which the songs are reformatted for the GameBoy's layout), which ends up making things a bit hard at some points. Also features a continue mode so that allows you to turn the system off, and when you turn it back on, you'll be back at the stage you were on when the system was switched off - a very nice feature...

Stage Flow:

Normal: (difficulty [in stars] under stage number)

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:
(*,**)	(**,**,***)	(***,****	(****,****
		*****)	*****)
funk	funk	ambient	bossa groove
soul	soul	j-dance pop	funky jazz groove
ambient	ambient	bossa groove	bigbeatmix
j-dance pop	j-dance pop	funky jazz	reggae
	bossa groove	groove	house
	funky jazz	bigbeatmix	drum'n bass mix
	groove	reggae	*hard techno

Expert:

class~a:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:-----	Stage 5:
soul	ambient	funky jazz	reggae	house
		groove		

class~b:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:-----	Stage 5:
funk	j-dance pop	bossa groove	bigbeatmix	drum'n bass mix

Survival:

Stage 1:-----	Stage 2:-----	Stage 3:-----	Stage 4:-----	Stage 5:
funk	soul	ambient	j-dance pop	Bossa groove

Stage 6:-----	Stage 7:-----	Stage 8:-----	Stage 9:-----	Stage 10:
funky jazz	bigbeatmix	reggae	house	drum'n bass mix
groove				

Stage 11:
hard techno

(*hidden song)

Hidden songs, mode:

How to get the two hidden songs:

- These are some of the easiest hidden songs to get - just merely do the highest difficulty songs in each stage in Normal (Stage 1=**, Stage 2=***, Stage 3=****) and you'll get hard techno in stage 4. You don't need to win all three in a row - you can continue as much as you want, and as far as I know you don't need a certain score. After you play hard techno, medley will open up in 'free' mode.

How to get the hidden mode:

In order to open the hidden mode in Expert, Survival, you merely have to complete either Expert Course A or Expert Course B without the turntable or any key help turned on.

_____ Hiphopmania Complete Mix:

!!also known as Beatmania Complete Mix, Beatstage Complete Mix!!

Titles: Hiphopmania Complete Mix, Beatmania Complete Mix, Beatstage Complete Mix
System: Arcades (N.America, Japan, ??)

note: While this is not a quickguide section as the rest of them are, I figured that it is worth including since many of the readers of this document are from North America, and Hiphopmania Complete Mix is the only game in the Beatmania series to be released there.

Intro: Hiphopmania is the English translation/localization of Beatmania Complete Mix, released in the Japanese arcades in 1998. To my current knowledge, the game is the same as the Japanese version except for the small amount of Japanese text that resides in the game being translated to English (all of the text is in the Practice and How To Play sections). Although it has been available in the North America for quite a while (always under the name Hiphopmania), mass release of the title only started recently. It's first major showing, as well as Konami's first real announcement of support for the title, was at the E3 show in L.A. during May of 1999. Wide release started around late-September to early-October, to my current knowledge.

All of the Complete Mix games contain the same songs that are in found Beatmania 2nd Mix and Beatmania 3rd Mix (2nd Mix contains all of the songs from the original Beatmania release), and thus, most of the info contained in this document should apply as well. A songlist has been added, and can be found in the Songlist:: Arcades: section under the title Beatmania Complete Mix (I consider the original title to be canon).

As I reside in Japan, I cannot verify any info for the actual Hiphopmania Complete Mix release (having only played it a few times many months ago at the E3 show), and any additional information on this title would be helpful.

_____ Dance Dance Revolution:

Title: Dance Dance Revolution
System: Playstation

Intro: Konami's first home port of their second, and most popular, BEMANI game, DDR one-ups games like Enix's Bust A Move by offering an optional foot pad controller that requires you to actually get up and move. A single disc release (unlike the Append modes of Beatmania and DDR2ndReMix), DDR was the one of the best-selling game of the first half of 1999 in Japan, and for good reason - it's really good... As a side note, I found this game to be very easy with a normal Playstation controller, but much harder with the Original (mat) controller...

__Stage Flow:

Easy:

have you never been mellow
butterfly
kung fu fighting
that's the way (i like it)
let's get down

Normal:

1st and 2nd Stages:-----3rd Stage:
have you never been mellow --all 1st and 2nd stage songs plus:
butterfly trip machine
kung-fu fighting
that's the way (i like it)
my fire
make a jam!*
boys*

Hard:

1st and 2nd Stages:-----3rd Stage:
butterfly --all 1st and 2nd stage songs plus:
kung-fu fighting trip machine
let's get down paranoia
little bitch paranoia KCET -clean mix-*
strictly business paranoia MAX -dirty mix-*
make it better
i believe in miracles*

*hidden song

(exception: Double - in double, there is only one stage, and all of the songs that are normally available in that difficulty are open for play)

__Hidden Songs/Modes:

Hidden Songs:

Unlike Beatmania's hidden songs where as certain score is required, DDR's hidden songs are basically time release. You have to beat the game on a certain mode a certain number of times, or beat a certain number of songs. Once you open up a hidden song, it's becomes 'unhidden' and will show up every game. The following are how to open the hidden songs:

Title:	Artist:	Requirements to open:
make a jam!	u1	clear normal mode 10 times
boys	smile.dk	clear 600 songs
i believe in miracles	hi-rise	clear 700 songs
paranoia KECT ~clean mix~	2mb	clear hard mode 100 times
paranoia MAX ~dirty mix~	190	clear hard mode 500 times

A helpful note for getting the paranoia songs: To get these fairly quickly, play Double mode (either by yourself or with a friend using controller 2) - Double mode only has 1 stage, as opposed to 3. Now you only have to play 100 and 500 songs to open them, as opposed to 300 and 1500... This also means that you can get all 5 hidden songs by beating 700 songs (of course, 500 of them have to be hard mode doubles...).

Thanks to Petee Hsu for the methods of unlocking the songs, and the tip on double mode...

Hidden Modes:

At the game mode selection screen (easy, normal, hard) press U. This should take you into the 'Secret Mode' screen. Now enter the following button presses/dance steps:

Another: U, U, D, D, U, U, D, D

Maniac: L, L, R, R, L, L, R, R

Double: U, U, D, D, L, R, L, R

Mirror: L, R, L, R, L, R, L, R

There is also a hidden edit mode that is unlocked by clearing 500 songs (similar to how the five hidden songs are unlocked). Thanks to Petee Hsu for this as well.

_____Dance Dance Revolution 2nd ReMix:

section under development

Title: Dance Dance Revolution 2nd ReMix:

System: PSX

Intro: While the original Playstation DDR was an excellent game, there was some room for improvement. DDR 2ndReMix fixes most of the problems that its predecessor had. The once hidden edit mode was made a staple feature, available from the start. The number of songs in 2ndReMix nearly twice that of the original, and the insanely hard-to-open hidden songs from the first disc make appearances here as well. Although the disc does feature hidden songs, they have much more realistic open requirements. Finally, Konami has also learned from their mistake of not including a Disc Switch option with the first game; 2ndReMix adds this to its roster as we..

__Stage Flow:

__Hidden Songs/Modes:

_____Dance Dance Revolution 2nd ReMix Append Club Mix Vol.1:

section under development

Title: Dance Dance Revolution 2nd ReMix Append Club Mix Vol.1

System: PSX

Intro: Culled from the Beatmania IIDX/DDR link mode, Club Mix Vol.1 & 2 were the first and second, respectively, Append discs for the popular PSX DDR 2ndReMix. The songs featured are almost exclusively from either Beatmania or Beatmania IIDX, but with the ability to dance to them instead of scratch to them. Throwing away the normal stage flow, the Club Mix discs have all the songs available in all three stages. While not as openly catchy as the main DDR songs, the Club Mixes provide a nice range of songs to dance to.

__Stage Flow:

__Hidden Songs/Modes:

_____Dance Dance Revolution 2nd ReMix Append Club Mix Vol.2:

section under development

Title: Dance Dance Revolution 2nd ReMix Append Club Mix Vol.2
System: PSX

Intro: Culled from the Beatmania IIDX/DDR link mode, Club Mix Vol.1 & 2 were the first and second, respectively, Append discs for the popular PSX DDR 2ndReMix. The songs featured are almost exclusively from either Beatmania or Beatmania IIDX, but with the ability to dance to them instead of scratch to them. Throwing away the normal stage flow, the Club Mix discs have all the songs available in all three stages. While not as openly catchy as the main DDR songs, the Club Mixes provide a nice range of songs to dance to.

__Stage Flow:

__Hidden Songs/Modes:

_____Drummania:

Title: Drummania
System: PS2

Intro: Drummania is a first in many aspects for Konami. Besides the obvious 'first BEMANI game for PS2', the title is the first to utilise the link-up feature that many of the newer arcade versions feature. By selecting 'Session Mode', drummers can grab a friend, as well as a Guitar Freaks controller or two, and play together. Drummania also features the first high-quality standard controller. While Beatmania had the high-quality DJ Station PRO released around the time of Append 3rd Mix, Drummania has its own high-quality Drummania Controller available right at release, putting other standard controllers (the ASCII Beatmania Controller, the DDR mats, etc.) to shame. Finally, Drummania is the first BEMANI game to be available in a special controller/game package, let alone only available that way. But beside the firsts that the game features, it is also one of the most kinetic and fun BEMANI titles available. Now if we could just do something about that price...

__Stage Flow:

Normal Mode:

Stage 1----->	Stage 2----->	Stage 3
Eyes of kids	Cutie Pie	Good Times
I think about you	ONION MAN	Ska Ska No.1
Cutie Pie	Good Times	Happy Man
ONION MAN	Ska Ska No.1	River crossin'
Good Times	Happy Man	HYPNOTICA
Ska Ska No.1	River crossin'	When I dream of you
Happy Man	HYPNOTICA	Ultimate Power
River Crossin'	When I dream of you	Koi no DIAL 6700
	Ultimate Power	Across the Nightmare
	Koi no DIAL 6700	

Real Mode:

Stage 1----->	Stage 2----->	Stage 3
Eyes of kids	Look at me	Look at me
Look at me	ONION MAN	ONION MAN
ONION MAN	Sunny side street	Sunny side street
Sunny side street	Ska Ska No.1	Ska Ska No.1
Ska Ska No.1	Heaven is a '57...	Heaven is a '57...
Heaven is a '57...	Cutie Pie	Cutie Pie
Cutie Pie	I think about you	I think about you
I think about you	Crunchy Nuts	Crunchy Nuts
Crunchy Nuts	Road for Thunder	Road for Thunder
Road for Thunder	River Crossin'	River Crossin'
	LOVE THIS FEELIN'	LOVE THIS FEELIN'
	Happy Man	Happy Man
	Depend on me	Depend on me
		WAZA
		Eraser Engine

Expert Real Mode:

Stage 1----->	Stage 2----->	Stage 3
Eyes of kids	Heaven is a '57...	Heaven is a '57...
Heaven is a '57...	HYPNOTICA	HYPNOTICA
HYPNOTICA	Ultimate Power	Ultimate Power
Ultimate Power	Road for Thunder	Road for Thunder
Road for Thunder	Koi no DIAL 6700	Koi no DIAL 6700
Koi no DIAL 6700	Across the Nightmare	Across the Nightmare
Across the Nightmare	LOVE THIS FEELIN'	LOVE THIS FEELIN'
LOVE THIS FEELIN'	Happy Man	Happy Man
D.M. "Powerful" Mix		WAZA
		Eraser Engine

Session Mode: --coming later--

__Hidden Songs/Modes:

Hidden Songs: No hidden songs have been found as of yet.

Hidden Modes - Drum:

(note - the controller pads are as follows:

```

  ____/_____\_____\_____|
 /____ hitom lowtom cymbal| /____\
 | hihat                    | |bass |
 |                           | \____/
 |____/\ snare_____ /_____| |____|
      \____/                    \____/

```

Expert Real:

Hi-Hat --> Hi-Hat --> Snare --> Snare --> High Tom -->
 Low Tom --> High Tom --> Bass --> Bass

--after hitting bass for the second time, you'll hear a chime. hit
 the low tom while on Real to switch Real to Expert Real.--

Mirror:

Snare --> Snare --> High Tom --> Low Tom --> High Tom -->

Bass

--after hitting bass, you'll hear a chime, and 'Mirror' will appear in the upper right of the screen--

Hidden:

Low Tom --> High Tom --> Low Tom --> High Tom --> Low Tom -->
Bass

--after hitting bass, you'll hear a chime, and 'Hidden' will appear in the upper right of the screen--

Speed Up:

Hi-Hat --> Snare --> Hi-Hat --> Hi-Hat --> Snare -->
Hi-Hat --> Bass

--after hitting bass, you'll hear a chime, and 'Speed Up' will appear in the upper right of the screen--

Hidden Modes - Guitar:

(notes: key is as follows: R=Red button, G=Green button, B=Blue button, P=Picking)

Fast Flow: R -> G -> B -> P -> P
Super Fast Flow: (R -> G -> B -> P -> P) x 2
Hidden: R -> B -> G -> B -> R -> G
Screen: (R -> B -> G -> B -> R -> G) x 2
Random: B -> G -> G -> R -> G -> P
Extreme: R -> B -> P -> G -> R -> B -> P -> G

(note: in Screen mode, no notes appear whatsoever)

_____Guitar Freaks:

Title: Guitar Freaks
System: PSX

Intro: Konami's first foray into a more rock oriented title, Guitar Freaks lets you jam away on either your normal Playstation or Dual Shock controller or the special Guitar Freaks controller.

___Hidden Songs/Mode:

Hidden Songs:

Evil Eye clear 50 stages
Mickey's Boogie clear 150 stages
Jet World clear 200-250 (?) stages
Magic Music Magic clear 300 stages
King G clear 450 stages
J-Staff clear Lucky?Staff

Secret Mode:

High Speed Edition:

In the mode highlight screen (where you select Easy, Normal, or Expert)

press the following buttons (P=pick, R=red, G=green, B=blue)

PPRBRBGG

After that, select Expert and press start. You should be in High Speed Edition.

_____Pop'n Music:

Title: Pop'n Music
Systems: PSX, Dreamcast

Take Beatmania, remove the turntables, start buttons, effect button, and one of the action buttons. Next make the nine action buttons really big and colorful. Last, throw in extremely colorful and cartoony characters over a pop-based soundtrack, and an all-together way too cheery interface, and you have Pop'n Music. The lighthearted branch of the BEMANI series, Pop'n Music, is definately that - lighthearted. Boasting loud colors and a different cartoon-style character for each stage, Pop'n Music is a game that is definately for all ages and all types of people. And don't be fooled by the lighthearted take on things - a 20-rating song with nine buttons is nothing to laugh at...

__Stage Flow:

Beginner:

Stage 1:-----	Stage 2:
pops	latin
fantasy	disco queen
j-tekno	reggae
rap	dance
	techno pop

Normal:

Stage 1:-----	Stage 2:-----	Stage 3:
pops	latin	techno pop
fantasy	disco queen	disco king
j-tekno	reggae	spy
rap	dance	anime hero
		classical*
		j-pop*

Hard:

Stage 1:-----	Stage 2:-----	Stage 3:
pops	latin	techno pop
fantasy	disco queen	disco king
j-tekno	reggae	spy
rap	dance	anime hero
		classical*
		j-pop*

hidden song*

__Hidden Songs/Modes:

clear game 1 time - classical
clear game 2 times - j-pop
clear game 3 times - hidden styles

Hidden Styles:

mirror
random
hidden
off

!!note: the above section is still very much under construction, and any input is appreciated!!

_____Beatmania Controllers:

Title: Beatmania Controller
System: PSX
Maker: ASCII (licensed by Konami)
Price: JY4990
Features:None

Intro: Your standard run-of-the-mill Beatmania controller, this one is lightweight and hard to scratch with. Made by ASCII (who usually makes excellent controllers...), the Beatmania Controller features the five button/one turntable layout from the arcade, as well as start and select buttons located at the top. With a light and slightly rounded body, the controller is comfortable enough to hold, but five very clicky buttons (that seem to miss more than you'd like) and one very generally hard-to-use turntable you're wishing for the decks from the arcade version. The big drawback to this controller is the turntable - made out of smooth black plastic, your fingers slide over the turntable more than the turntable itself moving. Although this is fixable (by taking apart the controller and loosening the turntable screw, and then putting a rubber mat of some sort on the top of the turntable), it's more hassle than it's worth.

Verdict: Better than the standard PSX controller or the Dual Shock, but only use it if you can't find anything else.

Title: DJ Station PRO
System: PSX
Maker: Konami
SRP: JY7800
Features:Light-up buttons, headphone jack (through direct audio feed) and separate-channel volume controls

Intro: After looking for this controller for a month and a half, I finally found it at the Sendai Laox, and they had them in force (I'm guessing the availability of this controller is going to go up with the coming release of 4th Mix Append). Anyway, this is definitely the Beatmania controller of choice. Aside from actually getting an arcade machine, this is the closest you'll come to the feel of the arcade. The buttons are fairly comfortable, and light up upon pressing (with the help of two AA batteries, included), just like in the arcade. The turntable is a big improvement over the ASCII one, but not nearly as nice as the arcade one. It is much more similar to the arcade; where the ASCII turntable is flat and black without a label, this one has a bit of texture to it, helping your fingers so that they don't slip (a big problem with the ASCII one), and it has a 'record label' and peg, just like in the arcade. It's not nearly the size of the arcade's turntable - the DJ Station PRO's table is about the size of a 45, whereas the arcade

has a full-size turntable, but it's still easy to use and feels very comfortable. The design of the controller is very nice as well, giving you the feel of the arcade machine. The controller is fairly light, but not as light as the ASCII one. As for the headphone jack and volume controls, I haven't tried them yet, but I'm guessing that the quality is pretty good - it actually has A/V in and out jacks in the back, so you're getting the audio feed before the television is. The sliders for the volume are fairly nice, and separated into left and right channels. The package comes with the extra A/V cable that you'll need to use the headphone option as well. As a side note, although the DJ Station PRO is much longer than the ASCII controller (the ASCII has it beaten on width by a little bit), the box for the DJSPRO is much smaller than the ASCII's Playstation-system-box sized packaging (which also is the size of the DDR controller's package).

Here are some additional comments that I have about the controller now that I've really played with it:

When I first used this controller, I really liked it. Now that I've truly gotten a chance to use it, I absolutely love it. The turntable is very well made, and very sensitive (which is a good thing), so you can do a very short, quick scratch and still have it count, a definite plus in some of the hard, busier songs. The headphone jack is very, very nice, and provides excellent sound quality and volume (I personally can't turn it up over about 5 without it being so loud that it's uncomfortable). My only quip is that you have to press the buttons directly down if you press it at too much of an angle, it gets caught and doesn't register. However, this is only really a problem with you're laying down and playing... If you're thinking of getting a controller and seriously like the game, PLEASE spend the extra money for this one - you won't be disappointed.

Verdict: If you see this puppy, pick it up. The interfaces are all comfortable, it's very attractive and sleek looking, and it's as close to the arcade as you can [currently] get. It's definitely worth the extra money, and you'll not regret it in the long run. The Beatmania controller of choice. Period.

Title: DJ Man
System: PSX
Maker: Joytech (unlicensed)
SRP: ~JY4980
Features: Dual Shock wrist strap, light up buttons

Intro: OK. I've never used this controller, so all of the info that I have on it is from outside sources. The controller is made of a thick black plastic, is fairly rounded in shape, and is slightly larger than the PSX console. The action keys are shaped like piano keys, and the turntable is lightly textured to prevent finger slippage. It features light-up keys and a Dual Shock compatible wrist strap. It comes in a cardboard 'carrying case' (ie. a cardboard box with a plastic handle).

Verdict: I can't really say, as I've never used it. The one person that I have recieved an email from who owns the controller is very happy with it, and says that it is on par with the DJ Station PRO. Of course, if you throw the style factor in, the DJ Station PRO blows it out of the water... :)

One thing to note about the above product is that it is -unlicensed-, and is not supported by either Konami or Sony. Just a warning.

0.03: Song List

The songs are grouped by series title (ie. Beatmania, DDR, etc), and then by disc, and are in the order that they appear in Free mode when they are all opened up, which also puts them in order of difficulty. As for the categories, Song Title, Artist, and Genre kind of speak for themselves. Diff. is the difficulty, shown in the game as stars, and ranges from one (* or 1) to nine (***** or 9), or ??? (which is how it is listed in the game). After that comes BPM, or beats per minute. If multiple BPMs are shown in the list (example: 100/94/96), then the song starts at 100 BPM, then changes to 94 BPM, and finally changes to 96 BPM. Notes are the number of notes contained in the song (example: 80/99) - the first number (in this case 80) is the number of notes in one player mode, the second number (99) is the number in two player mode. If there is a dash (ex:79/-) then the song is only available in 1P or 2P mode, and is marked as such after the genre. If there is only one number, the number of notes is the same in both 1P and 2P modes... In DDR, the different notes and difficulties are for the different versions (ie. Normal, Another, Maniac, etc.). Also in DDR (and probably GF as well), the number of notes is the a bit deceiving - two steps (or neck presses) that occur at the same time count as a single note, as you cannot get one of the steps or presses right and the other wrong - if you miss one, the entire 'note' is counted as wrong. In all of the titles, if there is a difficulty of ???, then that is how it appears in the game - a difficulty that is unknown by me is simply left blank.

Beatmania Arcade Disc:

Song Title	Artist	Genre	Diff.	BPM	Notes
u gotta groove	dj nagureo	hip-hop	*	100/94/96	80/99
jam jam reggae	jam master'73	reggae	*	90	62/78
Beginning of life	quadra	ambient	**	110	80/115
jam jam reggae (Funky jam Cookie mix)	crunky boy	reggae funky mix	**	90	157/178
2 gorgeous 4 U	prophet-31	break~bts (1P)	**	150	79/-
greed eater	dust fathers	break~bts (2P)	**	112	-/74
Do you love me?	reo-magumo	ballade	**	100	149/244
OVERDOSER(romo mix)	mirak	techno (1P)	***	132	164/-
OVERDOSER (ambient mix)	mirak	techno (2P)	***	132	-/224
u gotta groove (Triple Mazin Dub)	dj mazinger	hip~hop street mix	***	94	143/359
tokai	dj mazinger (performed by co-key)	japanese hip~hop	****	97	139/206
Salamander Beat Crush mix	nite system	konamix	****	134	171/177
LOVE SO GROOVY	lovemints	soul (1P)	****	141	169/-
LOVE SO GROOVY (12inch version)	lovemints	soul (2P)	****	141	-/227
e-motion	e.o.s	rave	****	145/140	96/125
LOVE SO GROOVY (Nite's After Love mix)	nite system	house spiritual mix	****	131	249/430
20.november (single mix)	dj nagureo	house (1P)	*****	130	301/-
20.november	dj nagureo	house (2P)	*****	130	-/352

(radio edit)						
OVERDOSER	quadra	minimal techno	****	138	340/656	
(Driving Dub mix)		mix				
SKA a go go	the bald heads	ska	*****	160/144/160	359/514	
Deep Clear Eyes	quadra	drum'n bass mix	*****	155	276/307	
Acid Bomb	dj fx	hardtekno	*****	140	334/569	
e-motion (2nd MIX)	e.o.s	rave	???	145/140	148/241	
dj battle	*	dj battle	???	93	changes	

Beatmania Append Disc (Yebisu Mix):

Song Title	Artist	Genre	Diff.	BPM	Notes
Cat Song	UPA&NORA	funk	*	127	154/258
- Theme of UPA					
Body	tomoki hirata	styl garage	*	134	87/162
PAPAYAPA BOSSA	staccato two-J	bossa groove	**	143	143/310
	-remixed by r24bm				
Changing the ASIA	cheap forest	asian	**	95	140/181
		traditional			
Ain't it Good	tomoki hirata	spd garage	***	134	119/191
	-remixed by r24bm				
Stop Violence!	Herbie Hammock	funky jazz	****	113	123/191
	& His Band	groove			
I.C.B.	tomoki hirata	hard house	****	140	197/367
	-remixed by r24bm				
METAL GEAR SOLID	ESPACIO	bigbeat mix	*****	140	175/176
~Main Theme	BROTHERS				
La Bossanova	staccato two-F	bossa groove	*****	143	213/341
de Fabienne		french version			

Beatmania Append 3rd Mix Disc:

Title	Artist	Genre	Diff.	BPM	Notes
life goes on	Quadra	ambient	*	124	86/86
find out	nouvo nude	soul	*	100	95/95
Do you love me?	reo-nagumo	ballad (classic)	**	100	149/246
believe again	dj nagureo	j-dance pop	**	130	216/344
HYPHER MEGA MIX	featuring miryam				
s.d.z	DJ mazinger	hiphop	**	100	168/175
	featuring Muhammad				
Stop Violence!	Herbie Hammock	funky jazz	***	113	123/175
	& His Band	groove (classic)			
wild I/O	nouvo nude	house	***	130	226/211
La Bossanova	staccato two-F	bossa groove	***	143	213/341
de Fabienne		(classic)			
Believe Again	Emotion of	80's j-pop	****	130	158/289
	Sound featuring Miryam				
Queen's Jamaica	Crunky Boy	reggae	****	94	189/278
	featuring Muhammad				
LOVE SO GROOVY	LOVEMINTS	soul(classic)1P	****	141	169/-
LOVE SO GROOVY	LOVEMINTS	soul(classic)2P	****	141	-/227
(12 inch mix)					
METAL GEAR SOLID	ESPACIO	bigbeat mix	****	140	179/182
-main theme	BROTHERS	(classic)			
20.november	DJ nagureo	house (classic)	*****	130	301/-
(single mix)		(1P)			
20.november	DJ nagureo	house (classic)	*****	130	-/352

(radio edit)		(2P)			
Deep Clear Eyes	QUADRA	drum'n bass mix	*****	155	276/307
		(classic)			
nine seconds	nouvo nude	digital funk	*****	97	192/191
tribe groove	nite system	world groove	*****	126	275/257
LUV TO ME	miryam reo	euro beat	*****	154	312/384
THIRD-MIX	yoshinori				
Attack the music	DJ FX	hard techno	*****	140	323/452
super highway	nouvo nude	drum'n bass	*****	160	395/452
area code	nouvo nude	digi~rock	*****	112	215/218

Beatmania Append Gottamix Disc:

Song Title	Artist	Genre	Diff.	BPM	Notes
Winter Fantasy	LUV 2 SHY	real garage	*	120	169/250
~Sample Battler's	featuring SONOMI				
House Mix~					
Yellow,Black	COZY KUBO	hip and soul	*	96	131/194
and Blues					
dancing Percussion	Mikio Endo	raga rock	*	123	141/246
	with SKI Rockers				
RVTK-1	DUB-GB	bigbeat	**	92	179/215
E-Girlia	DJ Patch	hiphop	**	90	135/160
luv foundation	Mikio Endo	crossover	**	106	130/189
NaHaNaHa vs.	DJ Senda &	dj battle	***	124/152/163	190/223
Gattchoon Battle	Tiny-K				
Hunting for You	Togo Project	r&b	***	105	?/338
	feat. Megu & Scotty D.				
CLUB 115	COZY KUBO	rock'n techno	***	150	196/307
Miracle Moon	Togo Project	j-garage pop	***	128	274/385
	featuring Sana				
SODA	SLAKE	drum'n bass	***	180	153/153
more deep	Togo Project	free soul	****	120	196/394
	featuring Sana & T/Decay				
Lovegirl In Summer	LUV 2 SHY	break beats	****	095/190	275/281
~GUHROOVY	featuring SONOMI				
HARDCORE MIX~					
JAUNTY BOUNTY	Kimitaka	collage techno	*****	150	209/466
	Matsumae				
BEMANI HIT TRACKS	K.M.D.J.team	nonstop megamix	****	137/143/137	
	featuring Seigo "M" Takei				468/902
Manmachine plays	Mikio Endo	jazz electro	*****	114	377/492
Jazz~MIO2~					
GENOM SCREAMS	L.E.D. LIGHT	trance	*****	150	582/745
LUV TO ME	tiger YAMATO	eurobeat	*****	154	453/503
(disco mix) version	GOTTA				
HELL SCRAPER	L.E.D. LIGHT-G	gabbah	*****		577/666
					190/195/200
Hunting for You	Togo Project	r&b (hard	*****	105	340/437
	featuring Megu	version)			
	& Scotty D.				

Beatmania Append 4th Mix ~the beat goes on~ Disc:

(B='basic mode' version, H='hard mode' version, @='another' version)

Song Title	Artist	Genre	Diff.	BPM	Notes
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Take Control	Larry Dunn	70's soul	B ****	112	174/221
			H *****	112	221/221
Take A Ride	Larry Dunn	soul hiphop	B ***	117	127/172
			H ****	117	131/180
Rugged Ash	Symphonic Defoggers	future jazz	B/H ***	168	193/201
Jazz A Pump Up	Takumi	jazzy hiphop	H *****	100	173/183
			@ *****	100	
I LiVe just 4U	MPM	r&b	B *	90	98/142
			H **	90	132/144
			@ **	90	155/155
Destruction	MPM	big beat	B ***	131	125/134
			H *****	131	244/244
Kakattekonkai	Bebe	cube beat	B ***	103	153/153
			H ****	103	163/163
Build-Up	Forward	techno	B ****	135	248/288
			H *****	135	286/293
Brand New World	GTS featuring Melodie Sexton	house	H ****	128	247/308
			@ ****	128	308/308
Weighted Action	Deep Emotion	hard house	B ***	130	307/351
			H *****	130	351/351
Drunk Monky	DJ Oddball	minimal	H *****	145	409/445
			@ *****	145	681/678
Spaced Out	Enola Quintet	lounge	H ???	88	152/148
Chain	Ram	rave	B *****	152	206/247
			H *****	152	247/247
Soda	Slake	drum'n bass	B ****	160	124/153
			H *****	160	153/153
Logical Dash	DJ Taka	happy	H *****	144	433/507
			@ *****	144	467/507
Genom Screams	L.E.D. Light	trance	H *****	150	404/533
Hunting For You	Togo Project	r&b	B **	105	151/237
	featuring Megu & Scotty D.		H ***	105	181/178
Paranoia MAX ~dirty mix~	190	jungle	B/H ***	190	150/200
Keep on Movin'	N.M.R.	dance pop	B **	132	100/100
			H ***	132	119/119
You Make Me	Monday Michiru	jazz house	B *	110	105/197
			H **	110	186/350
Popcorn	DJ Watarai	hiphop	B/H **	93	148/175
			@ **	93	167/173
peace out	DJ nagureo	deep house	H ???	133	341/341
deep in you	DJ nagureo	dance pop	H ???	126	323/357
			@ ???	126	354/363

Bonus Edit Mode:

20.november (single mix)	DJ nagureo	house~nagureo kidding style~	*****	130	332/-
20.november (radio edit)	DJ nagureo	house~nagureo kidding style~	*****	130	-/404
attack the music	DJ FX	hardtechno~crack style~	*****	140	376/378
acid bomb	DJ FX	hard tekno (another)	*****	140	405/647
quick master (reform version)	Yohei Shimizu	j-techno	***	145	178/225
20.november	DJ nagureo	hard house	*****	130	247/257
20.november	DJ nagureo	hard house (another)	*****	130	268/257
LUV TO ME(english third mix		euro beat	*****	154	312/384

version)					
LUV TO ME(english version)	third mix	euro beat	*****	154	331/392
		(another)			
Believe again	e.o.s remixed	dance pop	**	130	216/345
(english version)	by DJ nagureo	featuring miryam			

Beatmania Append 5th Mix ~Time to get down~ Disc:

(B='basic mode' version, H='hard mode' version, @='another' version)

Song Title	Artist	Genre	Diff.	BPM	Notes
Total Recall	Ultimate	Dancemania	B *	132	154
	Heights		H **	132	202
Finding a New World	Utumi	Future Jazz	B *	160	110
			H **	160	157
Wonderland	X-Treme	Dancemania	B *	128	130
			H **	128	204
I Live Just 4 U	MPM	R&B	B *	90	99
			H **	90	132
			@ **	90	155
The Only Way is Up	The Kinky Boyz	Dancemania	B **	132	175
The Only Way is Up	The Kinky Boyz	Dancemania	H ****	132	311
		(hard version)			
Higher	Slake	Latinaires	B **	92	169
		Beats	H ***	92	192
			@ ***	92	227
Popcorn	DJ Watarai	Hiphop	B&H **	93	148
			@ **	93	167
Keep on Movin'	N.M.R.	Dance Pop	B **	132	101
			H ***	132	119
Hunting for You	Togo Project	R&B	B **	105	154
	feat. Megu & Scotty D		H ***	105	181
Destruction	MPM	Big Beat	B **	131	126
			H *****	131	244
Operator	Papaya	Dancemania	B&H ***	135	195
Operator	Papaya	Dancemania	H ****	135	255
		(hard version)			
Do It All Night	E-Rotic	Dancemania	B&H ***	143	240
Up On The Floor	Regina	Dancemania	B ***	132	266
Up On The Floor	Regina	Dancemania	H ****	132	344
		(hard version)			
Come and Get It	n.a.r.d.	R&B	B&H ***	91	168
Cycle	Slake	Minimal	B&H ***	145	223
			@ ***	145	466
System	RAM	Electronica	B ***	111	155
			H ****	111	187
			@ ****	111	240
Boa Boa Lady	dj nagureo	Reggae	B ***	90	146
(Jamming Mix)			H ****	90	229
The Race	Captain Jack	Dancemania	B ***	143	210
			H ****	143	244
Motivation	Dimitri from Paris	Mondo House	B ***	129	148
			H ****	129	262
Rugged Ash	Symphonic	Future Jazz	B&H ***	168	184
	Defoggers				
Paranoia Max	190	Jungle	B&H ***	190	150
~dirty mix~					
Spaced Out	Enola Quintet	Lounge	B&H ***	88	157
Kakattekonkai	Bebe	Cube Beat	B ***	103	153

			H ****	103	163
Brand New World	GTS feat.	House	B ***	128	251
	Melody Sexton		H ****	128	294
			@ ****	128	309
Soda	Slake	Drum'n'Bass	B ***	160	126
			H ****	160	153
Freakout	Asletics	Hiphop	B ****	101	163
			H *****	101	226
			@ *****	101	277
All Pro	MixMasterMike	HipHop	B ****	92	206
	(the serial wax killer)		H *****	92	282
22Dunk	Slake	Techno	B ****	135	260
Prince On A Star	Spiritual Ride	Alternative	B ****	144	280
		Rock			
Denim	Slake	Techno	B ****	150	238
Thrash Traxx	Aki	Progressive	B ****	128	251
Linn 1999	dj nagureo	Harenti Techno	B ****	136	257
Build Up	Forward	Techno	B ****	135	254
			H *****	135	286
Chain	RAM	Rave	B ****	152	211
			H *****	152	247
Weighted Action	Deep Emotion	Hard House	B ****	130	307
			H *****	130	351
Crymson	RAM	Digital	B *****	240	345
		Harcore	H *****	240	385
			@ *****	240	384
Peace-Out	dj nagureo	Deep House	B&H *****	133	341
Manmachine Plays	Mikio Endo	Jazz Electro	B&H *****	114	317
		Jazz			
Deep in You	dj nagureo	Dance Pop	B&H *****	126	328
			@ *****	126	354
Hell Scraper	L.E.D. Light-G	Gabbah	B *****		
Drunk Monkey	DJ Oddball	Minimal	B&H *****	145	416
			@ *****	145	681
Genom Screams	L.E.D.Light	Trance	B&H *****	150	406
Logical Dash	DJ Taka	Happy	B&H *****	144	438
			@ *****	144	467

__5th Mix Bonus Edit:

Song Title	Artist	Genre	Diff.	BPM	Notes
Ave Maria	Angelic Opera	Ambient Mix	*	167	161
	System (feat.AKANE)				
Overblast!!	L.E.D.Light	Warp House	***	147	215
Battle Breaks	DJ Takawo	V.R.D.J.Skills	***	112	298
Miracle Moon	Togo Project	Epic House	****	138	389
~L.E.D.Light	feat. Sana				
style mix~					
The Earth Light	L.E.D.Light	Trance	???	145	530

_____Beatmania GB:

Song Title	Artist	Genre	Diff.	BPM	Notes
2 gorgeous 4 U	*	break-bts	*	150	80
cat song	*	funk	*	127	155
~theme of upa					
overdoser (romo	*	techno	***	132	155
mix)					
believe again	*	j-dance pop	***	130	209

papayapa bossa	*	bossa groove	**	143	134
metalgear solid	*	bigbeatmix	***	140	191
~main theme					
Salamander Beat	*	konamix	****	134	153
Crush mix					
overdoser (driving	*	minimal techno	****	138	331
dub mix)					
luv to me	*	eurobeat	*****	164	272
It's your funky	*	reggae	*	60	147
life!					
kiiroi kabin	*	jazz	**	128	187
theme of rakuga	*	rakuga kids	**	140	183
kids					
Feel the Beat!	*	latin	***	110	244
Amadeus Mania	*	classic 1	***	120	226
The Nutcracker	*	classic 2	***	140	209
Suite					
Cow Boy Star	*	country	****	140	158
mirrorball	*	disco	**	140	226
okkasan no uta	*	e.n.k.	*****	93	178
suite no.3 air	*	classic 3	*	68	60
dj battle	*	dj battle	*	93	58

[notes: In Beatmania GB, no artists are listed in the game itself, and there is no song list in the instruction book. Also, in DJ Battle, the number of stars is listed as one, but instead of saying 'EASY' under the record like it should, it says '????'.]

_____Beatmania GB2: Gacchamix:

[note: The songs are in the order that they appear in Free Mode (which is the same as in the separate stages) - press down so that they flow in the right order. Past that, if you're trying to match songs and names and know _no_ Japanese, your best bet here is to match up difficulties and use the course translations above...]

[note2: I hope you guys appreciate this, as many of the songs/artists have kanji in their names, and I have the kanji-reading ability of a Norwiegian cat, which meant that I spent a few hours looking all (but one) of these kanji up. OK, maybe I'm not _that_ bad (as a Norwiegian cat, that is), but still... ;) Anyway, some of the kanji readings may be off, due to my lack of knowledge... Finally, any katakana that I can't figure out the Romanization for, or names that are in katakana, will be in all caps.]

Song Title	Artist	Genre	Diff.	BPM	Notes
Automatic	Utada HIKARU	J-Girl Pop	**	94	216
Yumemiru Shoujyo	Oda Tetsuro	J-Girl Pop	***	159	268
Jyairarenai					
Time Goes By	Igarashi Mitsuru	J-Girl Pop	***	84	188
Makenaide	Oda Tetsuro	J-Girl Pop	*****	126	297
Friends	Dobashi Yasukifu	J-Girl Pop	***	158	225
Robinson	Kusano Masamune	Band	*	111	108
Sasurai	Okuda Minsei	Band	*	119	115
Over Drive	Takuya	Band	***	148	230
Believe	Luna Sea	Band	****	150	221
Rydeen	TakahashiYUKIHIRO	Band	*****	144	270

Yozora NOMUKOU	Kawamura Yuuka	Idol	**	106	173
Nagisa Nimatsuwaru	Okuda Minsei	Idol	**	129	173
Etc.					
Catch You Catch Me	Hiroshige Kami	Idol	***	128	217
Daite Hold On Me!	Tsunku	Idol	***	125	264
Watashiga OBAsanni	Saitou Hideo	Idol	****	126	312
Nattemo					
Uchuusenkan Yamato	Miyagawa Yutaka	Anison	**	141	218
Sutekinakun	Miki Hiraji	Anison	**	161	247
Shouba! Gundam	Watanabe Takeo	Anison	***	144	224
Tenshino Kyuuseku	Yabuki Toshiro	Anison	*****	148	248
Ultraman no Uta	Miyauchi Kokurou	Anison	***	132	214
RVTk-1	Dub-GB	Gotta/BigBeat*		91	151
Miracle Moon	Hiroyuki Togo	Gotta/	**	128	236
J-Garage Pop					
Hunting For You	Hiroyuki Togo	Gotta/R&B	***	105	177
Luv To Me	tiger YAMATO	Gotta/	****	154	289
(disco mix)					
Eurobeat					
Genom Screams	L.E.D.Light	Gotta/Trance	*****	150	422

_____Beatmania for WonderSwan:

Song Title	Artist	Genre	Diff.	BPM	Notes
Cat Song	UPA&NORA	funk	*	127	154
- Theme of UPA					
find out	nouvo nude	soul	*	100	95
beginning of life	Quadra	ambient	**	110	80
believe again	DJ nagureo	j-dance pop	**	130	216
(HYPER MEGA MIX)					
La Bossanova	staccato two-F	bossa groove	***	143	213
de Fabienne					
Stop Violence!	Herbie Hancock	funky jazz	***	113	123
& His Band groove					
METAL GEAR SOLID	ESPACIO	bigbeat mix	****	140	179
-main theme					
BROTHERS					
Queen's Jamaica	Crunky Boy	reggae	****	94	189
featuring Muhammad					
20.november	DJ nagureo	house	*****	130	301
(single mix)					
Deep Clear Eyes	QUADRA	drum'n bass mix	*****	155	276
Attack the Music	DJ FX	hard techno	*****	140	323
All songs for	various	medley	????	var.	var.
Wonderswan					

[note: Medley, one of the two hidden songs, is actually clips from all eleven of the other songs (hence the name and genre). There are two different sections from each song, each a few seconds long, that will play randomly. 16 segments will play total, and sometimes the same segment will repeat - it's totally random. It's also not judged - after the 16th segment, it returns to the Free mode selection (it's only available in free mode).]

_____Dance Dance Revolution:

Song Title	Artist	Diff. (N/A/M/D/AD)	Steps
have you never	the olivia	1/2/5/3/4	68/118/171/95/145
been mellow?	project		

that's the way (i like it)	kc & the sunshine band	2/3/5/4/5	98/124/148/128/144
kung fu fighting (normal)	bus stop featuring carl douglas	2/3/5/4/5	82/118/150/113/136
kung fu fighting (hard)	bus stop featuring carl douglas	3/3/5/4/5	96/118/150/113/136
butterfly (normal)	smile.dk	3/4/6/4/6	138/163/213/164/191
butterfly (hard)	smile.dk	3/4/6/4/6	160/160/213/164/191
let's get down	jt playaz	3/4/7/4/7	117/151/182/130/152
my fire	x-treme	4/5/6/5/6	126/144/170/117/136
little bitch	the specials	4/6/7/5/6	170/187/206/166/186
strictly business	mantronik vs. epmd	4/5/6/5/6	167/177/192/165/185
make it better	mitsu-o!	5/6/8/5/6	143/188/212/130/181
paranoia	180	6/7/8/7/8	264/211/230/254/309
trip machine	de-sire	6/7/8/6/8	197/275/289/201/215
make a jam!	u1	2/4/5/3/5	155/193/240/155/200
boys	smile.dk		
i believe in miracles	hi-rise		
paranoia kcet ~clean mix~	2mb	6/7/8/7/8	258/274/347/257/285
paranoia max ~dirty mix~	190		

[note: both difficulty and steps are presented in the following format:
N/A/M/D/AD, where N=normal, A=another, M=maniac, D=double, A=another
double.]

[note2: mirror is not listed as it has the same number of steps as the
non-mirror version - they're just mirrored [ie. left and right steps are
switched, etc.]. also, maniac double does not exist]

_____Dance Dance Revolution 2nd ReMix:

Song Title	Artist	Diff. (N/A/M/D/AD)	Steps
Paranoia	180	6/7/8/7/8	264/275/
Make it Better	Mitsu-O	4/5/7/5/7	143/
Trip Machine	De-sire	6/7/8/7/8	191/
Bad Girls	Juliet Roberts	2/4/5/3/4	96/144/
Boom Boom Dollar	King Kong & D. Jungle Girls	2/5/6/3/5	103/156/
Boys	Smile.dk	3/4/7/4/5	139/158/
Smoke	Mr.ED jumps the gun	3/4/6/4/5	137/155/
put your faith in me	UZI-LAY	3/4/6/4/5	127/145/
If You Were Here	Jennifer	5/6/7/6/7	150/170/
put your faith in me -Jazzy Groove-	UZI-LAY	4/5/6/5/6	149/
SP-Trip machine -jungle mix-	De-sire	6/7/8/7/8	195/
Hero	Papaya	4/5/6/5/6	124/
Brilliant 2U	Naoki	4/5/6/4/5	162/
Dub I Dub	Me & My	4/6/8/5/7	134/205/
Stomp to My Beat	JS-16	5/6/7/5/6	167/181/
I Believe in Miracles	Hi-Rise	5/6/8/6/7	174/
AM-3P	KTz	5/6/8/5/6	164/

Get Up'n Move	S & K	5/7/8/6/7	175/
Brilliant 2U	Naoki	5/6/7/4/5	166/176/
-Orchestra Groove-			
Make it Better	Mitsu-O!Summer	5/6/8/5/7	159/
-So Real mix-			
Paranoia max	190	6/8/8/7/8	268/
-dirty mix-			
Keep on Movin'	Step Battle	9/9/9/9/-	
Let them Move	Step battle #2	9/9/9/9/-	
20, November	Step battle #3	9/9/9/9/-	
-DDR version-			
El Ritmo Tropical	Dixies Gang	2/6/7/4/5	124/198/
Love	Sonic Dream	3/5/7/3/5	104/
tubthumping	chumbawamba	4/5/6/4/6	110/129/
Make a Jam!	U1	3/5/7/3/5	155/
Paranoia KCET	2MB	6/7/8/7/8	262/
-clean mix-			
Keep on Movin'	N.M.R.	3/4/5/3/4	89/
Let them Move	N.M.R.	1/2/4/2/3	56/112/
20, November	N.M.R.	1/3/4/2/4	59/107/
-DDR version-			
think ya better D	sAmi	3/4/5/3/4	148/177/
Trip Machine	2MB	6/7/8/7/8	
-luv mix-			
Love this Feelin'	Chang Ma	6/7/8/7/8	
The Race	Captain Jack	3/	151/
In the Navy '99	Captain Jack	4/	209/

Easy:

Let Them Move
 Boom Boom Dollar
 Bad Girls
 Boys
 Put Your Faith in Me
 Smoke
 Dub I Dub
 I Believe in Miracles
 Make a Jam!
 El Ritmo Tropical

Normal:

1st Stage:	2nd Stage:	Final Stage:
Let Them Move	*Put Your Faith (Jazzy)	If You Were Here
Boys	*Put Your Faith In Me	*Put Your Faith in Me
Make A Jam!	Let Them Move	(Jazzy Groove)
Boom Boom Dollar	Boys	Boys
Bad Girls	Smoke	Smoke
El Ritmo Tropical	Boom Boom Dollar	Boom Boom Dollar
*20,november	Bad Girls	Bad Girls
	El Ritmo Tropical	El Ritmo Tropical
	*20,november	Let Them Move
		*20,november
		[random]

Hard:

1st Stage:	2nd Stage:	Final Stage:
Dub I Dub	Make It.. (So Real)	Paranoia

Tubthumping	Get Up'n Move	Get Up'n Move
Hero	Tubthumping	Tubthumping
Love	Hero	Hero
Stomp to my Beat	Brilliant 2U	Brilliant 2U
I Believe in Mir...	Love	Love
AM-3P	Stomp to my Beat	Stomp to my Beat
*think ya better D	I Believe in Mirarcles	I Believe in Miracles
*Keep On Movin'	AM-3P	AM-3P
	Dub I Dub	Dub I Dub
	*Brill.2U (Orchest.)	Make It Better (So Real)
	*Make It Better	[random]

[note: both difficulty and steps are presented in the following format: N/A/M/D/AD, where N=normal, A=another, M=maniac, D=double, A=another double.]

[note2: mirror is not listed as it has the same number of steps as the non-mirror version - they're just mirrored [ie. left and right steps are switched]. also, maniac double does not exist.]

_____Dance Dance Revolution 2nd ReMix Append Club Version Vol.1:

Song Title	Artist	Diff. (N/A/M/D/AD)	Steps
g.m.d.	DJ mazinger feat. Muhammad		
The Theme from 'Flo-Jack'	m-flo		
5.1.1.	dj nagureo		
Dr. LOVE	baby weapon feat.Asuka.M		
Gambol	Slake		
Jam Jam Reggae	Jam Master '73		
Beginning of Life	Quadra		
Do you love me?	reo-nagureo		
Overdoser	Mirak		
R3	tiger YAMATO		
diving money	Quadra		
Perfect Free	nite system		
melt in my arms	Honey P. feat.Asuka.M		
Be in my paradise	JJ Company		
Love So Groovy	Lovemints		
e-motion	e.o.s		
20,november	DJ Nagureo		
Salamander Beat	nite system		
Crush Mix			
special energy	DJ FX		
celebrate	JJ Company		
Gradiusic Cyber	Taka		
Prince on a Star	Spiritual Ride		
Luv to me	tiger YAMATO		
22DUNK	Slake		
ska a go go	The Bald Heads		
Deep clear eyes	Quadra		

_____Dance Dance Revolution 2nd ReMix Append Club Version Vol.2:

Song Title	Artist	Diff. (N/A/M/D/AD)	Steps
You Make Me	Monday Michiru		
been so long	m-flo		

The rhyme brokers m-flo
 Into the world Quadra
 patsenner dj nagureo
 Queen's Jamaica crunky boy
 (astria mix) feat.Muhammad
 Genom Screams L.E.D. Light
 Deep In You dj nagureo
 Rugged Ash Symphonic
 Defoggers
 PARANOiA MAX 190
 ~dirty mix~
 Keep On Movin' N.M.R.
 Brilliant 2U Naoki
 gentle stress DJ Swan
 Macho Gang Anal Spyder
 The Earth Light L.E.D. Light

__ Club 2P Another Version:

Overdoser Mirak
 Love So Groovy Lovemints
 20,november DJ nagureo
 Gradiusic Cyber Taka
 22DUNK Slake
 Deep clear eyes Quadra
 R3 tiger YAMATO
 ska a go go The Bald Heads
 special energy DJ FX

Drummania:

[note: Max Score is the score achieved when all Perfects are gotten, and includes the bonuses recieved at the end of the level. And yes, I let the computer get those scores through auto-play; I'm not _that_ good... ;]

__ Practice Mode --coming later--

__ Normal Mode

Song Title	Genre	BPM	Diff.	Notes	Max Score
Eyes of kids	Pops BritishStyle	105	*	116	2,386,900
I think about you	90's Rock	113	*	169	4,138,750
Cutie Pie DM Mix	Pops Guitar	105	**	204	5,484,500
ONION MAN	Fusion	113	**	243	7,223,900
Good times	PopsAmericanStyle	103	***	231	6,636,400
Ska Ska No.1	Ska	140	***	180	4,507,500
Happy Man	Punk Rock	180	***	305	10,773,750
River crossin'	Samba	145	***	297	10,091,950
HYPNOTICA	Big Beat	135	****	266	8,386,650
When I dream of you	Love Song	064	****	321	11,397,150
Ultimate Power	Punk Rock	172	****	365	14,347,250
Koi no DIAL 6700	Pops Retro	160	****	376	15,158,400
Across the Nightmare	Hard Punk Rock	300	*****	521	26,723,150

__ Hard Mode

Song Title	Genre	BPM	Diff.	Notes	Max Score
Eyes of kids	Pops BritishStyle	105	***	247	7,754,200
Look at me	Funk	120	****	310	10,877,750
ONION MAN	Fusion	113	****	387	15,863,700
Sunny side street	PopsJapaneseStyle	120	****	393	16,245,150
Ska Ska No.1	Ska	140	*****	361	14,023,150

Heaven is a '57 metallic gray	Swing Rock	190	*****	439	20,148,000
Cutie Pie DM Mix	Pops Guitar	105	*****	304	10,409,000
I think about you	90's Rock	113	*****	367	14,789,200
Crunchy Nuts	Fusion	130	*****	364	14,299,500
Road for Thunder	Heavy Metal	207	*****	497	24,153,950
River crossin'	Samba	145	*****	628	37,062,900
LOVE THIS FEELIN'	Epic Rock	185	*****	528	27,313,400
Happy Man	Punk Rock	180	*****	483	23,134,900
Depend on me	Swing Rock		*****	592	33,211,200
WAZA	Fusion	140	*****	516	26,323,900
Eraser Engine	Hard Core	177	*****	538	27,870,650

__Expert Real Mode

Song Title	Genre	BPM	Diff.	Notes	Max Score
Eyes of kids	Pops BritishStyle	105	*****	355	14,269,500
Heaven is a '57 metallic gray	Swing Rock	190	*****	596	34,535,900
HYPNOTICA	Big Beat	135	*****	448	20,105,400
Ultimate Power	Punk Rock	172	*****	500	25,018,500
Road for Thunder	Heavy Metal	207	*****	691	44,240,900
Koi no DIAL 6700	Pops Retro	160	*****	496	24,215,400
Across the Nightmare	Hard Punk Rock	300	*****	770	55,075,250
LOVE THIS FEELIN'	Epic Rock	185	*****	588	33,063,900
Happy Man	Punk Rock	180	*****	680	42,395,000
WAZA	Fusion	140	*****	602	34,632,450
Eraser Engine	Hard Core	177	*****	622	36,077,950
D.M."Powerful" Mix	Medley	190	*****	1744	249,786,000

__Session Mode --coming later--

_____Guitar Freaks:

[note: nearly all of the additional info in this section is thanks to Daver-X+Mr.Chunks]

Song Title	Artist	Genre	Diff.	BPM	Notes
__Practice					
Cutie Pie			0	105	134/?
__Normal					
Cutie Pie		Motown	*	105	134/?
Chicago Blue		Blues	**	85	86/?
The Endless Summer		60's Style	***	160	213/?
Fire		Heavy Rock	***	105	239/?
Happy Man		Punk	****	180	179/?
Cool Joe		Funk	****	92	297/?
Evil Eye*		Solo Rock	****	82	139/?
Jet World*		?????	*****	276	374/593
Magic Music Magic*		?????	*****	165	280/565
Hypnotica		Digital Rock	*****	135	288/?
__Expert					
Jazzy Cat		Jazz	****	94	187/343
Happy Man		Punk	*****	180	196/?
L.A. Rider		Heavy Metal	*****	172	337/?
DryMartini		Light Jazz	*****	110	179/?
Shake It Up		Thrash Metal	*****	202	259/?
Mickey's Boogie*		Funk	*****	90	244/397
Hypnotica		Digital Rock	*****	135	309/?

King G*	?????	*****	100	261/383
Lucky?Staff	Speed Metal	*****	237	417/775
J-Staff*	Ballad	**		

__High Speed Edition*

Chicago Blue	Blues	*****	???	86/?
The Endless Summer	60's Style	*****	???	213/?
Jazzy Cat	Jazz	*****	???	187/?
Cutie Pie	Rock	*****	???	134/?
Happy Man	Punk	*****	???	196/?

*hidden song/mode

_____Pop'n Music (PSX&DC):

__Dance Stage

Song Title	Artist	Genre	Char.	Diff.	Notes-B/N/H
I REALLY WANY TO HURT YOU	SGI&REO	pops	RIE*chan	10	/111/
YOUNG DREAM	LITTLE FINGERS	rap	Uncle Jam	8	/102/
EL Pais del sol	Senorita Rica	latin	Don Mommy	7	/117/
Quick Master	act deft	j-tekno	Sholl Kee	7	98/104/104
monde des songe	Bikke	fantasy	Dino	5	/117/
Electronic Fill	Windslope	techno pop	Kraft	13	139/204/204
Hi-Tekno	Hi-Tekno	dance	Judy	11	/121/121
Baby, I'm yours	LISA-T	reggae	Olivia	12	/173/
The theme of GAMBLER Z	words:RYO song:NARAMCHA	anime hero	Toru Kamikaze	15	-/177/
what i want	THE RICHIE SISTERS	disco queen	Chamel	16	-/187/
spicy piece	ORIGINAL SOUND TRACKS	spy	Charly	20	-/226/
FUNKY TOWN'75	JV&THE SEXY MACHINE GUN	disco king	Bamboo	19	-/241/

__Secret Stage

Song Title	Artist	Genre	Char.	Diff.	Notes-B/N/H
Water Melon Woman	NAKATEK				
Life e-motion	Haya-p & Maru e.o.s	j-pop	Pretty	13	-/201/
surechigau2hito	apresmidi				
CROSSOVER 12	319				
Chaos Age	Waldeus von Dovjak	classical	Hamanov	19	-/294/
Con te sabl 2119	Hamba Un Aa	africa	Unbabo	14	-/212/

_____Pop'n Music 2 (PSX&DC):

Song Title	Artist	Genre	Char.	Diff.	Notes-B/N/H
__Stage 1:					
		Idol Girl		12	
		Masara		5	
		Neo Aco		16	
		Mellow		8	
		Pops		10	
		Rap		8	

J-Tekno	6
Fantasy	5
Urban Pop	8
New Wave	7
Cute	5
Akiba	12

__Stage 2:

Digirock	16
Visual	8
Enka	18
J-Pop	14
Fusion	16
Africa	19
Latin	7
Dance	12
Reggae	13
Disco Queen	18
Bonus Track	14
Rave	20
Candy Pop	13
New Folk	15
Classic2	18
Live	11

__Stage 3:

Heavy Metal	23
Girly	22
Anime Hero R	16
Pop Rap	20
Lounge	14
J.R&B	13
Techno'80	19
Classic	22
Techno Pop	14
Anime Hero	16
Spy	23
Disco King	22
Sexy Girls	21
Carib	16
Funny	14
J-Garage Pop	17
Avante Garde	23

____Arcade Releases:

____Beatmania:

Song Title	Artist	Genre	Diff.	BPM	Notes
u gotta groove	dj nagureo	hip-hop	*	100/94/96	80/99
jam jam reggae	jam master'73	reggae	*	90	62/78
2 gorgeous 4 U	prophet-31	break~bts (1P)	**	150	79/-
greed eater	dust fathers	break~bts (2P)	**	112	-/74
OVERDOZER(romo mix)	mirak	techno (1P)	***	132	164/-
OVERDOZER (ambient mix)	mirak	techno (2P)	***	132	-/224
LOVE SO GROOVY	lovemints	soul (1P)	****	141	169/-
LOVE SO GROOVY (12inch version)	lovemints	soul (2P)	****	141	-/227

e-motion	e.o.s	rave	****	145/140	96/125
20.november (single mix)	dj nagureo	house (1P)	*****	130	301/-
20.november (radio edit)	dj nagureo	house (2P)	*****	130	-/352
dj battle	*	dj battle	???	93	changes

____Beatmania 2nd Mix:

!!see Home Releases:: Arcade Disc:!!

____Beatmania 3rd Mix:

!!see Home Releases:: Append 3rd Mix Disc:!!

!!also:!!

Song Title	Artist	Genre	Diff.	BPM	Notes
Beginning of Life	Quadra	ambient (classic)	**	110	80/115
jam jam reggae (Funky jam Cookie mix)	crunky boy	reggae funky mix (classic)	**	90	157/178
SKA a go go	the bald heads	ska(classic)	*****	160/144/160	359/512

____Beatmania 5th Mix ~Time to get down:

__Basic Mode: (new songs only, list not complete)

Song Title	Artist	Genre	Diff.	BPM	Notes
Total Recall			*		
Wonderland			*		
Finding a New Way			*		
Higher	slake		**	92	192/?
The Only Way Is Up	The Kinky Boys	Dancemania	***	132	175/?
Do It All Night	n.a.r.d.	R&B	***	91	166/?
Come & Get It			***		
System	RAM	Electronica	***	111	153/?
Motivation	Dimitri from Paris	Mondo House	***	129	148/?
Boa Boa Lady			***		
Operator			***		
Up On The Floor			***		
All Pro	Mix Master Mike	HipHop	****	92	205/?
Freakout	Asletics	HipHop	****	101	161/?
22Dunk	slake	Techno	****	135	255/?
Prince on a Star		Alternative Rock	****		
R3	tiger YAMATO	rave	****	157	318/?
Denim			****		
The Race			****		
Crymson	RAM	Digital Hardcore	*****	240	
Manmachine Plays Jazz			*****		
Hell Scraper	l.e.d.light-g	Gabbah	*****		577/666

[please note that the above list was compiled by quickly scribbling data onto a paper bag in between stages, so it may not be very accurate (you only have about 20 seconds to actually write down the song info...). also, I totally ignored the old songs (blue stars) and only wrote down the new ones (red stars). hopefully this list should be more complete soon...]

Beatmania Complete Mix:

!!also known as Hiphopmania Complete Mix & Beatstage Complete Mix!!

note: this is merely a compilation of the songs from the first three mixes, so it would make sense that all of the songs below should be in it - this may not be totally correct, but if anything, there will be extra songs in the below list - please don't try to kill yourself opening them up, as they may not exist... any confirmation on this would be helpful...

Song Title	Artist	Genre	Diff.	BPM	Notes
u gotta groove	dj nagureo	hip-hop	*	100/94/96	80/99
jam jam reggae	jam master'73	reggae	*	90	62/78
life goes on	Quadra	ambient	*	124	86/86
find out	nouvo nude	soul	*	100	95/95
Beginning of life	quadra	ambient	**	110	80/115
jam jam reggae (Funky jam Cookie mix)	crunky boy	reggae funky mix	**	90	157/178
2 gorgeous 4 U	prophet-31	break~bts (1P)	**	150	79/-
greed eater	dust fathers	break~bts (2P)	**	112	-/74
Do you love me?	reo-magumo	ballade	**	100	149/244
Do you love me?	reo-nagumo	ballad (classic)	**	100	149/246
believe again	dj nagureo	j-dance pop	**	130	216/344
HYPER MEGA MIX	featuring miryam				
s.d.z	DJ mazinger	hiphop	**	100	168/175
	featuring Muhammad				
OVERDOSER(romo mix)	mirak	techno (1P)	***	132	164/-
OVERDOSER (ambient mix)	mirak	techno (2P)	***	132	-/224
u gotta groove (Triple Mazin Dub)	dj mazinger	hip~hop street mix	***	94	143/359
Stop Violence!	Herbie Hammock & His Band	funky jazz groove (classic)	***	113	123/175
wild I/O	nouvo nude	house	***	130	226/211
La Bossanova de Fabienne	staccato two-F	bossa groove (classic)	***	143	213/341
tokai	dj mazinger	japanese hip~hop	****	97	139/206
	(performed by co-key)				
Salamander Beat Crush mix	nite system	konamix	****	134	171/177
LOVE SO GROOVY	lovemints	soul (1P)	****	141	169/-
LOVE SO GROOVY (12inch version)	lovemints	soul (2P)	****	141	-/227
e-motion	e.o.s	rave	****	145/140	96/125
LOVE SO GROOVY (Nite's After Love mix)	nite system	house spiritual mix	****	131	249/430
Believe Again	Emotion of Sound featuring Miryam	80's j-pop	****	130	158/289
Queen's Jamaica	Crunky Boy	reggae	****	94	189/278
	featuring Muhammad				

LOVE SO GROOVY	LOVEMINTS	soul(classic)1P	****	141	169/-
LOVE SO GROOVY	LOVEMINTS	soul(classic)2P	****	141	-/227
(12 inch mix)					
METAL GEAR SOLID	ESPACIO	bigbeat mix	****	140	179/182
-main theme	BROTHERS	(classic)			
20.november	dj nagureo	house (1P)	*****	130	301/-
(single mix)					
20.november	dj nagureo	house (2P)	*****	130	-/352
(radio edit)					
OVERDOSER	quadra	minimal techno	*****	138	340/656
(Driving Dub mix)		mix			
20.november	DJ nagureo	house (classic)	*****	130	301/-
(single mix)		(1P)			
20.november	DJ nagureo	house (classic)	*****	130	-/352
(radio edit)		(2P)			
Deep Clear Eyes	QUADRA	drum'n bass mix	*****	155	276/307
		(classic)			
nine seconds	nouvo nude	digital funk	*****	57	192/191
area code	nouvo nude	digi~rock	*****	112	215/218
SKA a go go	the bald heads	ska	*****	160/144/160	359/514
Deep Clear Eyes	quadra	drum'n bass mix	*****	155	276/307
Acid Bomb	dj fx	hardtekno	*****	140	334/569
tribe groove	nite system	world groove	*****	126	275/257
LUV TO ME	miryam reo	euro beat	*****	154	312/384
THIRD-MIX	yoshinori				
Attack the music	DJ FX	hard techno	*****	140	323/452
super highway	nouvo nude	drum'n bass	*****	160	395/452
e-motion (2nd MIX)	e.o.s	rave	???	145/140	148/241
dj battle	*	dj battle	???	93	changes

_____Hiphopmania Complete Mix:

!!see Arcade Releases:: Beatmania Complete Mix (right above this)!!

_____Beatstage Complete Mix:

!!see Arcade Releases:: Beatmania Complete Mix (almost right above this)!!

_____Beatmania IIDX Substream Club Version 2:

Song Title	Artist	Genre	Diff.	BPM	Notes
Rugged Ash	Symphonic	Future Jazz			
	Defoggers				
deep in you	dj nagureo	Dance Pop			
chyottokiitena	Laugh & Peace	Drum'n Bass			
(zanshin-na mix)					
Gentle stress	DJ swan	Drum'n Bass			
Macho Gang	Anal Spyder	Tribe House			
NahaNaha vs.	DJ Senda &	DJ Battle			
Gachoon Battle	Tiny K.				
Genom Screams	L.E.D.Light	Trance			
The Earth Light	L.E.D.Light	Trance			
The Theme from	m-flo	Hiphop			

"flo jack"		
Beginning of Life	Quadra	Ambient
5.1.1.	dj nagureo	Piano Ambient
jam jam reggae	Jam Master '73	Reggae
You Make Me	Monday Michru	Jazz House
Do you love me?	reo-nagumo	Ballad
Gambol	Slake	Big Beat
Be in my paradise	JJCompany	Soul Classic Ballad
been so long	m-flo	Japanese Hiphop
g.m.d.	DJ Mazinger	Hiphop
	featuring Muhammad	
20,November	DJ nagureo	House
Overdoser	Mirak	Techno
Dr.LOVE	baby weapon	Dance Pop
	feat.Asuka.M.	
Gradiusic Cyber	Taka	Digi-Rock
Luv to Me (disco mix)	tiger YAMATO	Euro Beat
Melt in my arms	Honey P	Dance Pop
	feat.Asuka.M	
e-motion	e.o.s	Rave
Love So Groovy	Lovemints	Soul
into the world	Quadra	World Groove
Salamander Beat	Nite System	Konamix
Crush mix		
perfect free	Nite System	House
diving money	Quadra	Drum'n Bass
patsenner	dj nagureo	Ambient Techno
The Rhyme Brokers	m-flo	Japanese Hiphop
R3	tiger YAMATO	Rave
Queen's Jamaica	Crunky Boy	Reggae
(astria mix)	featuring Muhammad	
celebrate	JJ Company	Soul Classic
22DUNK	slake	Techno
Deep Clear Eyes	Quadra	Drum'n Bass
Special energy	DJ FX	Trance Techno
Ska a go go	The Bald Heads	Ska
Prince on a star	Spiritual Ride	Alternative Rock

_____Dance Dance Revolution:

Song Title	Artist	Diff. (N/A/M)	Steps
Have You Never	Olivia Project	1/2/2	
Been Mellow			
That's the Way	KC & the	2/3/3	
(I Like It)	Sunshine Band		
Kung Fu Fighting	Bus Stop	2/3/3	
(normal)	featuring Carl Douglas		
Kung Fu Fighting	Bus Stop	2/3/3	
(hard)	featuring Carl Douglas		
Butterfly (normal)	smile.dk	3/4/4	
Butterfly (hard)	smile.dk	3/4/4	
Let's Get Down	JT Playaz	3/4/4	
My Fire	X-Treme	4/5/5	
Little Bitch	The Specials	4/5/5	
Strictly Business	Mantronik vs	4/5/5	
	EPMD		
Paranoia	180	6/7/7	

Dance Dance Revolution Internet Ranking Version:

[note: the steps in this list are from the playstation version of the game - I'm assuming that the two versions are exactly the same, but if they aren't, you've been warned...]

Song Title	Artist	Diff. (N/A/M/D/AD)	Steps
Have You Never Been Mellow	Olivia Project	1/2/5/3/4	68/118/171/95/
That's the Way (I Like It)	KC & The Sunshine Band	2/3/5/4/5	98/124/148/128/
Kung Fu Fighting	Bus Stop featuring Carl Douglas	2/3/5/4/5	82/118/150/113/
Kung Fu Fighting (hard)	Bus Stop featuring Carl Douglas	3/3/5/4/5	82/118/150/113/
Butterfly	smile.dk	3/4/6/4/6	138/163/213/164/
Butterfly (hard)	smile.dk	3/4/6/4/6	160/160/213/164/
Let's Get Down	JT Playaz	3/4/7/4/7	117/151/182/130/
My Fire	X-Treme	4/5/6/5/6	126/144/170/117/
Little Bitch	The Specials	4/6/7/5/6	170/187/206/166/
Strictly Business	Mantronik vs. EPMD	4/5/6/5/6	167/177/192/165/
Make it Better	Mitsu-O	5/6/8/5/6	143/188/212/130/
Paranoia	180	6/7/8/7/8	264/211/230/254/
Trip Machine	De-sire	6/7/8/6/8	197/275/289/201/

Dance Dance Revolution Solo Bass Mix:

__Basic/Expert/Multi-Player

Song Title	Artist	Diff. (B/T/M/MT)	Steps
Club Tropicana	Cydney D	1/4/4/5	
Don't Clock Me	Popula Demand feat. The Get Fresh Girls	2/4/2/4	
Kung-Fu Fighting (Miami Booty Mix)	Bus Stop feat. Carl Douglas	2/6/3/6	
Together & Forever	Nineball feat. Atomic Gun & Julia	3/5/5/6	
I'm Alive	Uncle 36 Sec feat. MC Taiwan	3/5/4/5	
Get Up'n Move	S&K	3/4/3/4	
My Baby Mama	Anquette	3/3/3/5	
Get Off	Wizzard	4/5/3/5	
That's The Way '98	DJ Bass feat. MC Dixie	4/6/4/6	
Samba de Janeiro	Bass Fist! feat. Boogie Girl	4/6/4/7	
Freaky	De Lite & MC Young	5/6/5/6	
Love Machine	Pony Town Boyz	5/6/4/4	
Let the beat hit em!	Stone Bros.	4/5/2/4	
Super Star	D.J.Rich feat. Tail Bros.	6/7/6/7	
Hysteria	Naoki 190	6/7/6/7	

__Nonstop Megamix

Song Titles	Diff. (B/T) Steps
Club Trpoicana -> Kung-Fu Fighting (Miami Booty Mix) -> Freaky	3/5
Get Up'n Move -> Samba de Janeiro -> Don't Clock Me	4/4
That's the Way '98 -> Get Off -> Together & Forever	4/6
I'm Alive -> My Baby Mama -> Love Machine	4/5
Let the beat hit em! -> Super Star -> Hysteria	5/6
Brilliant2U -> SP-Trip Machine -> Parania Evolution	5/6

(B=Basic, T=Trick, M=Multi Basic, MT=Multi Trick)

_____Dance Dance Revolution Solo 2000:

__Basic/Expert/Multi-Player

Song Title	Artist	Diff. (B/T/M/MT) Steps
I'm Alive	Out "N" Move	
I'm Alive	Uncle38 Sec. feat. MC Taiwan	
High Energy (John'oo'Fleming remix)	Slip&Shuffle feat. Leoni	
Don't Clook Me	Popula Demand feat. The Get Fresh Girls	
Sky High	DJ Miko	
Club Tropicana	Cydney-D	
Temple of Love	E-Rotic	
think ya dellar D	sAmi	
Drill Instructor (C-jah happy mix)	Captain Jack	
My Baby Mama	Anquette	
Kiss Me (KCP Remix)	E-Rotic	
Dream A Dream (Miami Booty Mix)	Captain Jack	
Can't Stop Fallin' In Love	Naoki	
I Don't Want to Miss A Thing (Planet Lutton Mix)	dejavu feat. Tasmin	
Get Up'n Move	S&K	
Get Off	Wizzzard	
Together & Forever	Captain Jack	
Together & Forever	Nineball feat. Atomic Gun & Julia	
Typical Tropical	Bambee	
Celebrate Nite	N.M.A.	
Let the beal hell am!	Stone Bros.	
Kung-Fu Fighting (Miami Booty Mix)	Bus Stop feat. Carl Douglas	
Wild Rush	Factor-X	
That's the Way'98	DJ Bass feat. MC Dixie	
Strut Your Funky Stuf	Diamond	

Samba de Janeiro	Bass Fist! feat. Boogie Girl
Freaky	De Lite & MC Young
Sexy Planet	Crystal Alians
Love Machine	Pony Town Boyz
Love this Feelin'	Chang Ma
Hysteria	Naoki 190
Super Star	D.J. Richi feat. Tailbros.
Trip Machine ~luv mix~	Konami Original
Drop Out	NW 260
Paranoia Evolution	Konami Original

_____Dancing Stage featuring True Kiss Destination:

Song Title	Artist	Diff.	Steps
Precious Moments	TKD	*	
Victim	TKD	**	
Pure Mind	TKD	***	
How do you think?	TKD	***	
Over&Over	TKD	***	
Responsibility	TKD	****	
Africa	TKD	****	
Hello Again	TKD	*****	
Can You Dig It?	TKD	*****	
Celebrate Nite	KonamiOriginal	*****	
Sexy Planet	KonamiOriginal	*****	

(note: TKD=True Kiss Destination)

_____Dancing Stage:

Song Title	Artist	Diff.	Steps
Have You Never Been Mellow	The Olivia Project		
Boom Boom Dollar	King Kong & D. Jungle Girls		
It's Like That	Run DMC vs. Jason Nevins		
Last Thing On My Mind	Steps		
Trip Machine	Desire		

_____Guitar Freaks:

[note: this is a song list that I got from a Japanese fan site, and I'm not sure if it is for 1st or 2nd Mix, as I thought that the Extra Session (with Drummania) was only 2nd Mix. any more info on this would be appreciated.]

Song Title	Artist	Genre	Diff.	BPM	Notes
__Practice					
Cutie Pie			0	105	134

__Normal					
Cutie Pie	Motown	*	105	134	
Chicago Blue	Blues	**	85	86	
The Endless Summer	60's Style	***	160	213	
Fire	Heavy Rock	***	105	239	
Happy Man	Punk	****	180	179	
Cool Joe	Funk	****	92	297	
Evil Eye*	Solo Rock	****	82	139	
Jet World*	?????	*****			
Magic Music Magic*	?????	*****			
Hypnotica	Digital Rock	*****	135	288	
Holiday					
Just Joey					
The Adventure					
Go Go Again					
Wanna Be Your Boy					

__Expert					
Jazzy Cat	Jazz	****			
Happy Man	Punk	*****	180	196	
L.A. Rider	Heavy Metal	*****	172	337	
DryMartini	Light Jazz	*****	110	179	
Shake It Up	Thrash Metal	*****	202	259	
Mickey's Boogie*	Funk	*****			
Hypnotica	Digital Rock	*****	135	309	
King G*	?????	*****			
Lucky?Staff	Speed Metal	*****		288	
J-Staff*	Ballad	**			
The Adventure					
Magic Music Magic					
Mr. Machine					
Jet World Aficon					
Body Operation Escape					
King G					

*hidden song/mode

__Extra Session (with Drummania)

Cutie Pie
 I Think About You
 Holiday
 Ska Ska No.1
 Ultimate Power
 Across the Nightmare
 Happy Man
 Jet World
 Mr. Machine
 The Adventure
 Heaven is a '57 Metal Gray
 Body Operation Escape
 Hypnotica

_____Drummania:

(for more info on Drummania songs, please see the Home Releases: Drummania section. I will fill this chart in more as I confirm lineups, etc.)

Song Title	Artist	Genre	Diff.	BPM	Notes
------------	--------	-------	-------	-----	-------

__Normal Mode			
Eyes of Kids		*	105
I Think About You		*	113
Cutie Pie DM Mix		**	105
Onion Man		**	113
Good Times		***	103
Ska Ska no.1	Ska	***	140
Happy Man	Punk	***	180
River Crossin'		***	145
Hypnotica	Digital Rock	****	135
When I Dream of You		****	64
Ultimate Power		****	172
Across the Nightmare		*****	300

__Real Mode			
Eyes of Kids		***	105
Look at Me		****	120
Sunny Side Street		****	120
I Think About You		****	113
Onion Man		****	113
Ska Ska No.1		****	140

__Extra Session (with Guitar Freaks)

Cutie Pie
 I Think About You
 Holiday
 Ska Ska No.1
 Ultimate Power
 Across the Nightmare
 Happy Man
 Jet World
 Mr. Machine
 The Adventure
 Heaven is a '57 Metal Gray
 Body Operation Escape
 Hypnotica

0.04: BEMANI Releases _____

The BEMANI series' history actually started with a little rapping, thin as paper puppy named Parappa. When Sony released the Playstation game 'Parappa the Rapper' in 1997, the world (or at least Japan...) took notice of the creation of a new game genre. Enix one-upped Sony with their release of Bust A Move Dance and Rhythm Action (aka. Bust A Groove). Konami saw this and thought - 'How about we make a dancing game...' And they did. It was called 'Dance!Dance!Dance!', and it is most truly horrible. So, they moved to the arcades and released a 12-song DJ Mixing game called Beatmania. And unlike D!D!D!, Beatmania was good. Good enough that before long, they graced it with a 2nd Mix version. And the BEMANI line was born (the name coming from the first in the series, BEatMANIA). Following Beatmania in the arcades were Pop'n'Music, another 'hit the buttons to make music' game with a cartoonish feel, Dance Dance Revolution, a dancing game that actually requires you to dance, Guitar Freaks, the game that requires you to push buttons and strum a guitar, and lastly Drummania, where you play actual Yamaha electric drums to the beat of the music. And of course, the BEMANI wave has hit homes as well, with Playstation versions of

Pop'n'Music, Dance Dance Revolution, and Guitar Freaks, as well as a Dreamcast version of Pop'n. Add to this the merchandising, including handheld LCD games, t-shirts, and soundtrack & remix CDs, and you've got an immensely popular series of games.

The BEMANI arcade and home lines at a glance:

_____ Arcade:

Note: all of the BEMANI series games are JAMMA standard, and thus will work in an JAMMA cabinet. However, keep in mind that the controls of all of the games series are unique to that series, and thus you can't install a Beatmania board into a Street Fighter II cabinet and expect to be able to play it. Generally, none of the BEMANI series can be conversions, only dedicated. (You can, from what I've understood, swap boards within a series - a Beatmania Complete Mix board will work in a Beatmania 3rd Mix cabinet, and so on)

Price notes: All of the BEMANI games have a suggested price of JY200 per play.

Rarity: means how common it is to find this release in an arcade. Ranges from Common+ (extremely common) to Extremely Rare. Note that the flow is C+, C, C-, U-, U, U+, R-, R, R+, ER. This marking will show up throughout the rest of the document, and does not cover games outside of their region (for example, Beatmania for PSX is Common+ in Japan, but would probably rate a Rare- in the US)

BdRarity: this is how common the board, or the guts of the machine, is. For example, Beatmania 2nd Mix was very popular in it's day, and thus should have a lot of boards out there - however, actually finding the game in the arcades is tough, as the board has more than likely been replaced by a newer, more popular mix (buying a new board is much cheaper than buying a new machine - it would be the equivalent of buying a new Playstation every time you wanted to play a new game, but having the PSX's cost be over \$30,000).

Area (territory) notes: All of the releases are understood to be for Japan only. If a release is not intended for the Japanese market, it is noted under 'Area:'.

Label: This is a category for the Beatmania series only - it is what color the label on the turntable is... If the color is unknown, the category won't be there at all...

Title: Beatmania

Format: Two-player arcade, dedicated cabinet

Release: 12/97

Rarity: Extremely Rare

BdRarity: Uncommon

Tagline: 'A real-time DJ game that is hard and fat [sic]. That's Beat Mania. It's too cool!'

Controls: Two sets of five action buttons and a turntable, 1P & 2P start buttons, effects button

Notes: The first in the BEMANI line. Only eight songs, including DJ Battle.

Title: Beatmania 2nd Mix
Format: Two-player arcade, dedicated cabinet
Release: 3/98
Rarity: Uncommon+
BdRarity:Common-
Controls:Two sets of five action buttons and a turntable, 1P & 2P start buttons, effects button
Notes: Includes all eight of the 1st Mix songs, plus new ones.

Title: Pop'n'Music
Format: One-player arcade, dedicated cabinet
Release: ?/98
Rarity: Common-
Controls:Nine action buttons
Notes:

Title: Dance Dance Revolution
Format: Two-player arcade, dedicated cabinet
Release: ?/98
Rarity: Common-
BdRarity:Common
Controls:Two sets of four pressure-sensitive footpads, two song selection buttons, 1P & 2P start buttons
Notes:

Title: Beatmania 3rd Mix
Format: Two-player arcade, dedicated cabinet
Release: 9/98
Rarity: Uncommon-
BdRarity:Common
Controls:Two sets of five action buttons and a turntable, 1P & 2P start buttons, effects button
Notes:

Title: Guitar Freaks
Format: Two-player arcade, dedicated cabinet
Release: ?/99
Rarity: Uncommon
Tagline: 'That was the best play, so far!!'
Controls:Two guitars with three action buttons and one strum button, two song selection buttons, 1P & 2P start buttons
Notes:

Title: Beatmania Complete Mix
Format: Two-player arcade, dedicated cabinet
Release: 1/99
Rarity: Common-
BdRarity:Common
Controls:Two sets of five action buttons and a turntable, 1P & 2P start buttons, effects button
Notes: Contains all of the songs from Beatmania 1st, 2nd, and 3rd Mixes.

Title: Hiphopmania Complete Mix
Format: Two-player arcade, dedicated cabinet

Release: ?/99

Rarity: ??

Area: Americas, Europe

Controls: Two sets of five action buttons and a turntable, 1P & 2P start buttons, effects button

Notes: This is the North and South American version of Beatmania Complete Mix (1st, 2nd, and 3rd Mixes). To my knowledge, the only differences are the title graphic and the translation of any Japanese text - the songs are the same. This is also known to show up in Europe occasionally under this name, as is Beatmania Complete Mix.

Title: BeatStage Complete Mix

Format: Two-player arcade, dedicated cabinet

Release: ?/99

Rarity: ??

Area: ??

Controls: Two sets of five action buttons and a turntable, 1P & 2P start buttons, effects button

Notes: This is another territory specific version of Beatmania Complete Mix (1st, 2nd, and 3rd Mixes). To my knowledge, the only differences are the title graphic and the translation of any Japanese text - the songs are the same. I know that it exists under this name, but I'm unsure of the territory. Asia, perhaps?

Title: Dance Dance Revolution 2nd Mix

Format: Two-player arcade, dedicated cabinet

Release: 2/16/99

Rarity: Common

Controls: Two sets of four pressure-sensitive footpads, two song selection buttons, 1P & 2P start buttons

Notes:

Title: Beatmania IIDX

Format: Two-player arcade, dedicated cabinet

Release: 3/99

Rarity: Uncommon

Controls: Two sets of seven action buttons and a turntable, 1P & 2P start buttons, effects button

Notes: Can be linked to DDR2ndMix for simultaneous play

Title: Beatmania 4th Mix ~The Beat Goes On~

Format: Two-player arcade, dedicated cabinet

Release: 4/99

Label: Blue

Rarity: Common

Tagline: 'DJ Syndrome'

Controls: Two sets of five action buttons and a turntable, 1P & 2P start buttons, effects button

Notes:

Title: Dance Dance Revolution 2nd Mix Link Version

Format: Two-player arcade, dedicated cabinet

Release: ?/99

Rarity: Common

Controls: Two sets of four pressure-sensitive footpads, two song selection buttons, 1P & 2P start buttons

Notes: Can be linked to BMIIdx for simultaneous play, has two Playstation memory card slots

Title: Dancing Stage

Format: Two-player arcade, dedicated cabinet

Release: ?/99

Rarity: ??

Area: Europe

Controls: Two sets of four pressure-sensitive footpads, two song selection buttons, 1P & 2P start buttons

Notes: This is simply another name that Dance Dance Revolution goes under occasionally in Europe. Not to be confused with the Japanese Dancing Stage series, which will focus on a single artist for the majority of the music (True Kiss Destination, Dreams Come True, etc.)

Title: Guitar Freaks 2nd Mix

Format: Two-player arcade, dedicated cabinet

Release: ?/99

Rarity: Common-

Controls: Two guitars with three action buttons and one strum button, two song selection buttons, 1P & 2P start buttons

Notes: Can be linked to Drummania for simultaneous play

Title: Pop'n'Music 2

Format: One-player arcade, dedicated cabinet

Release: ?/99

Rarity: Uncommon-

Controls: Nine action buttons

Notes:

Title: Drummania

Format: One-player arcade, dedicated cabinet

Release: 7/99

Rarity: Common-

Controls: One foot pedal, two electronic cymbals, three electronic drums, two drumsticks, two song selection buttons, start button

Notes: Can be linked to GF2ndMix for simultaneous play

Title: Dancing Stage featuring True Kiss Destination

Format: Two-player arcade, dedicated cabinet

Release: 8/99

Rarity: Common-

Songs: 11

Controls: Two sets of four pressure-sensitive footpads, two song selection buttons, 1P & 2P start buttons

Notes: A variation of DDR that features music by pop group True Kiss Destination

Title: Beatmania IIDX Substream version

Format: Two-player arcade, dedicated cabinet

Release: ~8/27/99

Rarity: Uncommon

Controls: Two sets of seven action buttons and a turntable, 1P & 2P
start buttons, effects button

Notes:

Title: Dance Dance Revolution Solo Bass Mix

Format: One-player arcade, dedicated cabinet

Release: ~9/2/99

Rarity: Common-/Uncommon-

Songs: 18

Controls: A set of six pressure-sensitive footpads, two song
selection buttons, start button

Notes: A solo version of DDR that features extra bass speakers, as
well as two extra (diagonal up/left and up/right - both green)
step pads to be used in expert mode.

Title: Beatmania IIDX 2nd Style

Format: Two-player arcade, dedicated cabinet

Release: 10/99

Rarity: Uncommon

Songs: 40+?

Controls: Two sets of seven action buttons and a turntable, 1P & 2P
start buttons, effects button

Notes: Has a modified version of the Double mode, where the image is
split in half and shown in the area where the notes usually
are, and the notes are shown where the image usually is - this
makes it much easier to do, as you don't have to look all
the way from one side of the screen to the other...

Title: Pop'n Music 3

Format: One-player arcade, dedicated cabinet

Release: early9/99

Rarity: Uncommon-

Controls: Nine action buttons

Notes:

Title: Beatmania 5th Mix Time to Get Down

Format: Two-player arcade, dedicated cabinet

Release: mid9/99

Rarity: Common-

Label: Yellow

Tagline: 'Love The Beat!'

Controls: Two sets of five action buttons and a turntable, 1P & 2P start
buttons, effects button

Notes: The latest installment of Beatmania is the first to feature
known (aka. real) artists. Taking a nod from the DDR series,
this mix features many songs from the Dancemania series, as
well as some 4th Mix classics, as well as (at least) two songs
by non-Japanese artists! Much to my delight, 5th Mix features
one song each by Mix Master Mike (of Beastie Boy fame, with
the song "All-Star" [HipHop]) and Dimitri from Paris (with a
Mondo House tune). The 4th Mix stylings are back in full,
although the song selection interface has changed so that the
song titles are all shown in a box to the right of the screen,
along with difficulty (difficulties are shown as numbers in
colored stars - red stars are new songs and blue stars are old
songs, if memory serves). Even the clubs that you play at

(shown on the difficulty select screen) are the same. Now let's just hope that the Western-artist trend continues in later Mixes (Konami - hint: license the song "Cello" by Here. - it's perfectly suited for Beatmania)

Title: Pop'n Stage
Format: Two-player arcade, dedicated cabinet
Release: 10/99
Rarity: Uncommon-
Controls: Two sets of five pressure sensitive foot-pads, song selection buttons, start buttons.
Notes: Yes, Pop'n Music and DDR have had a bastard child, and it's name is Pop'n Stage. This new title is basically a cross between DDR and PnM, hands down. Instead of the plus shaped pads of DDR, you get two sets of five pads in the shape of an X for PnS (this layout is somewhat deceiving, as a one-player game, or six-button mode, uses half of each X - the player stands in the middle of the Xs... Of course, the other version is 10-button mode, and can be seen as either a sort of DDR double mode or a two player mode). And of course, the same PnM design is used throughout the game. Sure to be a big hit for fans of PnM...

Title: Dance Dance Revolution 3rd Mix
Format: Two-player arcade, dedicated cabinet
Release: 11/3/99
Rarity: --
Songs: 73
Controls: Two sets of four pressure-sensitive footpads, two song selection buttons, 1P & 2P start buttons
Notes: New features include on-screen lyrics and a Non-Stop mode in which you will dance three songs continuously (back to back to back). Also features PSX Memory Card Support.

Title: Dancing Stage featuring Dreams Come True
Format: Two-player arcade, dedicated cabinet
Release: 11/99
Rarity: --
Songs: ?
Controls: Two sets of four pressure-sensitive footpads, two song selection buttons, 1P & 2P start buttons
Notes: A variation of DDR that features music by pop group Dreams Come True

Title: Dance Dance Revolution Solo 2000
Format: One-player arcade, dedicated cabinet
Release: Dec'99/early2000
Songs: 35
Controls: A set of six pressure-sensitive footpads, two song selection buttons, start button
Notes: The upgrade to the original solo version of DDR. Features extra bass speakers, as well as two extra (diagonal up/left and up/right - both green) step pads to be used in expert (6-panel) mode or easy (3-panel; 2 diagonals and back) mode.

Title: Beatmania Complete Mix 2
Format: Two-player arcade, dedicated cabinet
Release: early February 2000
Controls: Two sets of five action buttons and a turntable, 1P & 2P start buttons, effects button
Notes: songs from all previous mixes, including most/all from 4th/5th Mixes

Title: Keyboard Mania
Format: Two-player arcade, dedicated cabinet
Release: late February 2000
Rarity: --
Songs: ~24
Controls: 2 24-key (piano-style) keyboards with pitchshifters, 2 start buttons
Notes: Supports an automatic mode so that when there is only a single player, the 2p notes are handled by the computer.

Title: Beatmania Club Mix
Format: Two-player arcade, dedicated cabinet
Release: 2000
Controls: Two sets of five action buttons and a turntable, 1P & 2P start buttons, effects button
Notes: ~not yet released~

Title: Beatmania 6th Mix
Format: Two-player arcade, dedicated cabinet
Release: 2000
Controls: Two sets of five action buttons and a turntable, 1P & 2P start buttons, effects button
Notes: ~not yet released~

Title: Guitar Freaks 3rd Mix
Format: Two-player arcade, dedicated cabinet
Release: early2000
Controls: Two guitars with three action buttons and one strum button, two song selection buttons, 1P & 2P start buttons
Notes: Can be linked to Drummania 2nd Mix for simultaneous play

Title: Drummania 2nd Mix
Format: One-player arcade, dedicated cabinet
Release: early2000
Controls: One foot pedal, two electronic cymbals, three electronic drums, two drumsticks, two song selection buttons, start button
Notes: Can be linked to GF3rdMix for simultaneous play

Title: Dance Mania
Format: Two-player arcade, dedicated cabinet
Release: 2000
Controls: unknown
Notes: not a DDR-style game, but similar? not much is known about this title

~not yet released~

Title: Dance Dance Revolution 4th Mix
Format: Two-player arcade, dedicated cabinet
Release: 2000
Controls:Two sets of four pressure-sensitive footpads, two song
selection buttons, 1P & 2P start buttons
Notes:

~not yet released~

Title: Pop'n Music 4
Format: One-player arcade, dedicated cabinet
Release: early 2000
Controls:Nine action buttons
Notes:

~not yet released~

Title: Pop'n Stage EX
Format: Two-player arcade, dedicated cabinet
Release: 2000
Controls:Two sets of five pressure sensitive foot-pads, song selection
buttons, start buttons.

Notes:

~not yet released~

Title: Pop'n Anime
Format: One-player arcade, dedicated cabinet
Release: early 2000
Controls:Nine action buttons
Notes: Like the Animixes, this game features anime songs with P'nM
gameplay.

~not yet released~

Title: Pop'n Disney
Format: One-player arcade, dedicated cabinet
Release: early 2000
Controls:Nine action buttons
Notes: Hello Kitty I can handle, but this? Oh my... See Pop'n Anime
notes, but substitute anime for... --shudder--...

~not yet released~

Title: Dance Dance Revolution DAM mix
Format: One-player 'arcade', dedicated 'cabinet'
Release: 10/99
Rarity: --
Controls:Four pressure sensitive foot-pads, more...
Notes: A cross between DDR and DAM (a form of karaoke), this
'arcade' release is actually more akin to the PSX version of
DDR in look. Definately geared more towards karaoke bars than
arcades, it's a fairly lightweight-looking unit that has a
screen that displays both the dance steps as well as the
lyrics to the song. That's right, dance and sing at the same
time... Oh my...

~not yet released?~

Title: Rap Freaks
Format: Two-player arcade, dedicated cabinet
Release: unknown
Rarity: --
Songs: ?
Controls: Two microphones, motion sensors, start & 2 song selection buttons.
Notes: You will have to rap, as well as do hand movements, following on-screen instructions.
~not yet released~

Home:

Title: Dance!Dance!Dance!
System: PSX
Format: 1CD-ROM
SRP: JY5800
Release: ?/?/98
Rarity: Common
Notes: Not part of the BEMANI series, but was Konami's first attempt at a rhythm game (and a bad one, at that).

Title: Beatmania
System: PSX
Format: 2CD-ROM
SRP: JY5800
Release: 10/1/98
Rarity: Common+
Songs: 21 (Arcade Disc), 9 (Append Disc)
Label: Silver (Arcade Disc), Purple (Append Disc)
Notes: Includes both an Arcade Disc and an Append Disc - the Append Disc requires the Arcade Disc to be inserted first. Has sold over a million copies (Platinum).

Title: Beatmania Controller
System: PSX
SRP: JY4990
Release: 10/1/98
Rarity: Common
Buttons: Five action buttons, one turntable, start, select
Features: none
Notes: Made by ASCII, licensed by Konami

Title: Pop'n'Music
System: PSX
Format: 1CD-ROM
SRP: JY4800
Release: ?/?/99
Rarity: Common
Songs: ?
Notes:

Title: Pop'n'Music Controller
System: PSX

SRP: JY4990
Release: ?/?/99
Rarity: Uncommon
Buttons: Nine action buttons, one start button
Notes:

Title: Pop'n'Music
System: Sega Dreamcast
Format: 1GD-ROM
SRP: JY4800
Release: ?/?/99
Rarity: Common-
Songs: ?
Notes:

Title: Pop'n'Music Controller
System: Sega Dreamcast
SRP: JY4990
Release: ?/?/99
Rarity: Uncommon
Buttons: Nine action buttons, one start button
Notes: From the reports that I've gotten, the DC version of the PnM controller is extremely sensitive, and you can set a button off by simply brushing your fingers over it. Of course, if you want to have the arcade feel of PnM, there's not many other options... Also, this controller is compatible with a mini-game in the upcoming epic Shenmue Chapter 1: Yokosuka.

Title: Beatmania Append 3rd MiniMix
System: PSX
Format: 1CD-ROM (included with 1musicCD)
SRP: JY3364
Release: 11/27/98
Rarity: Uncommon
Songs: 5
Label: Maroon
Notes: Append Disc - requires Arcade Disc.

Title: Beatmania Append 3rd Mix
System: PSX
Format: 1CD-ROM
SRP: JY2800
Release: 12/23/98
Rarity: Common
Songs: 20
Label: Maroon
Notes: Append Disc - requires Arcade Disc.

Title: DJ Station PRO Controller
System: PSX
SRP: JY7800
Release: ?/?/99
Rarity: Uncommon
Buttons: Five action buttons, one turntable, start, select
Features: Light-up buttons, headphone jack (through direct audio feed) and separate-channel volume controls

Notes: Has the look of the arcade controls, including an arcade-style label on the turntable.

Title: DJ Man

System: PSX

SRP: JY4990

Release: ?/?/99?

Rarity: Rare-

Buttons: Five action buttons, one turntable, start, select

Features: Dual Shock (vibration) compatible, light-up buttons

Notes: Not a licensed product.

Title: Beatmania GB

System: GameBoy Color/GameBoy/Super GameBoy

Format: 1 cartridge

SRP: JY4500

Release: 3/11/99

Rarity: Common-

Songs: 20

Notes: Features songs from 2nd and 3rd Mixes, plus originals...

Title: Dance Dance Revolution

System: PSX

Format: 1 CD-ROM

SRP: JY5800

Release: ?/?/99

Rarity: Common

Songs: ?

Notes: Has sold over a million copies (Platinum).

Title: Dance Dance Revolution Controller

System: PSX

SRP: JY5800

Release: ?/?/99

Rarity: Common-

Buttons: Four action buttons, X button, O button, start, select

Notes:

Title: Dancing King

System: PSX

Company: Unknown (but unlicensed)

SRP: JY5800

Release: ?/?/99

Rarity: Rare-

Buttons: Four action buttons, X button, O button, Triangle button, Square button, start, select

Notes: A third-party DDR controller that is also compatible with Bust A Move/Groove.

Title: Dancing Boy

System: PSX

Company: Joytech (unlicensed)

SRP: ~JY5800

Release: ?/?/99

Rarity: Rare-

Buttons: Four action buttons, X button, O button, Triangle button,
Square button, start, select, R1, R2

Notes: Another third-party DDR controller that is also compatible
with Bust A Move/Groove.

Title: Dance Dance Revolution Method Pads

System: PSX

SRP: JY2480

Release: ?/?/99

Rarity: Common-

Notes: Padding that goes under the DDR Controller to prevent slippage

Title: Beatmania for Wonderswan

System: Wonderswan

Format: 1cartridge

SRP: JY4800

Release: 4/28/99

Rarity: Uncommon-

Songs: 11

Notes: Includes a mini turntable that attaches to the Wonderswan

Title: Beatmania Append Gottamix

System: PSX

Format: 1CD-ROM

SRP: JY2800

Release: 5/27/99

Rarity: Common

Songs: 20

Label: Orange

Notes: Append Disc - requires Arcade Disc.

Title: Guitar Freaks

System: PSX

Format: 1CD-ROM

SRP: JY5800

Release: 7/29/99

Rarity: Common

Songs: ?

Notes:

Title: Guitar Freaks Controller

System: PSX

SRP: JY4990

Release: 7/29/99

Rarity: Common-

Buttons: Three action buttons, one strum button, select, start

Title: TopMax Guitar Street Controller (unlicensed)

System: PSX

SRP: ??

Release: ??/99

Rarity: Rare

Buttons: Three action buttons, one strum button, select, start

Notes: A total rip-off of the Konami GF controller, the company that
makes this controller even had the nerve to keep the 'Konami' imprint on

the shoulder strap. Highly unlicensed. From Hong Kong.

Title: Dance Dance Revolution 2nd ReMix
System: PSX
Format: 1CD-ROM
SRP: JY5800
Release: 8/26/99
Rarity: Common
Songs: 29
Notes: This is a Key Disc, and thus will be the required disc for any Dance Dance Revolution Append Discs that may be released.

Title: Beatmania Append 4th Mix ~The Beat Goes On~
System: PSX
Format: 1CD-ROM
SRP: JY2800
Release: 9/9/99
Rarity: Common
Songs: 39
Label: Blue
Notes: Append Disc - requires Arcade Disc.

Title: Pop'n'Music 2
System: PSX
Format: 1CD-ROM
SRP: JY4800
Release: 9/14/99
Songs: ?
Rarity: Common
Notes: This is a Key Disc, and thus will be the required disc for any Pop'n Music Append Discs that may be released.

Title: Pop'n'Music 2
System: Dreamcast
Format: 1GD-ROM
SRP: JY4800
Release: 9/14/99
Songs: ?
Rarity: Common-
Notes: This is a Key Disc, and thus will be the required disc for any Pop'n Music Append Discs that may be released.

Title: BishiBashi Special 2
System: PSX
Format: 1CD-ROM
Release: 9/99
Rarity: Common-
Notes: This is not a BEMANI title (it's in fact part of the BishiBashi series of arcade games) but it does contain a few BEMANI inspired mini-games. The disc itself sports 48 minigames, including at least one Guitar Freaks style game. It really is a blast for multiplayer play, and is recommended if you need a break from BEMANI...

Title: Goo!Goo!Soundy
System: PSX

Format: 1CD-ROM

SRP: JY4800

Release: 9/22/99

Rarity: Common-

Notes: Not part of the BEMANI series, but is a Konami rhythm game and is supposedly compatable with all BEMANI series controllers, although pre-release screenshots only show a DDR-style interface... The game is supposedly a music breeding game...

Title: Beatmania GB 2 Gaccha Mix

System: GameBoy Color

Format: Cartridge

SRP: JY4300

Release: 10/22/99

Rarity: --

Songs: 25

Notes: Recently announced, not much concrete info is know about the title as of yet, but it will feature songs from the PSX Gottamix CD...

Title: Dance Dance Revolution 2ndReMix Append Club Version Vol. 1

System: PSX

Format: 1CD-ROM

SRP: JY2800

Release: 11/25/99

Rarity: --

Songs: 26

Notes: The first append disc for DDR. Not compatable with the first release, only 2ndReMix. Features many various Beatmania songs...

Title: Dancing Stage featuring True Kiss Destination

System: PSX

Format: 1CD-ROM

SRP: JY4800

Release: 12/09/99

Rarity: --

Notes: Stand alone disc. Version of DDR featuring pop group True Kiss Destination. Available modes: Basic, Trick, Maniac, Mirror, High Speed, Couple, Double, Versus, Hidden, Edit.

Title: Dance Dance Revolution 2ndReMix Append Club Version Vol. 2

System: PSX

Format: 1CD-ROM

SRP: JY2800

Release: 12/23/99

Rarity: --

Songs: 24

Notes: The second append disc for DDR. Not compatable with the first release, only 2ndReMix. Features many various Beatmania songs...

Title: Pop'n Music 3 Append

System: PSX

Format: 1 CD-ROM

SRP: JY2800

Release: 02/10/2000
Rarity: --
Songs: 44
Notes: 44 songs from across the BEMANI series. Will include a Pocketstation game called Pop'n Music Anywhere Vol.2. Requires Pop'n Music 2 disc.

Title: Pop'n Music 3 Append
System: DC
Format: 1 GD-ROM
SRP: JY2800
Release: 02/10/2000
Rarity: --
Songs: 44
Notes: 44 songs from across the BEMANI series. Will include a VMU game called Pop'n Music Anywhere Vol.2. Requires Pop'n Music 2 disc.

Title: Dance Dance Revolution 2nd Mix Dreamcast Version
System: DC
Format: 1 GD-ROM
SRP: JY5800
Release: 02/17/2000
Rarity: --
Notes:

Title: Dance Dance Revolution Controller
System: DC
SRP: JY5800
Release: 02/17/2000
Rarity: --
Notes: nearly identical to the PSX version (including the X and O buttons), but has the Dreamcast logo in the corner and has orange trim instead of blue.

Title: Guitar Freaks Append 2nd Mix
System: PSX
Format: 1 CD-ROM
SRP: JY2800
Release: 02/24/2000
Rarity: --
Notes: requires Guitar Freaks disc.

Title: Beatmania Append 5th Mix ~Time to get down~
System: PSX
Format: 1CD-ROM
SRP: JY2800
Release: 03/02/2000
Rarity: --
Songs: 69
Notes: 69 songs, including 5 original ones and 20 remixes. Includes high-speed mode, plus others

Title: Drummania
System: Playstation2

Format: CD-ROM
SRP: open price (normally around JY14800)
Release: 4mar2000
Rarity: --
Songs: 16
Notes: This game was announced at the same press conference that the Playstation2 was announced at. An arcade-perfect port, it also supports up to 2 Guitar Freaks controllers for Session play, so that one person can play the drum part and the other(s) the guitar part (this is do-able in the arcades, too, as long as the GF and DM machines are linked...). Includes the Drummania controller in a special package.

Title: Drummania Controller
System: Playstation2
SRP: open price: included with Drummania
Release: 4mar2000
Rarity: --
Notes: This controller comes in two main pieces, and from the pictures looks absolutely massive. First, you have the main five pad (3-drum, 2-cymbol) body, which also sports the Start and Select buttons, and the foot (bass) pedal is connected by a basic AV cord (which is removable). The color scheme is red and black, and the controller is pretty nice looking. The pads are rubber (a good thing), and the foot pedal is a foam pad with a DDR-type sensor on it. Drumsticks are included as well. No word on original PSX compatability, although the PSX and PS2 do use the same kind of ports (for example, the PS2's DualShock2 is perfectly compatible with the PSX), so it is possible. Not that you'd have anything to play on it if it was compatible...

Title: Beatmania: European Edit
System: PSX
SRP: ??
Release: 02/2000
Rarity: --
Area: Europe
Notes: Not much is known about this release currently, other than the fact that the in-game graphics are different from 1st, 2nd, and 3rd Mixes (possibly 4th Mix graphics?), and that the disc is rumoured to contain some popular European songs, including music by The Orbital, Fatboy Slim, and Moloko. It also contains some aspects of gameplay that were unfamiliar to h0l, who provided me with this information - again, possibly a modified 4th, which contains additional gameplay versions? More on this as it become available.
~not yet released~

Title: Dance Dance Revolution 3rd Mix
System: PSX
SRP: JY5800??
Release: 5/2000
Rarity: --
Notes: full standalone disc; not append disc. Includes Diet Mode, where
the game tells you how many calories you've burned.

Title: Beatmania Best Hits
System: PSX
SRP: JY4800??
Release: 5/2000
Rarity: --
Notes: fan selected songs from all previous releases

0.05: Accessory List_____

_____LCD Game List:

Note: As far as I know all of the BEMANI Pocket games have headphone jacks, built in speakers, and require 3 watch-style batteries.

Title: Beatmania Pocket
Price: JY2980
Songs: 9
From: Beatmania 2nd Mix
Release: 12/23/98
Rarity: Rare
Notes: The first Beatmania LCD game. The casing design is different from all of the later Beatmania Pocket releases (which all share the same casing design from Pocket 2 onwards)

SongList:	Genre:	Title:	Diff:	From:	BPM:	Notes:
		-Practice Mode-				
		hip-hop	0	2nd	100/93	77
		dj battle	*	2nd	180	34
		ballade	**	2nd	100	100
		-Normal Mode-				
		hip-hop	**	2nd	100/93	79
		ballade	**	2nd	100	181
		dj battle	***	2nd	180	50
		house	****	2nd	130	285
		konamix	****	2nd	134	170
		ska	*****	2nd	160	318

Title: Beatmania Pocket 2
Price: JY2980
Songs: 9
From: Beatmania 2nd and 3rd Mixes
Release: ?/99
Notes:
Rarity: Uncommon

SongList:	Genre:	Title:	Diff:	From:	BPM:	Notes:
		-Practice Mode-				
		reggae jam jam reggae	0	2nd	90	28
		dj battle dj battle	*	2nd	90	27
		rave e-motion	**	2nd	145	65
		-Normal Mode-				
		reggae jam jam reggae	**	2nd	90	61
		break-bts 2 gorgeous 4U	**	2nd	150	82
		dj battle dj battle	***	2nd	90	42
		rave e-motion	***	2nd	145	96
		funky-jazz stop violence	****	PSX3rd	113	119
		groove				
		eurobeat LUV TO ME	*****	3rd	154	284

Title: Beatmania Pocket Summer Mix
Price: JY2980
Songs: 8
From: Original
Release: 7/29/99
Rarity: Common
Notes: Clear blue body, and judging from the song list, we are graced with all new songs, all pertaining to summer in some way...

SongList:Title: Diff: From: BPM: Notes:
-Practice Mode-
Summer Dream 0 orig. 133 99
Tokyo Head Noise * orig. 122 95
HOT LIMIT ** orig. 138 169
-Normal Mode-
Summer Dream ** orig. 133 131
Nagisanimatsuwaru Etc. ** orig. 130 194
Tokyo Head Noise *** orig. 122 163
?? o ?? kishinude *** orig. 131 228
HOT LIMIT **** orig. 138 273

Title: BEMANI Pocket Pop'n Music
Price: JY2980
Songs: ?
From: Pop'n Music (and 2?)
Release: 8/26/99
Rarity: Uncommon-
Notes: Yellow body
SongList:-partial-

Title:	Genre:
Young Dream	Rap
Quick Master	J-Tekno
	Anime Hero

Title: BEMANI Pocket Dance Dance Revolution Fingerstep
Price: JY2980
Songs: ?
From: Dance Dance Revolution (and 2nd Mix?)
Release: 9/9/99
Rarity: Common
Notes: Clear purple body
SongList:-partial-

Title:
Have You Ever Been Mellow
That's The Way
Kung Fu Fighting

Title: BEMANI Pocket Anison Mix 1
Price: JY2980
Songs: ?
From: Various anime shows
Release: 9/16/99
Rarity: Common
Notes: Silver and black body with red highlights. All of the songs are from real anime. Expert mode appears for the first time. Also, 'Anison' is merely 'Anime Songs' shortened.

SongList:Title:	Diff:	From:	BPM:	Notes:
-Practice Mode-				
Mazinger-Z	0	M-Z	178	95
Devilman	*	Dvmn.	132	121
Getta-Robo	**	??	160	218
-Normal Mode-				
Mazinger-Z	**	M-Z	178	182
Tororon en mo kun	**	??	130	163
???? bo Mazinger-Z	***	M-Z	150	274
Cutie Honey	***	C.H.	157	245
Devilman	****	Dvmn.	132	296
Getta-Robo	*****	??	160	345

note: M-Z=Mazinger-Z, Dvmn.=Devilman, C.H.=Cutie Honey,
 ??=unknown series (is Getta-Robo a series?)

Title: Beatmania Pocket Skeleton
 Price: JY?
 Songs: 9
 From: Beatmania 2nd, 3rd Mixes
 Release: 10/99-11/99?
 Rarity: Rare
 Notes: Only available through mail-order?

Title: Beatmania Tokimeki Memorial Mix
 Price: JY2980
 Songs: ?
 From: Original
 Release: 9/22/99 (although available at the Tokyo Game Show starting
 9/18/99)
 Rarity: Uncommon
 Notes: Recently announced, this LCD contains songs from Konami's hit
 game Tokimeki Memorial (a dating game never released outside
 of Japan, but huge here...). Pearl White body color with blue
 highlights.

Title: BEMANI Pocket Anison Mix 2
 Price: JY2980
 Songs: ?
 From: Various anime shows
 Release: 12/99
 Rarity: --
 Notes:

Title: BEMANI Pocket Hello Kitty Dance Dance Revolution Fingerstep
 Price: JY2980
 Songs: ?
 From: Hello Kitty?
 Release: early 2000
 Notes: Includes a Helloy Kitty finger puppet

Title: BEMANI Pocket Dear Daniel Dance Dance Revolution Fingerstep
 Price: JY2980
 Songs: ?
 From: Dear Daniel?
 Release: early 2000, after the Hello Kitty Fingerstep

Notes: Includes a Dear Daniel finger puppet

Title: Beatmania Pocket Winter Mix

Price: JY2980

Songs: ?

From: Original

Release: ?/99

Rarity: --

Notes: Announced a while back, but none of the recent BEMANI pocket ads say anything about it...

Probably cancelled/reworked/renamed

~not yet released~

_____ Music CD List:

Title: Beatmania Remixes (with Beatmania Original Soundtrack)

Price: JY2447

Cat.#: KICA-7851

Tracks: 14

Length: ?

Release: 2/21/98

Notes: This CD has five remixes of Beatmania tracks, as well as the soundtrack for the original (1st Mix) Beatmania arcade game.

Title: Beatmania Remix

Price: JY1449

Cat.#: KMX-002

Format: Vinyl Record

Cuts: 5

Length: ?

Release: 5/29/98

Notes: Includes three of the remixes from the Beatmania Remixes CD, as well as a mix by Takao Kurimoto, the Beatmania Remix Contest Winner.

Title: Beatmania 2nd Mix Complete

Price: JY2243

Cat.#: KICA-7872

Tracks: 35

Length: ?

Release: 9/26/98

Notes:

Title: Beatmania - Tomoki Hirata

Price: JY2447

Cat.#: KICA-7917

Tracks: 9

Length: ?

Release: 10/23/98

Notes:

Title: Beatmania 3rd Mix Complete w/ Beatmania 3rd MiniMix

Price: JY3364

Cat.#: KICA-7872

Tracks: 23
Length: ?
Release: 11/27/98
Notes: Includes a five song sampler append disc (3rd Mix Mini) for use with the Playstation Beatmania game

Title: Beatmania Video
Price: JY3000
Cat.#: KIVM-240
Format: VHS
Cuts: 6
Length: ?
Release: 11/27/98
Notes:

Title: Beatmania Hiroshi Watanabe
Price: JY2447
Cat.#: KICA-7930
Tracks: ?
Length: ?
Release: 12/23/98
Notes:

Title: Beatmania IIDX Original Soundtracks
Price: JY2243
Cat.#: KMCA-2
Tracks: ?
Length: ?
Release: 4/23/99
Notes:

Title: Beatmania SuperMIX
Price: JY2447
Cat.#: KMCS-2
Tracks: ?
Length: ?
Release: 5/28/99
Notes:

Title: Beatmania 4th Mix Original Soundtracks
Price: JY2243
Cat.#: KMCA-1
Tracks: 24
Length: ?
Release: 6/17/99
Notes:

Title: Drummania Original Soundtracks
Price: JY2243
Cat.#: KMCA-18
Tracks: ?
Length: ?
Release: 8/6/99
Notes:

Title: Beatmania Gottamix Original Soundtracks

Price: JY2243
Cat.#: KMCA-24
Tracks: ?
Length: ?
Release: 8/27/99
Notes:

Title: Guitar Freaks 2nd Mix Original Sountrack
Price: JY2243
Cat.#: KMCA-23
Tracks: 40
Length: ?
Release: 9/3/99
Notes:

Title: Beatmania AniSon Vol.1 - Devilman
Price: JY2447
Cat.#: ?
Tracks: ?
Length: ?
Release: 10/99
Notes:

Title: Beatmania AniSon Vol.2 - ??
Price: JY2447
Cat.#: ?
Tracks: ?
Length: ?
Release: 10/99
Notes:

_____ Book List:

Title: Beatmania Konami Official Guide
Price: JY1500
ISBN: 4-7571-8023-3
Publishr:NTT
Pages: 208
Covers: Beatmania (PSX)
Includes:Beatmania Original CD (all 9 songs and the ending from Append
Yebisu Mix)

Title: Beatmania Press Mix
Price: JY1800
ISBN: 4-7973-0784-6
Publishr:SoftBank
Pages: 176
Covers: Beatmania 2nd and 3rd Mixes (Arcade/PSX)
Includes:Beatmania Special CD (includes 9 songs, two of which are
remixes from the Beatmania Remixes CD), poster

Title: Beatmania Append Gottamix Official Guide
Price: JY1500
ISBN: ?
Publishr:NTT

Pages: ?
Covers: Beatmania Append Gottamix (PSX)
Includes: ? Original CD

Title: Dance Dance Revolution
Price: JY?
ISBN: ?
Publishr: ?
Pages: ?
Covers: Dance Dance Revolution (Arcade)

Title: Dance Dance Revolution Official Guide
Price: JY?
ISBN: ?
Publishr: ?
Pages: ?
Covers: Dance Dance Revolution (PSX)

Title: Dance Dance Revolution 2nd Mix
Price: JY1700
ISBN: ?
Publishr: ?
Pages: ?
Covers: Dance Dance Revolution 2nd Mix (Arcade)

Title: Guitar Freaks Official Guide
Price: JY?
ISBN: ?
Publishr: NTT
Pages: ?
Covers: Guitar Freaks (PSX)

Title: Pop'n Music Official Guide
Price: JY?
ISBN: ?
Publishr: NTT
Pages: ?
Covers: Pop'n Music (PSX & DC)

Title: Dance Dance Revolution 2nd ReMix
Price: JY?
ISBN: ?
Publishr: ?
Pages: ?
Covers: Dance Dance Revolution 2nd ReMix (PSX)

Title: Dance Dance Revolution 2nd ReMix (book 2)
Price: JY?
ISBN: ?
Publishr: ?
Pages: ?
Covers: Dance Dance Revolution 2nd ReMix (PSX)

Title: Beatmania Append 4th Mix Official Guide
Price: JY1300?
ISBN: ?
Publishr:NTT
Pages: ?
Covers: Beatmania Append 4th Mix (PSX)

Title: Beatmania Consumer all guide
Price: JY?
ISBN: ?
Publishr:NTT
Pages: ?
Covers: Beatmania (PSX), Beatmania Append Discs (3rd, Gotta, and 4th),
Beatmania GB, Beatmania for WonderSwan, Beatmania Pocket,
Beatmania Pocket 2, Beatmania Pocket Summer Mix, BEMANI Pocket
Anison Mix 1

Title: Dance Dance Revolution 2nd ReMix Append
Club Version Vol. 1 Official Guide
Price: JY?
ISBN: ?
Publishr:NTT
Pages: ?

Title: Dance Dance Revolution 2nd ReMix Append
Club Version Vol. 2 Official Guide
Price: JY?
ISBN: ?
Publishr:NTT
Pages: ?

Title: BEMANI Pocket Official Guide
Price: JY1300
ISBN: ?
Publishr:NTT
Pages: ?
Covers: Beatmania Pocket, Beatmania Pocket 2, Beatmania Pocket Summer
Mix, Beatmania Pocket Skeleton, Beatmania Pocket Anison Mix,
Beatmania Pocket Tokimeki Memorial, Dance Dance Revolution
Fingerstep, Pop'n Music Pocket

_____ Goods:

Name: Ski Cap
Price: JY2500
Release: unknown
Notes: a black wool ski cap with the Beatmania logo on it.

Name: Zippo Lighter
Price: JY6800
Release: unknown
Notes: a Zippo brand flip-top lighter with the Beatmania DJ logo on
it. also, 3rd Mix, along with other possible variations, were released.

Name: CD Case
Price: JY1800
Release: unknown
Notes: faux leather case that holds 10 CDs; has the DJ logo on the front

Name: Mousepad
Price: JY1500
Release: unknown
Notes: a round, record-shaped mouse pad with the Beatmania record label in the middle.

Name: Wallet & Chain
Price: JY2800
Release: unknown
Notes: a wallet with the Beatmania logo and saying, with an attached chain.

Name: DJ Bag
Price: JY4800
Release: unknown
Notes: a dj gig bag, capable of holding vinyl records. measures H:37cm x W:33cm x D:7cm; has the Beatmania DJ logo and saying on it

Name: T-Shirt A
Price: JY2800
Release: unknown
Notes: 100% cotton Free-Size t-shirt with the Beatmania logo, DJ logo, and saying on black.

Name: T-Shirt B
Price: JY2800
Release: unknown
Notes: 100% cotton Free-Size t-shirt with the Beatmania logo and saying on white

Name: T-Shirt C
Price: JY2800
Release: unknown
Notes: 100% cotton Free-Size t-shirt with the Beatmania logo and the phrase 'Get Down and Get Funky' on black

Name: Beatmania Limited Edition Loopmaster Portable CD Player
Price: JY3000 (note: this was the price that I paid at the Tokyo Game Show Autumn '99, and I'm guessing that it was a clearance price, as Loopmasters generally run about JY15,500-JY17,000)
Release: unknown, but available by 9/99
Notes: a black and white Loopmaster brand portable CD player with the Beatmania logo on the lid (which is mainly clear). includes earphone w/remote start, and two different straps (one full-size, one wrist-size).

Prize Goods:

note that these goods are not available for purchase in stores.
unfortunately, I don't know how to obtain them.

Name: T-Shirt
Release: 6/98
Notes: white t-shirt with the Beatmania DJ logo

Name: Keychain
Release: 9/98
Notes: metal keychain with the DJ logo on it and two blue buttons

Name: Neckholder
Release: 9/98
Notes: a keychain holder that is worn around the neck; black with the Beatmania logo on it

Name: 2nd MIX T-Shirt
Release: 9/98
Notes: white t-shirt with the Beatmania 2nd Mix logo

Name: PassCase
Release: 9/98
Notes: black train-pass holder with a string so that it can be worn around the neck - Beatmania logo on the flap

Name: DJ Bag
Release: 9/98
Notes: black DJ bag with the Beatmania logo

Name: Cel Phone Strap
Release: 10/98
Notes: a cel phone (kaitei, PHS) strap with the Beatmania logo on it and the DJ logo attached as a metal dangler

Name: Cel Phone Holder
Release: 10/98
Notes: a black cel phone (kaitei, PHS) holder with the Beatmania logo on the flap

Name: DJ Ring
Release: 10/98
Notes: a silver-colored ring, available with either the Beatmania logo or the DJ logo on it

Name: Bandana
Release: 10/98

Notes: three different camoflauge varieties, each with the Beatmania logo

Name: CD Carrying Case

Release: 10/98

Notes: a CD carrying case with the Beatmania logo on it

Name: Cap

Release: 11/98

Notes: a black baseball-style cap with the Beatmania logo embroidered on it

Name: Watchband

Release: 11/98

Notes: available in red/black or blue/black, a velcro-style watchband with the Beatmania logo

Name: Tote Bag

Release: 11/98

Notes: two black bags (different sizes) with the Beatmania logo on them

Name: Necklace

Release: 11/99

Notes: a metal DJ logo necklace with three different background colors (green, silver, and black)

Name: Player Pouch

Release: 12/99

Notes: three different pouches (grey, black, and green) with the Beatmania logo and saying on them

Name: 3rd MIX Long Sleeve T-Shirt

Release: 1/99

Notes: a white t-shirt with black sleeves with a Beatmania logo on the front

Name: Duffle Bag Set

Release: 1/99

Notes: a set of three black duffle bags with the Beatmania logo and saying

Name: Sailor Hat

Release: 2/99

Notes: a black Gilligan-style hat with the Beatmania logo on it

Name: Big Carrying Case

Release: 2/99

Notes: a large black bag with the Beatmania logo and saying on it

Name: Neck Case

Release: 2/99

Notes: a neck case with the Beatmania logo on it, in three different colors (white, red, green)

Name: Metal Tray

Release: 2/99

Notes: a silver-colored metal tray with the Beatmania logo and saying on it

Name: Plaque

Release: 3/99

Notes: a metal plaque framed in black with the Beatmania logo and saying on it

Name: Messenger Bag

Release: 3/99

Notes: a black waist bag with the Beatmania logo and saying on it

Name: Bottle Holder

Release: 5/99

Notes: a black bottle holder with the Beatmania logo and saying on it

Name: Belt

Release: 5/99

Notes: a black belt with a silver-colored metal buckle with the Beatmania logo

Name: Mesh Bag

Release: 6/99

Notes: a black and blue mesh bag with the DJ logo on it

Name: Polo Shirt

Release: 7/99

Notes: a black polo shirt with the Beatmania logo on it

0.06: Miscellany_____

_____Beatmania/Hiphopmania Hidden Modes:

While this isn't really a hidden mode, it goes overlooked a lot of times: By pressing the Select button in any of the PSX Beatmania titles, you'll activate the Effects Button, which will turn on the effect that you've selected from the options menu. This really enhances the sound of some of the songs...

Although I haven't done a lot of looking around for codes yet, I found these on gamewinners.com and thought that they were worth including. I haven't had a chance to try them out, so I can't confirm that they work, or give you any help with them... Anyway, here they are, copied and

pasted directly from gamewinners.com - knock yourself out...

Hidden Mode 1:

Hold L + R (the two back keys on the Beat Mania controller) and press Start when the menu with the "Press Start Button" selection appears. Release those buttons and press Left + X (the two white keys on the left and right side). A sound will confirm correct code entry. The "Hidden Mode 1" option will now be available.

Double play mode:

Hold Left + Square + X (the three white keys) and press Start when the menu with the "Press Start Button" selection appears. Release those buttons and press L + R (the two black keys). A sound will confirm correct code entry. An option for double play mode will now be available.

- from gamewinners.com

__Hiphopmania Arcade:

Karen Mceniry has found a code for the U.S. arcade version of Beatmania, Hiphopmania (I'm assuming this is for Complete Mix, but it was not specified):

Put in the required coins/tokens/moneycard. Do not press start yet. Refer to the below diagram for the button presses.

```
  2 4  <:black buttons:>  7 9
  1 3 5 <:white buttons:> 6 8 10
```

Hold down 1 and 4 and spin the turntable around once clockwise. Let go of the buttons. Then hold down 2 and 5 and spin the turntable clockwise again. Let go of the buttons. Next, hold down 1 and 4 again and press the 1p or 2p Start button. Right after you press Start, let go of the buttons quickly and hold down the 2 key until it gets to the difficulty section (easy/hard/practice/etc), then go to hard mode, and you should have all the levels, including the hidden ones. Doing this on 2p mode will also turn on battle mode.

__4th Mix Arcade:

This is directly from the Konami Homepage. It may work with the PSX version, but I haven't had a chance to try it yet...

Complete Song List Choice Mode (including Hidden Songs)

All songs can be selected from the beginning in BASIC and HARD modes.

1. Insert coin(s).
2. Press 6-10-9-8-9-8-9-6-7-6-6-10-9-8-9-8-9-6-7-6-6 on the 2P keyboard (The notes from "Deep In You").
3. Press start while holding down EFFECT and buttons 2 and 4 on the 1P keyboard.

Button guide for the above:

7 9

Turntable

Changing the Frame Colour

During MODE SELECT, pressing the START button will change the screens frame colour with each press.

Each press will change the frame to the following colours: Grey >> Gold >> Red >> Blue >> Green >> White >> Brown >> Scarlet >> Black >> Magenta . In addition there is also purple followed by grey again and then back through the order.

DDR Hidden Modes/Characters:

__Modes:

To access the harder modes in DDR, at the game mode selection screen (easy, normal, hard) press U. This should take you into the 'Secret Mode' screen. Now enter the following button presses/dance steps:

Another: U, U, D, D, U, U, D, D

Maniac: L, L, R, R, L, L, R, R

Double: U, U, D, D, L, R, L, R

Mirror: L, R, L, R, L, R, L, R

U=up, D=down, L=left, R=right, all on the control pad (directional pad, D-pad, etc.)

This will open up the above modes, as well as combinations thereof. The modes will also be saved to your memory card.

(taken from Dance Dance Revolution Konami Official Guide; clarified, confirmed, etc. at GameSages.com)

There is also a hidden edit mode that is unlocked by clearing 500 songs (similar to how the five hidden songs are unlocked). Thanks to Petee Hsu for this as well.

__Characters:

At the mode select screen, right after you press start on the title screen, hold either left or right on the control pad - each direction will get you a different set of characters. Thanks to Mike Corbett for the tip.

Beatmania Append 4th Mix Internet Ranking:

If you get a decently high score (I'm not sure exactly what you have to get) in any of the seven expert courses, you'll receive a password so that you can enter your score on the Konami website. Here's how it works:

- After playing Expert Mode (and scoring well enough) and entering your DJ name, you'll receive a password in the following format:

DJ Name (1P):
DJ Name (2P): [if applicable]
Password:

(The DJ names are the four letter names that you enter at the high score board.)

You'll also get a web URL: <http://www.konami.co.jp/kcej/>

Log online using your choice of computer and web browser, and either enter the above URL, or the below one to get you directly to the Internet Ranking section.

http://www.konami.co.jp/kcej/4th_ir/password.html

After that, you'll find an entry screen with about a dozen different choices - here is a rough translation of the page:

DJ Name (1P)
DJ Name (2P)
Password

Name

Email

Comments

Gender Male Female

Age? under 10 10-19 20-29 30-39 over 40

Last Name?

??

Append 4th Mix Favorite Song (select from pulldown menu)

[RESET] [SUBMIT]

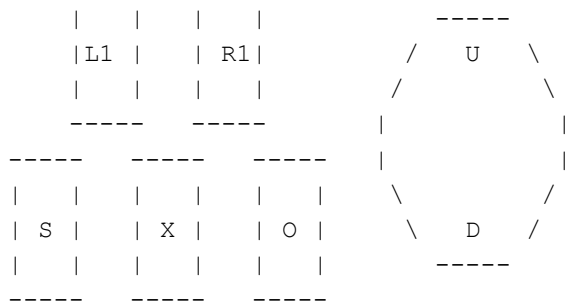
After you're done, submit, and look at the scores! A note - they are all fairly high. As of the early morning of 14sept99, the top score was well over 1400.

As another note, it is possible to get a high score password without actually finishing the expert mode course.

Final note: The internet ranking is going to go on for one month - 9sept99 - 8oct99.

Beatmania Controller Button Guide:

Within the Beatmania games, the controllers are automatically configured by selecting the 'Original' controller option. But have you ever wanted to use the controller in another game (like Pop'n Music's 5-button mode) but didn't know how to configure the controller? Here's a diagram of how the Beatmania controllers are laid out:



S=square

U=up on the directional pad

D=down on the directional pad

the others should be self explanatory, and of course Select and Start are just what they say they are...

Beatmania 4th/5th Mix Difficulties:

One of the additions in the new 4th/5th Mix interfaces is a better difficulty rating system. Much more like DDR, 4th and 5th have 7 difficulties, and each one has it's own title. Originally, there was a 5-star ratings system (although some songs did have 6 stars) and there were only three titles for the six levels... While not as creative as DDR's titles, it is a nice change...

- * very easy
- ** easy
- *** normal
- **** hard
- ***** very hard
- ***** strong hard
- ***** ultimate hard

DDR Difficulties:

DDR has names for all eight of it's difficulties (unlike Beatmania 1st, 2nd, and 3rd, which only has three names for it's six). Here's a chart listing all eight (note: obviously, the *s are the number of feet in the difficulty, and the more feet, the harder):

- * simple
- ** moderate
- *** ordinary
- **** superior
- ***** marvelous
- ***** genuine
- ***** paramount
- ***** exorbitant

Beatmania GB2; English Translations:

As you may have noted, many of the songs in Beatmanis GB2: Gacchamix are in Japanese. This is merely a translation of the song's titles into English, with the best of my ability (which isn't that great, I'll warn you right now, so some of these may be pretty off...) English is the song's English translation, while In Game is how it appears in game (a

few of the songs are already in English) - again, katakana is in all caps. The Gottamix Course is not listed as all of the songs are already in English. If you're looking for translations of the menu screens, please see the Gacchamix section of the Quick Guide section of this FAQ.

J-Girl Pop Course:

English:	In Game:
Automatic	Automatic
Little Girls Dream ??	Yumemiru Shoujyo Jyairarenai
Time Goes By	Time Goes By
Don't Be Defeated	Makenaide
Friends	FURENZU

Band Course:

English:	In Game:
Robinson	ROBINSEN
??	Sasurai
Over Drive	Over Drive
Believe	Believe
Rydeen	Rydeen

Idol Course:

English:	In Game:
Night Sky NOMUKOU	Yozora NOMUKOU
Beach ?? Etc.	Nagisa Nimatsuwaru ETOSETORA
Catch You Catch Me	Catch You Catch Me
Hold Me Hold On Me!	Daite Hold On Me!
My Aunt Became Too (??)	Watashiga OBAsanni Nattemo

Anison Course:

English:	In Game:
Space Battleship Yamato	Uchuusenkan Yamato
Beautiful Boy	Sutekinakun
Soar! Gundam	Shouba! Gandamu
The Angel Breathes Easy	Tenshino Kyuuseku
Ultraman's Song	Ultraman no Uta

_____ Beatmania Songs; Order of Difficulty:

This list is merely a list all of the Beatmania songs in grouped by the difficulty (number of stars). The info presented is all the same as in the Songlists, but with one small addition; directly before the Genre is a letter or number - this signifies which release the song is from. The releases are: A=Arcade disc, Y=Append Yebisu, 3=Append 3rd Mix, G=Append Gottamix, 4=Append 4th Mix, GB=Beatmania GB, G2=Beatmania GB2, and WS=Beatmania for Wonderswan.

--currently, 5th Mix is not included--

Song Title	Artist	Genre	Diff.	BPM	Notes
u gotta groove	dj nagureo	Ahip-hop	*	100/94/96	80/99
jam jam reggae	jam master'73	Areggae	*	90	62/78
Cat Song	UPA&NORA	Yfunk	*	127	154/258
- Theme of UPA					
Body	tomoki hirata	Ystyl garage	*	134	87/162

life goes on	Quadra	3ambient	*	124	86/86
find out	nouvo nude	3soul	*	100	95/95
Winter Fantasy	LUV 2 SHY	Greal garage	*	120	169/250
~Sample Battler's featuring SONOMI House Mix~					
Yellow,Black and Blues	COZY KUBO	Ghip and soul	*	96	131/194
dancing Percussion	Mikio Endo	Graga rock with SKI Rockers	*	123	141/246
I LiVe just 4U	MPM	4r&b	B *	90	98/142
You Make Me	Monday Michiru	4jazz house	B *	110	105/197
2 gorgeous 4 U	*	GBbreak-bts	*	150	80
cat song	*	GBfunk	*	127	155
~theme of upa					
It's your funky life!	*	GBreggae	*	60	147
suite no.3 air	*	GBclassic 3	*	68	60
dj battle	*	GBdj battle	*	93	58
Cat Song	UPA&NORA	WSfunk	*	127	154
- Theme of UPA					
find out	nouvo nude	WSsoul	*	100	95
Robinson	Kusano	G2Band	*	111	108
Masamune					
Sasurai	Okuda Minsei	G2Band	*	119	115
RVTK-1	Dub-GB	G2Gotta/BigBeat	*	91	151
Beginning of life	quadra	Aambient	**	110	80/115
jam jam reggae	crunky boy	Areggae funky	**	90	157/178
(Funky jam Cookie mix) mix					
2 gorgeous 4 U	prophet-31	Abreak~bts (1P)	**	150	79/-
greed eater	dust fathers	Abreak~bts (2P)	**	112	-/74
Do you love me?	reo-magumo	Aballade	**	100	149/244
PAPAYAPA BOSSA	staccato two-JYbossa	groove	**	143	143/310
-remixed by r24bm					
Changing the ASIA	cheap forest	Yasian	**	95	140/181
traditional					
Do you love me?	reo-nagumo	3ballad (classic)	**	100	149/246
believe again	dj nagureo	3j-dance pop	**	130	216/344
HYPER MEGA MIX featuring miryam					
s.d.z	DJ mazinger	3hiphop	**	100	168/175
featuring Muhammad					
RVTK-1	DUB-GB	Gbigbeat	**	92	179/215
E-Girlia	DJ Patch	Ghiphop	**	90	135/160
luv foundation	Mikio Endo	Gcrossover	**	106	130/189
I LiVe just 4U	MPM	4r&b	H **	90	132/144
I LiVe just 4U	MPM	4r&b	@ **	90	155/155
Hunting For You	Togo Project	4r&b	B **	105	151/237
featuring Megu & Scotty D.					
You Make Me	Monday Michiru	4jazz house	H **	110	186/350
Popcorn	DJ Watarai	4hiphop	B/H **	93	148/175
Popcorn	DJ Watarai	4hiphop	@ **	93	167/173
Keep on Movin'	N.M.R.	4dance pop	B **	132	100/100
Believe again	e.o.s remixed	4dance pop	**	130	216/345
(english version) by DJ nagureo featuring miryam					
papayapa bossa	*	GBbossa groove	**	143	134
kiiroi kabin	*	GBjazz	**	128	187
theme of rakuga	*	GBrakuga kids	**	140	183
kids					
mirrorball	*	GBdisco	**	140	226
beginning of life	Quadra	WSambient	**	110	80
believe again	DJ nagureo	WSj-dance pop	**	130	216
(HYPER MEGA MIX)					

Automatic	Utada HIKARU	G2J-Girl Pop	**	94	216
Yozora NOMUKOU	KawamuraYuuka	G2Idol	**	106	173
Nagisa Nimatsuwaru	Okuda Minsei	G2Idol	**	129	173
Etc.					
Uchuusenkan Yamato	MiyagawYutaka	G2Anison	**	141	218
Sutekinakun	Miki Hiraji	G2Anison	**	161	247
Miracle Moon	Hiroyuki Togo	G2Gotta/ J-Garage Pop	**	128	236
OVERDOSER(romo mix)	mirak	Atechno (1P)	***	132	164/-
OVERDOSER (ambient mix)	mirak	Atechno (2P)	***	132	-/224
u gotta groove (Triple Mazin Dub)	dj mazinger	Ahip~hop street mix	***	94	143/359
Ain't it Good	tomoki hirata	Yspd garage -remixed by r24bm	***	134	119/191
Stop Violence!	Herbie Hammock	3funky jazz & His Band groove (classic)	***	113	123/175
wild I/O	nouvo nude	3house	***	130	226/211
La Bossanova de Fabienne	staccato two-F	bossa groove (classic)	***	143	213/341
NaHaNaHa vs. Gattchoon Battle	DJ Senda & Tiny-K	Gdj battle	***	124/152/163	190/223
Hunting for You	Togo Project	Gr&b feat. Megu & Scotty D.	***	105	?/338
CLUB 115	COZY KUBO	Grock'n techno	***	150	196/307
Miracle Moon	Togo Project	Gj-garage pop featuring Sana	***	128	274/385
SODA	SLAKE	Gdrum'n bass	***	180	153/153
Destruction	MPM	4big beat	B ***	131	125/134
Take A Ride	Larry Dunn	4soul hiphop	B ***	117	127/172
Rugged Ash	Symphonic	4future jazz Defoggers	B/H ***	168	193/201
Kakattekonkai	Bebe	4cube beat	B ***	103	153/153
Weighted Action	Deep Emotion	4hard house	B ***	130	307/351
Hunting For You	Togo Project	4r&b featuring Megu & Scotty D.	H ***	105	181/178
Paranoia MAX ~dirty mix~	190	4jungle	B/H ***	190	150/200
Keep on Movin' quick master (reform version)	N.M.R. Yohei Shimizu	4dance pop 4j-techno	H *** ***	132 145	119/119 178/225
overdoser (romo mix)	*	GBtechno	***	132	155
believe again	*	GBj-dance pop	***	130	209
metalgear solid ~main theme	*	GBbigbeatmix	***	140	191
Feel the Beat!	*	GBlatin	***	110	244
Amadeus Mania	*	GBclassic 1	***	120	226
The Nutcracker Suite	*	GBclassic 2	***	140	209
La Bossanova de Fabienne	staccato two-F	WSbossa groove	***	143	213
Stop Violence!	HerbieHammock	WSfunky jazz & His Band groove	***	113	123
Yumemiru Shoujyo Jyairarenai	Oda Tetsuro	G2J-Girl Pop	***	159	268
Time Goes By	Igarashi Mitsuru	G2J-Girl Pop	***	84	188
Friends	Dobashi Yasukifu	G2J-Girl Pop	***	158	225
Over Drive	Takuya	G2Band	***	148	230

Catch You Catch Me	HiroshigeKamig2Idol		***	128	217
Daite Hold On Me!	Tsunku G2Idol		***	125	264
Hunting For You	Hiroyuki TogoG2Gotta/R&B		***	105	177
Shouba! Gundam	WatanabeTakeoG2Anison		***	144	224
Ultraman no Uta	Miyauchi G2Anison		***	132	214
	Kokurou				
tokai	dj mazinger Ajapanese hip~hop	****	97	139/206	
	(performed by co-key)				
Salamander Beat	nite system Akonamix	****	134	171/177	
	Crush mix				
LOVE SO GROOVY	lovemints Asoul (1P)	****	141	169/-	
LOVE SO GROOVY	lovemints Asoul (2P)	****	141	-/227	
	(12inch version)				
e-motion	e.o.s Arave	****	145/140	96/125	
LOVE SO GROOVY	nite system Ahouse spiritual	****	131	249/430	
	(Nite's After Love mix) mix				
Stop Violence!	Herbie HammockYfunky jazz	****	113	123/191	
	& His Band groove				
I.C.B.	tomoki hirata Yhard house	****	140	197/367	
	-remixed by r24bm				
Believe Again	Emotion of 380's j-pop	****	130	158/289	
	Sound featuring Miryam				
Queen's Jamaica	Crunky Boy 3reggae	****	94	189/278	
	featuring Muhammad				
LOVE SO GROOVY	LOVEMINTS 3soul(classic)1P	****	141	169/-	
LOVE SO GROOVY	LOVEMINTS 3soul(classic)2P	****	141	-/227	
	(12 inch mix)				
METAL GEAR SOLID	ESPACIO 3bigbeat mix	****	140	179/182	
	-main theme BROTHERS (classic)				
more deep	Togo Project Gfree soul	****	120	196/394	
	featuring Sana & T/Decay				
Lovegirl In Summer	LUV 2 SHY Gbreak beats	****	095/190	275/281	
	~GUHROOVY featuring SONOMI				
	HARDCORE MIX~				
BEMANI HIT TRACKS	K.M.D.J.team Gnonstop megamix	****	137/143/137		
	featuring Seigo "M" Takei			468/902	
Take Control	Larry Dunn 470's soul	B ****	112	174/221	
Take A Ride	Larry Dunn 4soul hiphop	H ****	117	131/180	
Kakattekonkai	Bebe 4cube beat	H ****	103	163/163	
Build-Up	Forward 4techno	B ****	135	248/288	
Brand New World	GTS featuring 4house	H ****	128	247/308	
	Melodie Sexton				
Brand New World	GTS featuring 4house	@ ****	128	308/308	
	Melodie Sexton				
Soda	Slake 4drum'n bass	B ****	160	124/153	
Salamander Beat	* GBkonamix	****	134	153	
	Crush mix				
overdoser (driving	* GBminimal techno	****	138	331	
	dub mix)				
Cow Boy Star	* GBcountry	****	140	158	
METAL GEAR SOLID	ESPACIO WSbigbeat mix	****	140	179	
	-main theme BROTHERS				
Queen's Jamaica	Crunky Boy WSreggae	****	94	189	
	featuring Muhammad				
Believe	Luna Sea G2Band	****	150	221	
Watashiga OBA'sanni	Saitou Hideo G2Idol	****	126	312	
	Nattemo				
Luv To Me	tiger YAMATO G2Gotta/	****	154	289	
	(disco mix) Eurobeat				
20.november	dj nagureo Ahouse (1P)	*****	130	301/-	
	(single mix)				

20.november (radio edit)	dj nagureo	Ahouse (2P)	*****	130	-/352
OVERDOSER (Driving Dub mix)	quadra	Aminimal techno mix	*****	138	340/656
METAL GEAR SOLID ~Main Theme	ESPACIO BROTHERS	Ybigbeat mix	*****	140	175/176
La Bossanova de Fabienne	staccato two-FYbossa groove french version		*****	143	213/341
20.november (single mix)	DJ nagureo	3house (classic) (1P)	*****	130	301/-
20.november (radio edit)	DJ nagureo	3house (classic) (2P)	*****	130	-/352
Deep Clear Eyes	QUADRA	3drum'n bass mix (classic)	*****	155	276/307
nine seconds area code	nouvo nude	3digital funk 3digi~rock	*****	97 112	192/191 215/218
JAUNTY BOUNTY	Kimitaka Matsumae	Gcollage techno	*****	150	209/466
Manmachine plays Jazz~MIO2~	Mikio Endo	Gjazz electro	*****	114	377/492
Hunting for You	Togo Project & Scotty D.	Gr&b (hard featuring Megu version)	*****	105	340/437
Take Control	Larry Dunn	470's soul	H *****	112	221/221
Jazz A Pump Up	Takumi	4jazzy hiphop	H *****	100	173/183
Jazz A Pump Up	Takumi	4jazzy hiphop	@ *****	100	
Build-Up	Forward	4techno	H *****	135	286/293
Chain	Ram	4rave	B *****	152	206/247
Soda	Slake	4drum'n bass	H *****	160	153/153
20.november (single mix)	DJ nagureo	4house~nagureo kidding style~	*****	130	332/-
20.november (radio edit)	DJ nagureo	4house~nagureo kidding style~	*****	130	-/404
20.november	DJ nagureo	4hard house	*****	130	247/257
20.november	DJ nagureo	4hard house (another)	*****	130	268/257
luv to me	*	GBeurobeat	*****	164	272
okkasan no uta	*	GBe.n.k.	*****	93	178
20.november (single mix)	DJ nagureo	WShouse	*****	130	301
Deep Clear Eyes	QUADRA	WSdrum'n bass mix	*****	155	276
Makenaide	Oda Tetsuro	G2J-Girl Pop	*****	126	297
Rydeen	Takahashi YUKIHIRO	G2Band	*****	144	270
Tenshino Kyuuseku	YabukiToshiro	G2Anison	*****	148	248
Genom Screams	L.E.D.Light	G2Gotta/Trance	*****	150	422
SKA a go go	the bald heads	Aska	*****	160/144/160	359/514
Deep Clear Eyes	quadra	Adrum'n bass mix	*****	155	276/307
Acid Bomb	dj fx	Ahardtekno	*****	140	334/569
tribe groove	nite system	3world groove	*****	126	275/257
LUV TO ME THIRD-MIX	miryam reo yoshinori	3euro beat	*****	154	312/384
Attack the music	DJ FX	3hard techno	*****	140	323/452
super highway	nouvo nude	3drum'n bass	*****	160	395/452
GENOM SCREAMS	L.E.D. LIGHT	Gtrance	*****	150	582/745
LUV TO ME (disco mix) version	tiger YAMATO	Geurobeat	*****	154	453/503
HELL SCRAPER	L.E.D. LIGHT	GGgabbah	*****		577/666
					190/195/200
Destruction	MPM	4big beat	H *****	131	244/244
Weighted Action	Deep Emotion	4hard house	H *****	130	351/351

Chain	Ram	4rave	H *****	152	247/247
attack the music	DJ FX	4hardtechno~crack	*****	140	376/378
		style~			
acid bomb	DJ FX	4hard tekno	*****	140	405/647
		(another)			
LUV TO ME(english version)	third mix	4euro beat	*****	154	312/384
LUV TO ME(english version)	third mix	4euro beat	*****	154	331/392
		(another)			
Attack the Music	DJ FX	WShard techno	*****	140	323
Drunk Monkey	DJ Oddball	4minimal	H *****	145	409/445
Drunk Monkey	DJ Oddball	4minimal	@ *****	145	681/678
Logical Dash	DJ Taka	4happy	H *****	144	433/507
Logical Dash	DJ Taka	4happy	@ *****	144	467/507
Genom Screams	L.E.D. Light	4trance	H *****	150	404/533
e-motion (2nd MIX)	e.o.s	Arave	???	145/140	148/241
dj battle	*	Adj battle	???	93	changes
Spaced Out	Enola Quintet	4lounge	H ???	88	152/148
peace out	DJ nagureo	4deep house	H ???	133	341/341
deep in you	DJ nagureo	4dance pop	H ???	126	323/357
All songs for Wonderswan	various	WSmedley	????	var.	var.

BEMANI outside of Japan:

While the BEMANI series started, and is the most popular, in Japan, it has recently started to spread to other regions:

Europe: Recieving the second most BEMANI games of a single region (Japan being first, obviously), Europe has recieved both Beatmania (as either Beatmania or Hiphopmania, the former probably being a Japanese import) and DDR (as either DDR or Dancing Stage) in the arcades. A Playstation version of Beatmania, entitled 'Beatmania European Edit', is due by the end of the year. No DDR PSX game has been announced as of yet.

Americas: North and South America have recieved Beatmania in the arcades under the somewhat decieving (and in my opinion, just plain bad) name 'Hiphopmania'. Dance Dance Revolution is also available in the arcades. No home releases have been announced yet.

Asia: Asia has also recieved a few BEMANI games, although details here are sketchy - in some areas, Japanese imports abound, but as for official territory releases, I believe that both Beatmania and DDR have hit, the former possibly as BeatStage.

Facts & Figures:

This section is simply a collection of misc. facts and figures on the BEMANI series...

- Beatmania currently leads the BEMANI series for number of variations (arcade, home, portable, and LCD) at 19, while DDR is at 9 (going on 15), Pop'nX has 8, Guitar Freaks has 3, and finally Drummaina exists only in a single format.

- Both the original Beatmania and Dance Dance Revolution Playstation games have sold over a million copies.

- The single most prolific song in the entire BEMANI series is 20.november, which is in at least 10 different games, and has at least 5 different mixes/versions.

- The fastest song in the home versions of Beatmania was previously Hell Scraper (gabbah) by l.e.d. light-g, from GottaMix/5th Mix, which maxes at 200 BPM, although it has been overtaken by Krymson (digital hardcore) by RAM, from 5th Mix, which blows by at an amazing 240 BPM. Neither of these matches the Drummania song Across the Nightmare, which is apparently 300 BMP (although I don't think it is truly 300 BMP). As a total side note, the fastest song ever recorded was Thousand by Moby: it maxes at 1000 BMP.

- The slowest song in Beatmania is It's Your Funky Life (reggae) from Beatmania GB, which blows away the competition with a lethargic 60 BMP.

- The song with the most notes in Beatmania (1P) is Hell Scraper, with a whopping 577 notes, over 100 more than the number two song, which is BEMANI Hit Tracks (nonstop megamix) by the K.M.D.J.team from Gottmix, which contains 468 notes. A close third place is Logical Dash [another] (happy), by DJ Taka, from 4th Mix, and contains 467 notes.

- The song with the least number of notes in Beatmania is DJ Battle, from Beatmania Pocket 2, with a wimpy 27 notes.

- The largest BMP change occurs in Lovegirl in Summer ~Guhroovy Hardcore Mix~ (breakbeats) by Luv2Shy, which begins at 95 BMP and doubles to 190 BMP about halfway through.

- The song with the longest complete title is "Lovegirl in Summer ~Guhroovy Hardcore Mix~ (breakbeats) by Luv2Shy featuring Sonomi" with 69 characters (not counting spaces, the 'by', or the ()), but counting the ~s, which are part of the song's title)

- Hell Scraper (gabbah) contains a total of 666 notes in 2P mode (I really shouldn't have to explain this one...).

- Inventive Japanese Beataddicts have invented numerous new ways to play, including '2P Cross' (where one player mans the 1P keys and the 2P 'table, and the other player is on the inside of him manning the 2P keys and the 1P 'table), 'One Finger' (playing using only one finger), 'Back Play' (playing with your back to the screen), and the famous 'Double Play' (one person plays a 2P game, manning both sets of keys and both turntables).

- The initial release of Beatmania only had 9 unique songs (ie. songs with different titles, not counting additional mixes), while the later releases have gotten up to 39 for home releases (Append 4th Mix) and over 60 in the arcades (IIDX Substream Club Version 2)

- The BEMANI series is less than two years old, yet already has 50 separate games in it (21 different arcade games, 12 home releases, 6 LCD games, and at least 11 more on the way). This easily makes it the most prolific set series in video game history (with the MegaMan/Rockman series coming in second with over 20 titles, but spread over a 10 year period). Even Beatmania's 19 current titles over 2 years rivals (although does not surpass) MegaMan's 10 year stint... (please note that I'm referring to BEMANI as a 'set series', as opposed to an assumed one - an example of the latter would be grouping all of Mario's appearances into a single series, which still probably wouldn't beat the BEMANI series... also, I'm counting arcade and home releases separately, as they should - this may put MegaMan over 30, and possibly 40... but then, I'm not the MegaMan expert, now am I?)

- Traditionally, the BEMANI series has been presented entirely in English (with the exception of the 'how-to-play' sections), with the first Japanese song title occurring in Pop'n Music, and the second one not occurring until Beatmania Pocket Summer Mix.

___Boot Problems:

Something that has come to my attention recently is the matter of people having trouble getting certain games to boot, for various reasons. Here's a quick rundown on how to go about solving these problems (note that all of the BEMANI releases so far are Japanese territory, so if you're using a console meant for either Europe or North America, you need a mod chip or other similar device - this FAQ assumes that you know that, and will not go into any detail whatsoever on the topic - there are plenty of other resources on the web for such difficulties):

--Obviously, only use this section if you can't get your game to boot - some people have said that they have a chipped PSX, and that certain games will boot fine that are supposedly anti-mod...--

__Beatmania Append 4th Mix:

Many people have reported problems getting 4th Mix to boot up in anything but the Bonus Edit Mode. In all of the cases that I've recieved email about, this is due to the fact that the readers are booting from Arcade -> 3rd Mix -> 4th Mix. Upon looking in the instruction book, you'll see that one of the first pages has a diagram saying that if you boot from Arcade -> 3rd/Gotta -> 4th, you will in fact recieve the Bonus Edit Mode, and that in order to recieve the regular 4th Mix, you must boot Arcade -> 4th or Arcade -> 3rdMini/Yebisu -> 4th.

I suspect that most of the people having these problems, and thus booting in this manner, is that 3rd Mix is not mod-protected (ie. unbootable on systems modified for all-region play), and thus the only way to boot the 4th Mix disc on a modded system is to do it in the manner that they are doing (for some reason 3rd -> 4th bypasses the mod-check, while Arcade -> 4th obviously does not).

In the end, you have a few options if you are encountering this problem. The first is to buy a Japanese Playstation, which is really recommended - I own a Japanese and an American one, and for import-heavy gamers, this is by far the best choice due to the massive amount of mod-protecting games. On the other hand, I realise that an imported ~US\$200 PSX system isn't within everyone's means, so the second, and less recommended, method is detailed below (under Mod-Protected Games/GameShark methods:). It involves the use of a GameShark or similar 'cheat' device to bypass the mod-check. Other methods exist, such as Game Enhancers, Gold Fingers, and stealth mods, but I know nothing about them other than the names.

__Beatmania/Append discs:

One reader has reported problems getting the Append Yebisu disc to boot on a PSX with an external mod chip. This problem has not yet been solved, and any input would be appreciated. Please note that this may be the fault of the chip, and not the game.

This problem, however, has brought to my attention that if you are using a method that requires the lid of the PSX to be propped open, you must release whatever you're using to press down the lid sensor when you Disc Switch, or the PSX will not boot the Append Disc.

__Mod-Protected Games/GameShark methods:

(covers Beatmania Append Gottamix & 4th Mix, Dance Dance Revolution & 2ndReMix, Guitar Freaks, Pop'n Music 2, Goo!Goo!Soundy, BishiBashi Special 2 (PSX):

All of the above games are 'mod-protected', and require one of two things to be done: Play the game on an un-modified Japanese system (recommended), or buy a Game Shark and input the below codes to boot the game (at your own risk):

Beatmania Append Gottamix:

D0180EB0 03BE
80180EB0 0000
D0180EB2 0C07
80180EB2 0000

Beatmania Append 4th Mix:

D01BD672 1040
801BD672 1000

Dance Dance Revolution (all codes must be entered):

Check Sum Protection Defeat:

D001E160 FFF2
8001E160 0001

Pro-Action Replay Detection Defeat:

D01B6F20 0003
801B6F20 0001

Mod-Chip Detection Defeat:

D01B76A8 DE07
801B76A8 DDFE

Start Button Fix:

D01B6414 6424
800101DA 0101

Dance Dance Revolution 2ndReMix:

D00200A6 1040
800200A6 1000
D0020D64 FFF2
80020D64 0001
D01C1BE4 FFF2
801C1BE4 0001
D01C1C7A 0C07
801C1C7A 3002
D01C2936 1040
801C2936 1000

Guitar Freaks:

D001654E 1040
8001654E 1000

Pop'n Music 2:

D0015342 1040
80015342 1000

Goo!Goo!Soundy:

D0012B66 1040
80012B66 1000

BishiBashi Special 2:

D009818A 1040
8009818A 1000

Dance Dance Revolution 2nd ReMix Append Club Version Vol. 1:

currently unknown

Dance Dance Revolution 2nd ReMix Append Club Version Vol. 2:

currently unknown

Pop'n Music 3 Append:

currently unknown

Guitar Freaks 2nd Mix Append:

currently unknown

Beatmania Append 5th Mix ~Time to get down:

****currently unknown****

(codes acquired from the Game Shark Code Creators' Club
<http://www.cmgsccc.com>, the Asian Game Shart Code Center
<http://www.agscc.com>, and National Console Support <http://www.ncsx.com>)

There is one way around the Gottamix and 4th Mix mod-checks -

1. Boot the Arcade disc.
2. Disc Switch to Append 3rd Mix.
3. Disc Switch to Append GottaMix or 4th Mix (note that in 4th Mix, you will only be able to access the Bonus Edit mode using this method)

Additional problems:

If you're having problems with a disc that is not listed, please email me and I'll try my best to help. My email address is at the bottom of this doc.

Grey Area:

Something that has come to my attention as of late is a number of 'grey area' matters. Past the obviously illegal things such as the TopMax GF controller and pirated games, the BEMANI world has recently met another world: that of emulation. There are also rumours of fan made Append Discs...

Emulation:

While many people mistake emulation for something that is totally illegal, in truth it is a fairly grey area of the law. This document does not cover the illegal aspects of emulation, but rather brings to light the greyer areas (although none of this is endorsed by the author of this document nor the web sites that this document is found on).

There exists a Beatmania emulator called 'BM98', which runs on fan-made files called .bms files. The emulator is backwards-engineered and freeware, making it (fairly) legal (to my knowledge). Although it does not contain any Beatmania or BEMANI references, it doesn't take a genius to see that it is clearly Beatmania under a different name. The emulator does not run off of copied ROM images, as most do, but rather fan-made files (.bms format), which reference .wav files for the audio and .bmp files for the video. The BMS files are made with another program called BMS Creator (also freeware), and can be simply made from any .wav files or .bmp files. The emulator itself is customisable, with the GUI being made up of easily alterable .bmp files. While the emulator called 'BM98' is the most popular, there are others as well, including 'TypeMania'... Please note that these programs and files are not illegal in nature (again, to my knowledge), but can be if the program is altered to include copyrighted images/words, and if the samples or video for the BMS files include copyrighted works.

I am also aware of a DDR emulator, although info on this is currently scarce.

Finally, although I hate to add all of this, it seems to be a necessity. As I have stated before, I do not endorse any of the programs covered in this section - period. This means that I will not provide any links to websites covering such topics or containing related files, and I will

not provide any of the above files. I am very staunch on this. Also, keep in mind that any Beatmania/DDR/etc. songs that have been modified for play on BM98 are illegal, as they contain copyrighted images/sounds that are under the creative control of Konami. I do not know where if such files even exist, and if they do I do not know where to obtain them. Under no circumstances will I endorse the distribution of such files containing the copyrighted intellectual property of Konami. Put in simple English, DO NOT ASK ME FOR BM98 FILES, ESPECIALLY BEMANI SONGS - I WILL NOT SEND THEM TO YOU.

Fan-Made Append Discs:

I have heard a single rumour about this topic. Basically, if it is true, it would fall under the same file as the BMS files in the above section - as long as the discs didn't contain copyrighted files/sounds/images/etc, it would make sense that these would be legal. Again, neither the author nor the websites endorse this.

Closing Words on Grey Areas:

A closing word on the above grey area matters: I, nor the webmasters of the sites that you have found this on, support the above matters, and they are presented merely because they are part of the mass that is BEMANI. Please do not email me asking for more information on the above topics; any emails will be replied to with this very paragraph in the body of the email, and none of the requested information will be sent with it. If you really want to learn more about these topics, I suggest that you visit one of the web's many search engines, such as Yahoo! [<http://www.yahoo.com>] or Metacrawler [<http://www.metacrawler.com>] and search for the above topics. Also, the author and the webmasters will not be responsible for any damage that you may do to your PSX/computer/etc. through using any of the programs/etc. covered in 'Grey Area'.

Glossary:

1st - generally refers to the original, unnumbered release of a title

2nd - generally refers to the 2nd Mix of a title

3rd - generally refers to Beatmania 3rd Mix, although it may also refer to the actual Beatmania Append 3rd Mix Disc, if used in that context. May also refer to Dance Dance Revolution 3rd Mix or Pop'n Music 3rd Mix.

4th - generally refers to Beatmania 4th Mix, although it may also refer to the actual Beatmania Append 4th Mix Disc, if used in that context. May also refer to Pop'n Music 4th Mix.

5th - generally refers to Beatmania 5th Mix, although it may also refer to the actual Beatmania Append 5th Mix Disc, if used in that context

action buttons - generic term for the buttons that control the main action of a game (for example, on the Playstation, the main action buttons are the X, O, triangle, and square buttons)

Arcade (in relation to different Beatmania Discs) - whenever the Arcade disc is mentioned, I am referring to Disc 1 of the initial Beatmania PSX release (titled simply 'Beatmania'). A look at the disc will in fact reveal that it is titled the 'Arcade Disc'

BaM - shortened version of Bust A Move (also BAM) (BaG/BAG is used for

the North American release Bust A Groove)

Beatmania - Konami's 'DJ Simulation' game, and the flagship title of the BEMANI series

BeatStage - a named used for Beatmania in certain countries

BEMANI - Konami's line of rhythm games. The name derives from the Japanese's shortening of the word BEatMANIA

board - circuit board. In the arcade world, the board on which the game is actually put. Also known as PCB or printed circuit board

BPM - beats per minute. Used by DJs to match beats in different songs

cab - shortened form of 'cabinet'

cabinet - the housing in which an arcade game is put

conversion - simply, taking one arcade cabinet and installing a different game in it

D!D!D! - shortened form of 'Dance!Dance!Dance!'

Dance!Dance!Dance! - Konami's first attempt at a rhythm game. Not part of the BEMANI series

Dance Dance Revolution - Konami's 'Dance Simulation' game, and one of the two most popular in the BEMANI series (along with Beatmania itself)

Dancing Stage - 1. a variation of DDR that focuses on the music of a single artist/group/singer/band 2. an alternate name for DDR used in certain countries

DC - shortened form of 'Dreamcast'

DDR - shortened form of 'Dance Dance Revolution'

deck - a turntable

dedicated - a game that is permanently installed; home games are generally non-dedicated, as you can easily switch games by changing cartridges or discs.

dedicated cabinet - an arcade cabinet that is made for a specific game

Dreamcast - Sega's 128-bit video game system, home of a few of the BEMANI home titles

Dreams Come True - a Japanese pop group that are the focus of the second in Konami's Dancing Stage series.

Drummania - Konami's 'Drum Simulation' game

electronic drums - drums that have samples assigned to them, which are played when the drum is struck. Usually very thin and covered with rubber. Used in Drummania

GameBoy - Nintendo's hand held 8-bit video game system, and the home of two BEMANI releases (also known as GameBoyPocket, GameBoyLight)

GameBoyAdvance - Nintendo's upcoming 32-bit handheld system, and possible home of BEMANI titles

GameBoyColor - an updated and more powerful color version of Nintendo's GameBoy system. can also play GameBoy games, and is also the home of two BEMANI releases

GF - shortened form of 'Guitar Freaks'

Gotta - generally refers to Beatmania Gottamix, although it also refers to the actual Beatmania Gottamix Disc, if used in that context

Guitar Freaks - Konami's 'Guitar Simulation' game

Hiphopmania - the name used for Beatmania in North America

JAMMA - a universal arcade standard adopted in the late 1980's by arcade manufacturers. Assures that any JAMMA board will work in any JAMMA cabinet

KCEJ - Konami Computer Entertainment Japan

KCEO - Konami Computer Entertainment Osaka

KCET - Konami Computer Entertainment Tokyo

Keyboardmania - Konami's 'keyboard simulation' game

Konami - video game and arcade publisher

LCD game - a small portable video game that has an LCD screen. Generally understood to be dedicated

mix - 1. the mixing of musical elements to form a song. 2. an updating of one of Konami's BEMANI line that features a new and/or updated

music selection

Original controller - a specialty controller that is made for use with a specific game (example: Beatmania's 'turntable' controller)

PDA - shortened version of 'Personal Digital Assistant'. in relations to the document, either the Sony PocketStation or the Dreamcast Visual Memory unit

Playstation - Sony's 32-bit video game console, and home of many of the home BEMANI releases

Playstation2 - Sony's upcoming 256-bit video game console, and the future home of Drummania, as well as (more than likely) many more BEMANI releases

PnM - shortened form of Pop'n Music (also P'nM)

PocketStation - Sony's Memory Card cum portable game system. also known as a PDA

Pop'n Music - Konami's 'Music Simulation' game

PSX - shortened form of 'Playstation' (derived from the code name 'PS-X' that the Playstation project was given internally by Sony during development)

PS2 - shortened form of Playstation2

radio edit - an edited version of a song that is suitable for radio airplay. a radio edit is either shortened to between 3 and 5 minutes or has 'inappropriate' language removed

remix - taking a song's musical elements and re-combining them. generally, any mix of a song that it not the album version is a remix. The terms 'mix' and 'remix' have become interchangeable. Also written as 're-mix'

rhythm game - a video game or arcade game that has a focus on pressing action buttons (or doing other similar actions) to the rhythm of music

rhythm genre - a genre which contains rhythm games (which includes many of the games mentioned in this document), and generally can include any game from the following sub-genres: action rhythm, DJ Simulation, Dance Simulation, Guitar Simulation, Music Simulation, Drum Simulation, etc. This genre was invented, for all intents and purposes, with the release of the Sony Playstation game Parappa the Rapper (aka. Parapparappa).

sample - a piece of sound that it taken from another source. usually pertains to pieces music or lyrics that are 'borrowed' from another artist's recording, but can be a wide variety of things

True Kiss Destination - a variation of Dance Dance Revolution featuring songs by the Japanese pop band True Kiss Destination.

T.V. game - the Japanese term for video game.

turntable - known better as a record player, it known by many different names, including 'deck'

video game - the American term for T.V. game

VMS - shortened version of 'Visual Memory System', which was the Visual Memory unit's original name, but was changed due to copyright problems. still occasionally called this

VMU - nickname for the Visual Memory unit, which serves to store Dreamcast saves as well as functioning as a small portable video game system (also known as a VMS)

WonderSwan - a Japanese-only 16-bit portable game system, developed by Bandai. home to a single BEMANI release

WS - shortened version of 'WonderSwan'

Yebisu - this, used in reference to Beatmania Discs, means Disc 2 from the initial Beatmania PSX release (titled 'Beatmania'). Looking at the disc reveals that it's actual title is 'Append Disc', but since additional Append discs have been released, I use the name Yebisu, as that is the name of the mix contained within the disc (according to the title screen).

_____Rumours:

This is a section for news that can't possibly confirmed, but is worth putting up anyway. Our first one is from "h01":

"I was at ECTS in London a couple of days ago... they had 'professional' DDR dancers on the stand and one of the tunes they were dancing to seemed to be Run DMC vs. Jason Nevins - "It's Like That" (big European No.1 quite recently)."

The RunDMC/Nevins tune is definately not in any of the released versions of DDR - a possibility for 3rd Mix? He also mentioned in a later email that it may have just been a DJ spinning over the music of the game, and that the tune isn't actually in the game...

update: the song has been confirmed to be in the European DDR, called Dancing Stage.

_____Beatmania/BeatMania/Beat Mania?:

A quick note on the actual title of Konami's DJ Simulation game. The logo is written 'beat mania', all in lower case, with a very small, but noticable, space inbetween the 't' and the 'm'. Konami sometimes writes is as one word, all lower case ('beatmania'), and sometimes as two words, with normal caps ('Beat Mania'). I've never seen Konami write it as one word with two caps ('BeatMania'), but I've seen it that way other places. The katakana on the PSX games and the books is written as one word (no spaces inbetween the 'to' and the 'ma'), and for that matter the actual katakana spelling is 'beetomania'. I personally prefer one word, with either a capital or lower-case 'B.' In this FAQ, for clarity's sake, I capitalise the 'B', since it's easier to read. In reality, I'm not sure that there is a definate way to write the name of the game, although the all-lower-case, one-word version gets used an awful lot...

In an update to this section, Beatmania Append 4th Mix has brought new light to this 'arguement' - Beatmania now appears as one word on the cover (as opposed to the small space seen in previous releases). Now I guess it's just a matter of Beatmania vs. BeatMania (although I will still use Beatmania...)

Another point to mention is a variation on this whole subject - Drummania vs. DrumMania. Again, I'll use Drummania in this doc., but just want to bring it to light... (Drummania, though, has never had a space between the two m's...)

_____Artist Names:

Some notes about the artist names in the Beatmania series. I'm not sure how many are real artists, and how many are 'invented' artists, made up by the Konami staff. Many of the names do seem to be taken from popular artists. Here are some thoughts on where the artists' names came from (and thanks to Bill for much of the info):

Artist: Source:

Beatmania:

dust fathers The Dust Brothers, a popular producer/remix/artist team. Of course, there were two artists with this name at one time - the Chemical Brothers were originally the Dust Brothers as well, but when the other Dust Brothers found out in 1996, they threatened a lawsuit, hence the change in name.

nite system -

quadra |

DJ Mazinger |-all actually techno artist Hiroshi Watanabe

Crunky Boy |

DJ FX -

the bald heads More of a nod to the ska culture than a specific artist

dj konami One of the most blatant, as the series is done by the Konami

Co-Key Actual artist

DJ Soma Actual artist

Prophet-31 The popular techno act The Prodigy is named after a piece of studio equipment, and a prophet is piece of studio equipment as well.

Cheap Forest Deep Forest, an "artist" (term used VERY loosely) who is recognized by the music press as one who would plunder world music and recycle it into elevator music drivel mixed with beats. Notice that "Cheap Forest" does the "Asian Traditional," which is traditional Asian music recycled with beats.

ESPACIO BROTHERS Part Chemical Brothers homage, part homage to Space (which is espacio in Spanish) the after-hours club of Ibiza.

Emotion of Sound The initials, e.o.s., are probably a reference to a J-Pop band from the 80s. Another possibility is a reference to The Ministry of Sound - a club that is a landmark of corporate clubbing based in London. Another possibility is the 80's band Art of Noise.

staccato two-J Probably a nod to Pizzicato Five, a J-Pop group. Staccato and Pizzicato are both very sharp ways to play notes in music. The 'J' is for Japanese, the language the song is in.

staccato two-F See staccato two-J, but replace the 'J' for Japanese with 'F' for French.

Herbie Hammock & His Band The first half is a nod to the classic jazz musician Herbie Hancock (thanks to ". Charon" for the tip), and the second half could be taken from any number of groups that ended in "& His Band"

DUB-GB Could be any number of dub (another techno genre, and the cornerstone of the popular big beat subgenre) groups, including The Dub Pistols, Dub Narcotic Sound System, Asian Dub Foundation, etc. The 'GB' could possibly be a reference to Nintendo's GameBoy, which also has a version of Beatmania...

SLAKE This could possibly be Fluke, a UK techno act who has actually already had music in a video game - the song "Atom Bomb" (instrumental version, I believe) was in the killer Pysgnosis futuristic racer Wipeout XL (Wipeout 2097 for our European friends).

K.M.D.J.team Probably 'Konami Music Disc Jockey Team', but that's
 just a guess...
tiger YAMATO Sounds familiar, but can't place
Dimitri from Paris Real artist
Mix Master Mike Real artist (the DJ for the Beastie Boys)
"R3" (song title) A take-off of the Namco game R4 (Ridge Rac Type 4)

Dance Dance Revolution:

The Olivia Project "Have You Ever Been Mellow" is a tune that
 Olivia Newton-John did in the 70s, hence the
 tie-in.
"Have You Never See above, The Olivia Project.
 Been Mellow" (song title)
kc & the A real, and fairly popular, disco band.
 sunshine band
bus stop This comes from the disco dance move called the
 feat. carl douglas "bus stop". The song "Kung Fu Fighting" was
 originally done by Carl Douglas, hence the
 'feat. carl douglas' addition.
jt playaz Another real band (disco).
the specials Again, a real band (ska).
mantronik vs. epmd Two real bands this time - EPMD is an old-school
 rap group, and Mantronik, a techno artist,
 remixed one of their songs...
hi-rise Another real band (disco).
190 This is taken from the artist listed for the
 original mix of Paranoia, 180.
chumbawumba A real (and incredibly over-popular) band.

Pop'n Music:

LITTLE FINGERS Sounds familiar, but can't place
Uncle Jam(character) This is one of the characters that is seen in the
 Jam Jam Reggae [reggae] song on the first PSX
 Beatmania game. He's also a character from
 George Clinton's Parliament/Funkadelic
 mythology.
act deft Probably from Daft Punk, a popular French techno
 group.
THE RICHIE SISTERS Possibly a nod to The Richie Family, a disco group.
 Another thought is The Pointer Sisters + Lionel
 Richie=The Richie Sisters.
ORIGINAL There was a British artist that had a name that
 SOUND TRACKS was very similar to this, but I'm not sure of
 his name off hand... And of course, there's the
 possibility that 'Original Sound Tracks' is just
 meant to convey that it's a film 'original
 soundtrack', like the 60s Bond movie type thing
 that John Barry did.
JV&THE SEXY JV is a homage to JB, the man, the legend,
 MACHINE GUN James Brown. 'Sexy Machine' is related to Sex
 Machine by said legend, James Brown. To boot,
 James Brown's backing band was called "The JB's",
 further strengthening the ties. Also "Machine
 Gun" is a funk instrumental tune by the Commodores
 (the Beastie Boys sampled it, with the Dust
 Brothers' help for "Hey Ladies" from _Paul's
 Boutique_.
 Another possibility, although remote, is a nod
 to Sister Machine Gun (both have the same
 initials, SMG). However, the genre is pretty far

off, as Sister Machine Gun is an industrial rock band.

Windslope

Windslope is meant to be Kraftwerk, and that whole robotic pop thing. Some of the names just sorta work when you know who it is, but otherwise it's impossible to guess.

Kraft (Character)

Again, a (much more direct) reference to Kraftwerk.

____ Song Lyrics:

This song lyrics section exists due to Sailor Bacon (sailor_bacon@hotmail.com) - if he hadn't of transcribed the lyrics for the DDR songs, I wouldn't have thought to even add it. Also, the DDR lyrics are provided courtesy of Sailor Bacon and his anime/game song lyrics page, located at <http://come.to/SailorBacon>

____ Beatmania series:

[courtesy of the Konami Beatmania Consumer all guide unless marked]

__2 Gorgeous 4U

End your dream
End your dream

Take me higher!

1,2,3,4 Hit it!

Throw up the beat, throw up the beat
Throw up the beat, throw up the beat

This is a stupid dope mix.

Kick it, kick it
Kick it, kick it
Kick it, kick it

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__20.november (single mix):

You Can Dancing And Grooving All Night Long
Let Get Everybody Dancing Now Can You feel?
I Just Wanna Here Good Beat On A Roll DJ Moves
Me

__ Do You Love Me?:

I Can'T Wait Around Mo More
I Wanna Know What Do You Think About Me?
So I Came To You Tonight
I Wanna Know Do You Love Me Baby?

(Let Me Tell You What I Want You To Do)
(Tell Me How This Going To Be)

I'M Ready For Us To Be More Than Just Friends

[note: these are not the complete lyrics - just the female part]

__Hunting for You:

*

No more will I wait
I've got to make my move
You'd never treat me wrong
If you knew how I'm feelin'
Baby can't you see?
To make you mine O mine
I'll turn things upside down (upside down)
Hunting for you
Why don't you love me?

(a)

(Ao Ao Ao)I want some kissin' cuz you know what
I'm missin'
(Yeah)the earth goes quakin' when you're keepin'
me shakin'
(Oh)Gonna start my chasing now -- I wanna catch
you and make you meow

(b)

You're the sweetest
How can I win your heart?
In a moment I'll crash
Nothing will calm me down
Till you really love me
Darlin' hold me tight

*Repeat

__Jam Jam Reggae:

Jam Jam Reggae from Jamaica
Fi Di Future in all dve

Bring bring jam baging packing jam
Reggae music guide fi positive vibes
Go around go around jam who waht who want jam
Nuff niceness dis wickedest jam

Ca's make mi happy & make mi high
Mi dead taste & feel alright
Like da natural harb, make me feel irie
One chest a raggamaffin rude boy stayly
Granny make a jam every day & night
She said "Jamaica is da best
Everythings everythings"
U ready now
Follow mi!!

__Love So Groovy:

You're Everything, My Love For You
Everyday I'M watching You
You're everything, I Think Of You
You Make Me Feel So Dream
Love So Groovy
Always I Wanna Be With You
You Know I Fall In Love With You

You Know Always I Wanna Be With You
You Know Always I Wanna Be With You

I Wanna Be With You
I Wanna Be With You

__Theme of Beatmania

I can do it,
so do it with me.
You're the DJ,
hit the key.
Do it! Scratch,
bend your brain.
Feel the beat,
let's do it again.

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__Tokai

Here we go now.. yo.. one two..
Yeah.. um.. yeah yeah.. um.. Tokyo style..
Um.. smooth smooth.. um.. check it out, check it out.

UH kawaku toukyou no sabaku uruosu miwaku no akai bara no hana ga saku
yawaraku tsutsumi komu you ni amaku katsu kikenna kaori o hanatsu
karugaru shiku matagu to kataku nobita toge ga gusari to sasaru
sore demo kamawazu yukata sagasu miryoku ni make tamarazu
sore ga bara ni takaru makkuroi GARASU jyoukuu de me o hikarasu
wakai otome o konya mo motome shibaraku chijou o miwatasu
suru to mata GARASU no mukou de warau onna ga yatsu no me o sarau
hamaru to semaru DENJARASU
shiri tsutsumo habataku ten takaku

Danger danger, yeah yeah.. Tokyo way back style
Um.. I'm out.

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__U Gotta Groove (street mix):

24-7 I'm a hip 2 da game
Try to get the deal so making demo tape
Life struggle but I can't make bungle
I ain't some wild kid born in a jungle
Microphone I've got right hand
The other hand got moet chanmdon champagne
I have no time 4 da faking funk sound
U know bu 4 da pound

I'm fed up with their wack
Don't know if you're going up or down
You're just like my mom and dad
When I'm happy you're making me sad
I'm tired of this mom and dad stuff
Face it kid I had enough
So listen to what we say
This stuff happens everyday

You know how to kick da flava
If you ain't wack I guess you can make paper
What you gonna get a couple years later
Lexus Beamer Benz anythings you wanna ride
I'm your side till die
Stick wit your style
Following you more than 100 miles
Anywhere you go I'm wit you to
Don't worry I got bu by myself fool

[note: these are the lyrics typed in -exactly- as they appear in the
Konami Beatmania Consumer all guide - nothing is altered, and yes, it's
really that disjointed and misspelled.]

_____ Dance Dance Revolution series:

[courtesy of Sailor Bacon (<http://come.to/SailorBacon/>)]

___Boys:

Boys, boys be my boy.
I wanna feel your body.
Boys, boys be my boy.
Tonight I'm ready honey.
Boys, boys be my boy.
I wanna be your lovergirl,
Be my loverboy.

Boys, boys be my boy.
I wanna feel your body.
Boys, boys be my boy.
Tonight I'm ready honey.
Boys, boys be my boy.
I wanna be your lovergirl,
Be my loverboy.

From time to time always something on my mind,
a kind of magic in the air.
I'm on the road to a sunny paradise,
with crowded beaches everywhere.

I'm just a girl that's looking [for] lots of fun.
It's time to get things started, so c'mon move your body.

Boys, boys be my boy.
I wanna feel your body.
Boys, boys be my boy.
Tonight I'm ready honey.
Boys, boys be my boy.
I wanna be your lovergirl,

Dub-I-Dub-I-Dub-I-Dup-Bup-Bup
I don't leave your love anymore

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

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

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

Love is cold, yeah
I don't need
Your love is cold, yeah
I don't need

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

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

[note regarding pronunciation: the song title is pronounced in a
Japanese fashion; dub is 'doob', and i is 'eee', as opposed to duhb and
eye...]

__Get Up'n Move!:

Get Up'n Move!

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

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

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

Get Up'n Move!

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

Unbelievable the way I flow,
don't need a band gotta kick it solo.
Me and K, I mean K and I
jammin' track we're gonna make you fly.
It's brand new, whatcha gonna do
when Sugar Daddy hits the groove?

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

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

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

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__Have You Never Been Mellow

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

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

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

Have you never been mellow?

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__Hero:

In the middle of the night a hero comes to rescue.
He's so fine, I'm gonna make him mine.
He's sincere, I know his heart is beating
just for me, only for me.

But at the break of dawn he is gone.
The wind has carried him away.
And like a comet on the sky
he will return someday.

You are my hero, I love you,
and though I want to know is if you love me too.

You are my hero, I like you.
Oh won't you take me away and make my dreams come true?

A-la-de-da-da
You are my hero.
A-la-de-da-da
Ohhhh..
A-la-de-da-da
You are my hero.
A-la-de-da-da
Ohhhh..
A-la-de-da-da
You are my hero.
A-la-de-da-da

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__I Believe in Miracles:

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

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

Oh, I saw you standing on the street.
I wanted to meet you and stop for a while.
You gave me a smile when you said hello.

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

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

Lalalalalalalalalalala... Lalalalalalalalalalala...
Lalalalalalalalalalala...

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

In miracles, in miracles, in miracles...

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__If You Were Here:

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

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

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

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__Kung Fu Fighting

Oh-oh-oh-oh.. (Ya'll ready?)
Oh-oh-oh-oh.. (Yeah, let's go)
Oh-oh-oh-oh..
Oh-oh-oh-oh.. (Woo!)

Now here he is, wantin' to make you move,
something with a funky Kung Fu groove,
something that'll make you shout;
make you play to the crowd and make you wanna turn it out.

So honeys gather round, (Right round)
I'll pick ya up and take ya on; go pound for pound.
Cause I'm the only man who'll please ya.
I've got a little something that'll tease ya.

So throw those hands up high. (C'mon)
Shake your body, move from side to side. (That's right)
Cause we've just begun,
party people in the place yeah we're having fun.

Oh yeah I'm gonna be a big star,
I'm gonna lay it on and go "Whoo-haa!" (Whoo-haa)
Cause when the mood gets exciting,
when everyone's Kung Fu fighting.

Everybody was Kung Fu fighting, (C'mon, hua whoo-ha)
those kids were fast as lightning. (Ha, whoo-cha)
In fact it was a little bit frightening, (Hua, hua-hua)
but they fought with expert timing. (Ha)

Oh-oh-oh-oh.. (Sing it girl, "Sexy Kung Fu fighter")
Oh-oh-oh-oh.. ("Let me take you higher")
Oh-oh-oh-oh.. (Kung Fu fighters everywhere, throw those hands in the
air)
Oh-oh-oh-oh.. (The time has come to turn it out, everybody let me hear
you shout)

One, two, do the Kung Fu!
(one, two, do the Kung Fu)
Say three, four, on the dance floor!
(three, four, on the dance floor)

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__Little Bitch:

One, two!

If you ever hear a noise in the night
your body starts to sweat.
It shakes and shivers in fright;
You always need to call
Mother, she hates your guts.
She knows that you love her
so she holds you tight
all through the night
until the broad day light.
But when she doesn't come home
you have to sleep alone.
Then you wet your bed
and I think that's sad
for a girl of nineteen.
It's more than sad;
it's obscene!

One, two!

And you think it's 'bout time that you died
and died in peace
so you decide on suicide.
You tried but you never quite carried it out.
You only wanted to die in order to show how
And if you think it's gonna bleed all over me,
you're even wronger than you know. Let it be.
And the only things you wanna see are kitsch*.
The only thing you wanna be is rich.
Your little pain; a body knows things that twitch.
I know you know you're just a little bitch!

One, two...

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__Make It Better

Got no money..
Talk to my dream..

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

Yeah, yeah, yeah.
Yeah, yeah, yeah.

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

Yeah, yeah, yeah.

Yeah, yeah, yeah.

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__My Fire

Just bring it on down.

Just bring it on down.

Just bring it on down.

Will you light my fire?

Your love is my only desire.

Will you light my fire?

Cause I need your love.

Bring it on down, I'll take it higher.

Feel your body burning with desire.

One step a little closer,

turn around and take it like you're supposed ta; a roller coasta.

About this time I'll make a suggestion;

get on the dance floor but use discretion.

It's hot, and when I find the spot...

Will you light my fire?

Your love is my only desire.

Will you light my fire?

Cause I need...

Will you light my fire?

Your love is my only desire.

Will you light my fire?

Cause I need your love, ooh.

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__That's The Way (I Like It)

Oh that's the way uh-huh uh-huh I like it uh-huh uh-huh

That's the way uh-huh uh-huh I like it uh-huh uh-huh

Will you take me by the hand

Tell me I'm your lovin' man

Will you give me all your love

And do it babe, do the best you can

Oh that's the way uh-huh uh-huh I like it uh-huh uh-huh

That's the way uh-huh uh-huh I like it uh-huh uh-huh

That's the way uh-huh uh-huh I like it uh-huh uh-huh

That's the way uh-huh uh-huh I like it uh-huh uh-huh

When I get to be in your arms

When we're all, all alone

When you whisper sweet in my ear

when you turn, turn me on

Oh that's the way uh-huh uh-huh I like it uh-huh uh-huh

That's the way uh-huh uh-huh I like it uh-huh uh-huh

That's the way uh-huh uh-huh I like it uh-huh uh-huh
That's the way uh-huh uh-huh I like it uh-huh uh-huh

_____ Drummania:

(courtesy of Sailor Bacon [<http://come.to/SailorBacon/>])

__Eyes of Kids

The beauty of a child, innocent, no lies.
Cries and laughs, emotions from deep inside.
Look at the children, oh their beautiful eyes.

The children of the world will be this way forever.
When you hold a child's hand make sure you give your love.

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__Good Times

When you're walking down the street and it's sunny,
the vibe is right, people grooving.
When you're feeling all alone and lonely,
come to where the action is.
Lot of people walking down the avenue.
Everybody's looking for something new.
You know it don't hurt to have a little fun.

Some say that life is like a rainy day.
They say there's no hope for the youth today.
Life's how you make it, give yourself some freedom.
Let's get together and share what's
there for you and me.

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__I Think About You

I look at the clouds,
I scream and shout.
I look at the sea,
I see no doubt.
You're blowing my mind,
you were hard to find.
I'm going in circles,
I'm turning like a merry go round.
I think about you.

I wanna take you
to another world.
I wanna show you
that I'm your girl.
Take your time
then give me a sign.
I try to be the best I can possibly be
to make you happy you know it.
I think about you.

I think about you.

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__Look At Me

I can see you comin'
half a mile away.
That game you're runnin'
won't get no play.
I got just what you want.
You won't get none of mine
cause I'm a nasty girl
But I taste fine.
I could see you comin' half a mile away, boy.

Look at me all you want.
You will see what you want.
But you'll never get it.
Look at me all you want.
On your knees..
you'll never have me.

Look at me all you want.
You will see what you want.
But you'll never get it.
Look at me all you want.
On your knees..
you'll never have me.
Look at me..

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

__Ultimate Power

ouchi no oniwa no bonsai o tousan ga!

ouchi no oniwa no hachi ue kasan ga!
nichiyoubi manzokuke ni teire shiteru
nano ni boku ha shigoto ni ano ko ni ten tekamai de
taiyou to sei hantai ni gururi isshu shitatte
zenjitsu ni ha modorenai kimi ni modorenai
kinou ni SAYONARA...

maki komare madowasare tomaranai chikyuu no jiten ha
yuruyaka ni mietete mo boku ni ha hitsuyou naru
minagiru PAWAA
zen sokuryoku PAWAA

aaaaaaaaaaaaaaaaaaaaaaaaahhhh...

(transcribed/typed by Sailor Bacon [sailor_bacon@hotmail.com])

_____Other rhythm games:

The rhythm genre, although led by the BEMANI series, is not by any means

confined to it. While not a comprehensive list, here's a brief look at some of the other rhythm games/series, in approximate order of release: [please note that all of the games are Japanese unless marked]

Quick list of recommended games:

Parappa the Rapper (PSX)
Bust A Move Dance and Rhythm Action (aka. Bust A Groove) (PSX/arcade)
Umjammer Lammy (PSX)
Bust A Move 2 Dance Tengoku Mix (PSX/arcade)
Samba de Amigo (arcade)

Longer list of all games:

Title: Parappa the Rapper (aka. Parapparappa)
Company: Sony Computer Entertainment International (SCEI)
System: PSX -US, Japan-
Type: Rapping
Rarity: Common (JP), Uncommon+ (US)
Notes: The game that started the rhythm genre. The design is very good, albeit stylised, being a cartoony feel with paper-thin characters. The music is catchy, although the lyrics and subject matter can be... odd. While it is the first, it is still one of the best. Recommended.

Title: Bust A Move Dance And Rhythm Action (aka. Bust A Groove)
Company: Enix (989 Studios in the US)
System: PSX -US, Japan-
Type: Dancing
Rarity: Common (JP), Uncommon (US), Rare (JP Ltd. Edition)
Notes: The first dancing game, BAM is styled after a fighting game, where two dancers square off one against another. Very good music, and very good character design. One of the best in the genre. There was also a two-cd limited edition set that shipped to Japan - the second CD is possibly a Windows CD... Anyway, in whatever form, it comes highly recommended.

Title: Stolen Song
Company: SCEI
System: PSX
Type: Guitar
Rarity: Common
Notes: Only uses one action button. Fairly bland.

Title: Dance!Dance!Dance!
Company: Konami
System: PSX
Type: Dancing
Rarity: Common
Notes: Obviously inspired by BAM, D!D!D! is a poor attempt at a rhythm game. The dance system is incredibly bad, and the characters and songs are very uninspired. The only saving grace is the ability to put in your own music CDs and dance to them (or at least try to dance to them...).

Title: Great Hits
Company: Enix
System: PSX
Type: ?

Rarity: Common

Notes: I've only seen, and not played this game. I'm not even sure of the name. It appears in closeout bins quite a bit, so I've skipped it, and from all the feedback that I've heard, I've made the right choice.

Title: Bust A Move 2 Dance Tengoku Mix

Company: Enix

System: PSX

Type: Dancing

Rarity: Common

Notes: Although not as good as the original, BAM2 refines the dancing system to near perfection. The big downfall is the songs, which have lost a bit of their edge from the first release. Again, good character design and a nice club feel to the graphics. Recommended.

Title: Umjammer Lammy

Company: SCEI -NA, Europe, Japan-

System: PSX

Type: Guitar (in the style of Parappa)

Rarity: Common (US), Uncommon (US)

Notes: The pseudo-sequel to Parappa, Lammy adds much more variety to the mix, including 2 player (cooperative and versus), and versions of the songs that Lammy is joined by Parappa. Containing some of the same characters as Parappa and having the same graphical style, fans of Parappa will definately dig this one. And if you thought that some of Parappa's songs had odd topics... check out the storyline on this one. Sadly, the most bizarre level in the game, Hell (the next-to-the-last stage), was changed in the US and European version (for obvious content reasons, and to avoid the 'M' rating that might have come with it...). Instead, Lammy plays (the same song) on a desert island. Does this meant ath Hell is really a tropical island? Hmmm... makes to think... Anyway, whether you're playing in Hell or a Desert Island, the game is Recommended.

Title: Bust A Move Dance and Rhythm Action

Company: Atlus

System: Arcade

Type: Dancing

Rarity: Uncommon

Notes: The same as the Playstation version, BAM Arcade features a foot pad that you press instead of the down button, making what was once simple a tad bit harder. The attack/dodge button has been reduced to a single button (?) that I've never gotten to work. Maybe if I could read the instructions...

Title: Stepping Stage Series

Company: Jaleco

System: Arcade

Type: Dancing

Rarity: Uncommon+

Notes: I've only just seen, and not played, this one. Similar to DDR, Stepping Stage uses 6 pads of 3 different colors. I've not even listed to the music, so I can't comment much...

Title: Perfect Performers - The Yellow Monkey

Company: ?

System: PSX
Type: ?
Rarity: Uncommon
Notes: I've only seen ads for it, but it would appear to be a rhythm game in the style of Stolen Song, featuring music by The Yellow Monkey, a Japanese hair rock group. I'm going to skip it, personally....

Title: PacaPacaPassion
Company: ?
System: PSX
Type: ?
Rarity: Uncommon
Notes: I've only seen, and not played this game. Any info would be helpful.

Title: VJ
Company: Jaleco
System: Arcade
Type: Rave?
Rarity: Rare-
Notes: One of the reasons that Konami and Jaleco don't like each other... (Konami sued over the similarity to their own titles - more on this whole fiasco coming in it's own section in a later release)

Title: Goo!Goo! Soundy
Company: Konami
System: PSX
Type: Multi?/Breeding?
Rarity: Common-
Notes: I haven't heard much about this one, other than the fact that it's apparently a breeding sim crossed with a rhythm game that you can use the PSX BEMANI controllers with - any and all of them... hmmm... I'm curious, to say the least...

Title: Rock'n Tread Series
Company: Namco
System: Arcade
Type: Multi
Rarity: Uncommon-
Notes: Why?

Title: Bust A Move 2 Dance Tengoku Mix
Company: Atlus, Enix
System: Arcade
Type: Dancing
Rarity: Uncommon
Notes: See the BaM 1 arcade version for notes...

Title: Guitar Jam
Company: Namco
System: Arcade
Type: Guitar
Rarity: Uncommon+
Notes: A Guitar Freaks rip-off, but with a full pressure-sensitive guitar neck instead of three buttons.

Title: Vib Ribbon
Company: SCEI
System: PSX
Type: Unknown
Rarity: Common-
Notes: An odd yet good one, Vib Ribbon features black and white line graphics (no polygons in sight). As a stick-figure walks over certain scribbles, you have to press the button that corresponds to the scribble. If there was ever a stylised game, this is most definately it.
Released Dec. 9 '99.

Title: Space Channel 5
Company: Sega
System: Dreamcast
Type: Dancing
Rarity: --
Notes: This one just plain scares me. From what I understand, it's similar to Bust-A-Move, but you're a reporter trying to get info from aliens on a spaceship? What, do you dance the facts out of them? (which wouldn't surprise me, as this is from the company that crossed a zombie shooting game with a typing tutor for the upcoming game The Typing of the Dead). Anyway, it plays a bit like Simon Says or Memory, where you have to mimic the moves that are shown to you... Release date is 16dec99.

Title: Puyo Puyo DA! -featuring ELLENA system-
Company:
System: Dreamcast
Type: Dancing
Rarity: --
Notes: A dancing game featuring the Puyo Puyo characters. Decent looking.

Title: Samba de Amigo
Company: Sega
System: Arcade, possibly Dreamcast
Type: Maracca
Rarity: --
Notes: Developed by Sonic Team (the team responsible for the Sonic the Hedgehog games [obviously], as well as NiGHTS), this one is definately odd looking, but is quite a blast to play... You have to shake the maraccas to the beat, and in certain places... Also, it's rumored that this game will eventually be ported to the Dreamcast, and will have a Maracca Controller released as well (this is almost a definate, as it runs on the Naomi board, which is the Dreamcast Arcade board - porting it would be simple).

Title: UmJammer Lammy
Company: Namco, SCEI
System: Arcade
Type: Guitar
Rarity: --
Notes: A conversion of the PSX game using a guitar controller interface instead of a normal button interface. The guitar features four buttons similar to the single guitar freaks one, where you 'strum' to

press the button; each button bears one of the PSX symbols (X, O, ^, []), so gameplay is unaltered. There is also a start button and a 'wail' slider.

Title: Beat Planet Music

Company: SCEI

System: PSX

Type: Shooting/Music

Rarity: --

Notes: A cross between the Square art-shooter 'iS: internal section' and a music game. Heavily stylised, BPM allows you to create your own songs by picking up notes as you fly down a twisting corridor. Due for a Feb. 2000 release.

Title: Audition

Company: Jaleco?

System: Unknown

Type: Singing?

Rarity: --

Notes: Not much is known about this title so far...
--not yet released--

Title: UniSon

Company: Jaleco?

System: PS2

Type: Singing/Dancing

Rarity: --

Notes:
--not yet released--

Title: Bust A Move 3

Company: Enix

System: PS2

Type: Dancing

Rarity: --

Notes: No concrete info on this yet, except for the fact that it is coming.
--not yet released--

Title: ?

Company: Square

System: PSX?, PS2?

Type: ?

Rarity: --

Notes: Nothing is known yet about this game, other than the fact that Square (makers of Final Fantasy and other excellent RPGs) are making some sort of rhythm game. The platform will probably be one of the Playstation systems, but like I said, nothing is really known yet (including a release date...). More is likely to be announced at their Millenium Conference, to be held in January 2000.
--not yet released--

Release Info:

ver.1.00c/030600:

added songlists, mode info, and sections for PS2 Drummania and PSX Beatmania Append 5th Mix (although neither are complete yet)... added quite a few games to the release section...added songlists for DDR2ndAppend Club1&2 and DDRSolo2000... added number of notes for a single song (Africa) for Pop'n Music... added a bit on a few new minor BEMANI games (like the Pop'n spinoffs) to the BEMANI arcade section...added a few more games to the 'other rhythm games' section... added a bit to the BEMANI release list about the DC Pn'M controller being Shenmue compatible... added/clarified/fixed misc. info...

ver.1.00b/251199:

added full coverage for BMGB2... added basic info for BM 6th, PnM 4, BM Ap.5th, DDR 2 DC, PnM 3(PSX, DC), & GF Ap.2nd, updated other basic info... added two slightly scarring DDR Fingersteps to the LCD game info... added a remixed songlist: the Beatmania songs in order of difficulty... added a section that details the other releases in my DJ Syndrome series of documents... unfortunately, had to add more to the Grey Area section due to requests for copyrighted (ie. illegal songs). please folks - if you're interested in the programs covered in the section, do some research on the web, and don't bother asking me for any additional help, especially if it's asking for illegal material...

ver.1.00a/011199:

added more to the GF songlist thanks to Sam Lake, and added more info on Dancing Stage (as well as a partial songlist)... added more titles to the 'other music games' section... added more on Rap Freaks... added the hidden DDR characters code... corrected misc. stuff, including the DSfeatTKD info... added the first rip-off GF controller... added more to the lyrics section thanks to Sailor Bacon... also cleaned up said lyrics section and added a byline to all songs not done by me...

ver.1.00/251099: first full release.

well, it's finally here - the first full release. I've added and updated the stage flows, hidden song requirements, and song lists for pretty much all of the Beatmania titles... added coverage on the first four Beatmania Pocket games, as well as song lists... also, added a bit of info on the new BEMANI title Keyboard Mania... mentioned BishiBashi Special 2 due to it's GF-style minigame... added more unlock codes... added a song lyrics section thanks to Sailor Bacon and the Beatmania Consumer All Guide... added/updated the Glossary... added a Rarity listing for all of the game titles, as well as a Board Rarity (BdRarity) for the arcade BEMANI titles... tried to clean up the document as best I could, and also added an additional line to the headers of sections (anything that is listed in the Contents) to try to make things easier to find... made the Contents section 0.00:, and added it to the contents... also added the [ascii text logo] to the Contents... added an Aim section in the Intro, which already existed, in a way, in the old Coming Later section in the Outro... added a bit about the Select Button in Beatmania to the Beatmania Hidden Modes section of Misc... added the rest of the Beatmania Music CDs... added all of the Beatmania merchandise... fixed and added the correct release dates for all of the Beatmania home and arcade games... added a Facts & Figures

section to Misc.... added more on DDR3rd... added (incomplete)
songlists for Pop'n Music 2 (DC&PSX) and Beatmania 5th Mix
(arcade)... added some codes for Beatmania 4th Arcade...

ver.0.96/031099: it's understood that I see this as pre-release until
v.1.00, so this is the last that I'll mention it.

added more info on Beatmania around the world, and about the European
edit. also added some about the DC PnM controller. (great thanks to
h0l, who has been incredibly helpful). added modes for DS:TKD for
PSX. added two more artists (both real) to the artists list. added
the release date for DDRAppendTKD. added the BM GB password ALTERNA,
which opened another song unknown to me (e.n.k.), so that was added
to the songlist... added the possibility of Samba de Amigo on the DC.
added difficulty listing for Beatmania 4th and 5th Mixes. Added the
fact that Fatboy Slim and Moloko will be in the BM:European Edit
(from the OPM, UK).

ver.0.95.5a/0110999: still technically pre-release, but at this point,
who really cares except for me?

added 5th Mix arcade info. added info on boot problems (including
Game Shark-type unlock codes). added info on the Drummania
controller. added more on misc. to-be-released games. added a bit in
the Beatmania/Beat Mania? section. added minimal info on Anison Mix
2, DDR3rd, Rap Freaks, DSfeatDCT. added more to the legal section due
to the inclusion Game Shark-type codes. did some corrections on the
GF song list. corrected the TOC error for the GF songlist. added more
PnM info, including DC. added DJ Man info. added minimal info on the
3rd-party DDR controllers. still lots more to add, and not enough
time to add it...

note: I still have lots to add, but after realising that the release
that I thought had been released actually hadn't (which featured much
of the new release info like Rap Freaks and Drummania for PS2), I
figured that I should jet this out tonight... Please note that this
is a fairly incomplete release, and, for instance, credits people for
things that aren't in the document, etc... This should be fixed
shortly...

ver.0.95.5/150999: still technically pre-release.

added more info on the 'another' versions of the songs in 4th Mix.
added info on Horrible Course and Bonus Course (both in Expert Mode)
in 4th Mix. added info on Internet Ranking for Append 4th Mix. added
a bit of info on Samba de Amigo. added songlist for DDR2ndReMix,
GFpsx, GFarc, DM, PnM (DC). added more info to the PnM song list. did
some misc. editorial/formatting corrections.

ver.0.95b/110999: still technically pre-release.

added more info to the 4th mix songlist, as well as how to open bonus
edit mode.

ver.0.95a/100999: still technically pre-release.

added and corrected to 4th mix expert stage flow. added info on 4th
mix secret mode (Another Course, Expert mode).

ver.0.95/090999: still technically pre-release.

added all of the info for 4th mix. added more info on the song lists
for 3rd mix and gottamix. added some misc. info like release dates
and book publishers, and fixed some misc. problems/errors. added info
on BMgb2. added info on the Beatmania hidden modes. added more info
on the DJ Station PRO. added info on DDR DAM. added more info on
DDRsolo. fixed some grammatical stuff/spelling, and some errors.

added a quick guide to DDR and filled in a lot of info on the DDR song list (ask on gamefaqs.com and you shall receive - DDR was the number 2 most wanted faq for the PSX on the faq request chart). added arcade song lists for bmIIDxSubClubVer2, DDRsoloBassMix, and TKD. added a lot of possibilities to the artists section (thanks to bill for the info). added how to unlock the hidden PSX DDR songs and edit mode. added a bit on info on the DDR append disc, and the PS2 Drummania. added stage flow for 3rd mix PSX. added info on Pop'n Stage (why, God, why?).

ver.0.89/240899: still technically pre-release.

added info about the two WS hidden songs, and filled in the song lists a bit more, as well as flow charts. Also updated the Artists section with some info on who is actually who (from Beatmania Press Guide), as well as info on Herbie Hancock/Hammock. Also added a bit to the misc. section about Beatmania vs. Beat Mania, and about the Tokimeki Memorial LCD game. Corrected spelling of 'syndrome' in first sentence... Also, saw a preview copy of DDR2ndReMix in Laox the other day and found that it has 29 songs, including BoomBoomDollar (my personal favourite), as well as the incredibly over-played Tubthumping by Chumbawumba... Added the number of songs to the BEMANI release list, but haven't started a song list for it yet - it will probably be a little while - too many other good games coming out this month in both the US and Japan, including 4th Mix, Galerians, Thousand Arms, and FFVIII - DDR2ndReMix has gotten pushed rather far down on my personal list...

ver.0.88/230899: still technically pre-release.

added a lot of info on GB, as well as some more to the song lists for Gotta and WS. Working on filling in the blanks on the song lists... corrected some misc. stuff... Also working on beginning to re-format the doc, as well as creating smaller, release-specific FAQs, but this is just in the planning stage... Also wondering if it is in fact too sprawling, and not concentrated enough... I didn't quite realise how much non-game stuff had gotten in there (like the histories, the other games, the artist names, etc...)...

ver.0.87/200899: first public release, but still technically pre.

cleaned up things a bit, added song lists and info on Beatmania GB, corrected misc. info... still have some new non-BEMANI arcade games to list, but it's almost 6am and I haven't slept yet, so that's for another time...

ver.0.85/060899: private beta release. still pre-release.

Still missing some song info on 3rd Mix, Gottamix, and DDR, as well as the Expert Mode list and how to open the hidden songs on 3rd. Music CDs are still very thin, and some of the info on the books and LCD games are missing as well, as is the entire arcade game song lists. The first PSX release is pretty much complete, though, and Gotta is getting there...

ver.pre/030899: Pre-release version/in-progress version.

Everything added.

_____ DJ Syndrome; A Guide:

...or a guide to the series of guides to BEMANI. As you may know, I've released not one, but multiple documents on the BEMANI series. This will merely show you what is out there...

Please note that this document is the main document - every other document is merely a pared down version of this one for one reason or another (usually-game specific), as I know that not everyone wants to download a 200k document, of which only perhaps 5% is really relevant for the game that they want.

I believe that all of the titles should be pretty obvious of the document's contents... All of the game specific titles include Stage Flow, Hidden Songs/Modes/Characters, Songlists, and any other information that is gameplay-relevant. All of the below FAQs can be found in their respective sections of www.gamefaqs.com (or just do a search by name).

Title	Ver.	Date	Size
DJ Syndrome: BEMANI series FAQ	1.00b	25nov99	246k
DJ Syndrome: Beatmania [Arcade & Append Discs] FAQ	0.99	25nov99	13k
DJ Syndrome: Beatmania [Append 3rd Mix] FAQ	1.00	25nov99	9k
DJ Syndrome: Beatmania [Append Gottamix] FAQ	1.00	25nov99	9k
DJ Syndrome: Beatmania [Append 4th Mix ~the beat goes on~] FAQ	0.99	25nov99	22k
DJ Syndrome: Beatmania [Append 5th Mix ~Time to	0.00	06mar00	?k
DJ Syndrome: Beatmania [GB] FAQ	0.99	25nov99	9k
DJ Syndrome: Beatmania [GB2: Gacchamix] FAQ	0.90	25nov99	13k
DJ Syndrome: Beatmania [for WonderSwan] FAQ	1.00	25nov99	9k
DJ Syndrome: Dance Dance Revolution FAQ	0.96	25nov99	24k
DJ Syndrome: Drummania FAQ	0.92	06mar00	?k
DJ Syndrome: Guitar Freaks FAQ	0.95	25nov99	8k
DJ Syndrome: BEMANI Home Songlist	1.00	25nov99	53k

_____Coming Later:

The following are things that I would like to include at a later date. No guarantees, though...:

- Song flow lists for the remaining non-Beatmania games
- All BEMANI song lists, including home, arcade, portable, & LCD games
- All BEMANI Music CDs
- Other BEMANI merchandise
- Trivial things like the different logos that appear on each Beatmania arcade cabinet
- Info on the whole BEMANI-influenced legal battles with Konami, Namco, and Jaleco... Can't we all just get along?
- Translated interviews from the the Beatmania/BEMANI guides (although I can't do this on my own - anyone want to volunteer? I've got the interviews that I can scan and send, I just need someone that can read them...)
- More song lyrics
- Anything that has a ?

_____Trademark/Copyright/Legal Info:

Beatmania, BEMANI, Dance Dance Revolution, Guitar Freaks, Pop'n'Music, Drummania, Rap Freaks, Keyboard Mania, Dance!Dance!Dance!, GooGooSoundy, and all versions/mixes are copyright/trademarked by Konami Computer Entertainment Japan. All other copyrights are properties of their

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The author of this document can not and will not be held responsible for any damage that you may do to your game, system, or accessories through the use of 'patch code' or 'cheat code' devices (such as Game Shark or ProActionReplay) using codes that are found in this document. Such codes are provided for use AT YOUR OWN RISK, and are labeled as such. The author will also not be responsible for any damage caused by the use of any unlicensed peripherals that may be mentioned in this article. All information is provided at your own risk.

Regarding the topics presented in the sub-section titled 'Grey Area', I, nor the webmasters of the sites that you have found this on, support the above grey area matters, and they are presented merely because they are part of the mass that is BEMANI. Please do not email me asking for more information on the grey area topics; any emails will be replied to with this very paragraph in the body of the email, and none of the requested information will be sent with it. If you really want to learn more about these topics, I suggest that you visit one of the web's many search engines, such as Yahoo! [<http://www.yahoo.com>] or Metacrawler [<http://www.metacrawler.com>] and search for the above topics. Also, the author and the webmasters will not be responsible for any damage that you may do to your PSX/computer/etc. through using any of the programs/etc. covered in 'Grey Area'.

____ Sources:

Beatmania Consumer all guide

Beatmania Konami Official Guide

Beatmania Press Mix

Beatmania Append Gottamix Konami Official Guide

Dance Dance Revolution Konami Official Guide

Weekly Famitsu

Official Playstation Magazine (UK)

<http://www.konami.co.jp>

<http://come.to/magicbox/>

<http://www.gamesages.com>

<http://gamewinners.com>

<http://www.cmgsgccc.com>

<http://www.agsccc.com>

<http://www.ncsx.com>

<http://www.ddr.sh>

<http://come.to/SailorBacon/>

"h0l" for many more thoughts on artists' names, as well as the info from the ECTS. Also, for more info on the European edit of Beatmania, the DC version of Pop'nMusic and said PnM controller, and for pretty much all of the European info in this doc. also, for getting Daver-X+Mr.Chunks work on GF to me.

"Daver-X+Mr.Chunks" for a lot of the work on the PSX Guitar Freaks, including the difficulties, BPMs and number of notes. thanks a ton!

"Sam Lake" for more of the European BEMANI info, as well as additions to the GF songlist, and the song info for Dancing Stage. Thanks!

"Sailor Bacon" (sailor_bacon@yahoo.com) for his generous use of his transcribed song lyrics for DDR.

". Charon" for the tip on Herbie Hancock for the Artists section

"Petee Hsu" for the tip on how to unlock the DDR songs, and the double mode tip for getting the paranoia songs.

"Bill" for contributing many many thoughts on the origins of some of the artists' names.

"keffka" for the info on Bonus Edit mode.

"why?leong" for some input on the GF songlist.

"jill encarnacion" for the DJ Man info/input.

"Brian S." for the RELAXATION BM GB password.

"John Ricciardi" for the ALTERNA BM GB password.

"Mike Corbitt" for the DDR hidden characters tip.

"Karen Mceniry" for the HipHopMania All-Stages/Battle Mode code.

various Japanese fan pages (URLs unknown)

anyone else that has helped out and I've forgotten to include...

____ Thanks:

My family and friends, for being there.

Konami, for making such a great series.

For the JET Programme, for getting me to Japan.

To gamefaqs.com, for hosting this doc, as well as all of the other sites that have posted it.

_____Contact Info:

J.T.Kauffman
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_____Dedications:

This document is dedicated to a couple of people who are dear to me:
First, to my late Grandfather, who I unknowingly said goodbye for the
last time when I left the US to come to Japan. Also, to ~E~, for
everything. Lastly, to Amazing Curto, the flying monkey/bird/elephant
hybrid thingie - better start practicing your Beatmania skills so you
can put on a good show when you come to Japan...

From 3 August 1999, Shibata, Japan.
jtk.

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