⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure
- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.
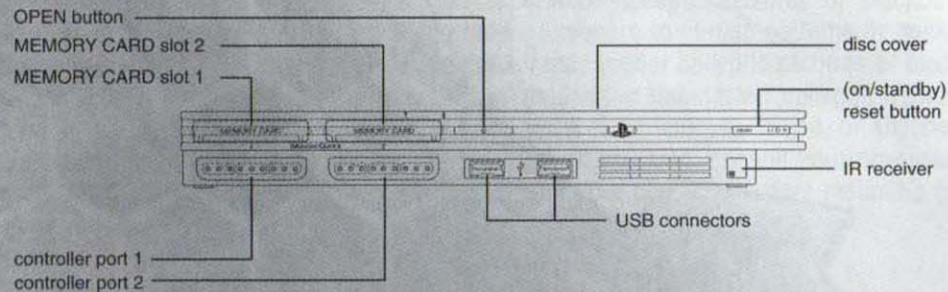
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED

OPEN button
MEMORY CARD slot 2
MEMORY CARD slot 1
disc cover
(on/standby) reset button
IR receiver
USB connectors
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the DanceDanceRevolution® X disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.
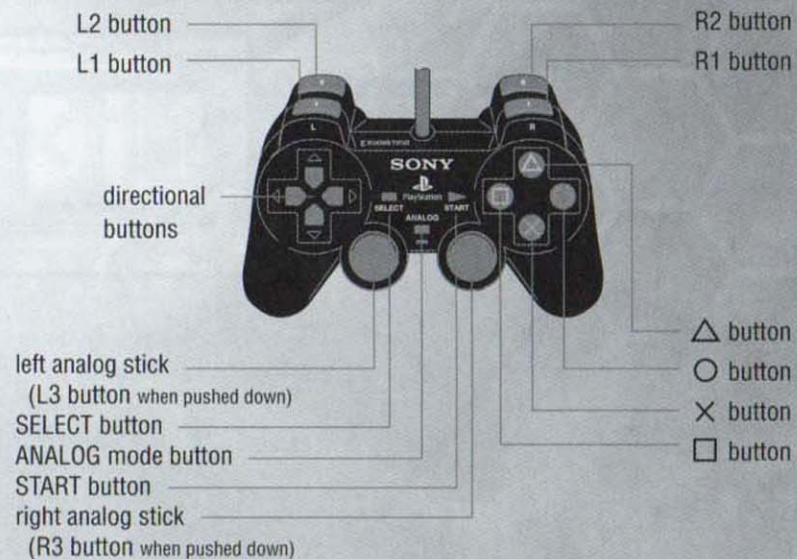
NOTE: DanceDanceRevolution® X uses at least 185 KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button
directional buttons
left analog stick
  (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
  (R3 button when pushed down)
△ button
○ button
✕ button
□ button

CONTROLS

MENU CONTROLS

Highlight Menu Options	directional buttons
Select Option	✕ button
Return to Previous Menu	◼ button / △ button
Open Quick Menu in Main Menu	▶ button

BASIC GAME CONTROLS

Up, Down, Left, and Right Commands	directional buttons
Up	△ button
Down	✕ button
Right	◉ button
Right	◙ button
Activate Auto Play	◼ button
Used in EDIT MODE	L1, L2 and R1, R2 triggers
Reset Game to Main Menu	Hold down ▶ + ◼ buttons

NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to the other sections in this instruction manual for more information.
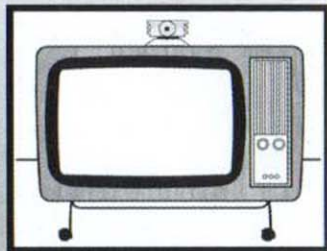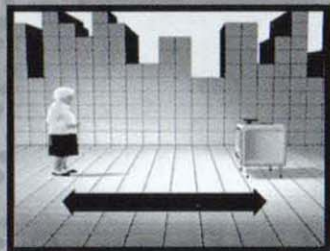
# USING THE EYETOY® USB CAMERA (FOR PLAYSTATION®2)
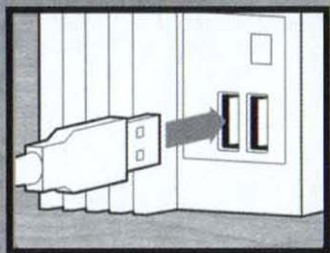
1. Insert the EyeToy® USB Camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.

2. Place the camera on top of or immediately below your television and stand back between 5 to 7 feet.

3. Rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy® USB Camera (for PlayStation®2) upwards. If the EyeToy® USB Camera (for PlayStation®2) is too high, tilt it downwards. You can also swivel the caméra base left and right to reposition the caméra.
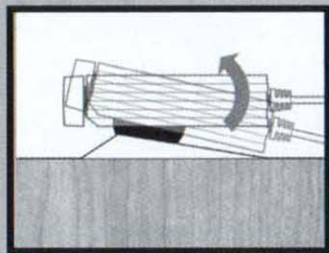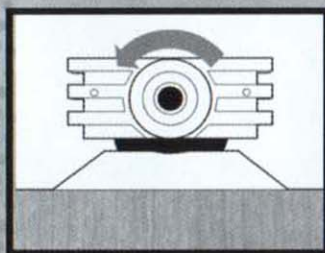
NOTE: Players of different heights should tilt the angle of the caméra for extra convenience. DO NOT move the whole caméra, just tilt it gently.

TIP: By all means find a waving style that suits you, but it is recommended to wave with your fingers apart as this creates more motion feedback.

TIP: Make sure that there is no movement in the background as background motion may hinder gameplay.

TIP: Make sure you have enough room to play. Consider the space around you and watch out for shelves, doors, walls, pets and above all, other people.

DANCEDANCEREVOLUTION® CONTROLLER

■ : Cancel
► : Start Game/ Open QuickMenu

❌ : Confirm Selection
◉ Confirm Selection

Directional Arrows: Step on the arrows that correspond to the dance steps on the screen. During a freeze arrow, stand on the corresponding arrow through the entire duration of the arrow.

■ + ► :
Resets the current game and returns to the Title Screen.

NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to other sections in this instruction manual for more information.

USING THE DanceDanceRevolution® CONTROLLER
Caution: Please Read Before Playing

- Please read the manual included with the DanceDanceRevolution® Controller in addition to this manual before use.
- The DanceDanceRevolution® Controller should be used with care to avoid injury. Konami Digital Entertainment will not be liable for injuries resulting from improper use of the DanceDanceRevolution® Controller.
- Bare feet should be used to operate the DanceDanceRevolution® Controller. Do not use with shoes or stocking feet.
- Persons with heart and respiratory problems, physical impairments (such as, but not limited to, back, joint, foot, musculature, and circulatory problems) that limit physical activity, are pregnant, or have been advised by their physician to limit their physical activity should not use the DanceDanceRevolution® Controller.
- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the DanceDanceRevolution® Controller.
- The DanceDanceRevolution® Controller should be used on a clean, flat surface. Do not use the DanceDanceRevolution® Controller on concrete, rock or any surface with sharp or abrasive objects.
- Remove furniture or other objects in proximity to the DanceDanceRevolution® Controller, and use it in an area with plenty of space, away from walls or windows.
- Keep the DanceDanceRevolution® Controller away from open flame and other heat sources.
- Do not use the DanceDanceRevolution® Controller on a wet surface.
- Small children should be monitored at all times when using the DanceDanceRevolution® Controller.
- The cord for the DanceDanceRevolution® Controller should be placed properly to avoid risk of tripping persons.
- If two DanceDanceRevolution® Controllers are being used, make sure the DanceDanceRevolution® Controllers are far enough apart to avoid injury to players.
- When the DanceDanceRevolution® Controller is not in use, it should be removed from the playing area and stored properly.
- The DanceDanceRevolution® Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the DanceDanceRevolution® Controller. Such actions can void your warranty.
- Audio and video disruptions may occur during gameplay due to floor vibrations. Adjust the location of the DanceDanceRevolution® Controller to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.

GET YOUR GROOVE ON

HOW TO PLAY

DanceDanceRevolution® X is all about timing and quick reflexes as you press or step on the correct directional arrow in unison with the directions scrolling up the screen. You must press the directional arrow button as the corresponding directional arrow icon crosses a stationary outline of itself. The closer you come to perfectly timing your button press with the crossing of the stationary outline the higher score you will achieve, also filling up the dance meter for that song.

GAMEPLAY SCREEN

DANCE METER: The bar at the upper left corner of the gameplay screen fills up as you perform correct dance steps and depletes when you miss the on-screen dance command.

STEP ZONE: The four permanent outlined arrows at the top of the game screen underneath dance meter show you which dance step direction you are currently inputting.

DIRECTIONAL ARROWS: These arrows scroll up the game screen throughout a song, signaling which dance moves to do and when.

DIRECTIONAL FREEZE ARROWS: A series of directional arrows in very close proximity to each other is a Freeze Arrow. This dance step must be held in a particular direction for an extended amount of time. If you release before the Freeze Arrow is finished you will not be awarded the full points.

SONG NAME: The name of the currently playing song is displayed along the bottom center of screen to the right of the player score.

DIFFICULTY: The selected difficulty of the currently playing song is displayed in the lower left portion of screen above the player score.

PLAYER SCORE: To monitor your current player score, check out the numbers located at the lower left portion of screen.

DANCE METER — STEP ZONE — DIRECTIONAL ARROWS — DIRECTIONAL FREEZE ARROWS — SONG NAME — DIFFICULTY — PLAYER SCORE

MAIN MENU

GAME MODE: Arcade style **DanceDanceRevolution®** gameplay.

STREET MASTER MODE: Dance your way from episode to episode, unlocking songs and making new friends along the way.

WORKOUT MODE: Achieve your fitness goals while you dance. This mode keeps track of your progress and sets goals for you to reach.

TRAINING MODE: Here you can practice your steps! You can adjust certain settings, such as difficulty and which section of a song you want to practice, for custom training.

EDIT MODE: Use any available song to create your own dance patterns. Direction and arrow placement options allow for limitless customization.

PARTY ZONE: Connect to the PLAYSTATION® Network and dance with friends remotely.

RECORDS: Check out all your high scores!

OPTIONS: Tweak the game to your liking. This menu lets you change your SOUND OPTIONS, CONTROLLER SETTINGS, GAME OPTIONS, GRAPHIC OPTIONS, TIMING OPTIONS, SAVE/LOAD your game, and view the game CREDITS.

INFORMATION: Use this area as a reference tool to answer any questions you may have about the game's new modes.

GAME MODE

You are given a wide variety of options to choose from, allowing you to customize your dancing experience.

SELECT STYLE

You will be given the option of which DanceDanceRevolution® Controller style you want to use.

SINGLE: One player game using a four-arrow DanceDanceRevolution® Controller.

VERSUS: Two players compete with each other using the four-arrow DanceDanceRevolution® Controllers.

DOUBLE: One player game using two DanceDanceRevolution® Controllers. A perfect challenge for expert dancers!

SELECT CHARACTER

Choose your dancer or just select RANDOM to have the game choose for you.

SELECT MODE

With your character selected, it's time to pick your dance mode. Select between five different options.

TUTORIAL: You will be given spoken instructions walking you through gameplay, allowing you learn the ropes at a slower pace.

STANDARD: This is classic **DanceDanceRevolution®** arcade style gameplay at its finest. Dance to the songs by hitting the arrows on time.

BATTLE: Play against the computer or a friend and use your best dance moves as attacks. Choose from five levels of difficulty on a scale of 1-5. One being EASY and five being the most DIFFICULT.

COURSE: Use this endurance test to see how many songs you can complete one after another. Select from either NORMAL mode, where you start with a small portion of dance meter and dance until it runs out, or CHALLENGE mode, where you are given an allotted number of arrow misses before you are disqualified.

ENDLESS: Play through an infinite number of songs for as long as you want. The ability to save your progress in the middle let's you start right where you left off the next time you play.

SELECT MUSIC

Scroll through the songs and pick the one you want to play. Use the left/right directional buttons on the controller or the left/right directional arrows on the DanceDanceRevolution® Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made. There are three options to choose from besides the list of songs. They are ROULETTE, RANDOM, and EDIT DATA.

ROULETTE: Spin the music wheel and press the ❌ button to slow down the wheel and have it stop on a song. You do not have to select the song it lands on.

RANDOM: Jump right in with a randomly selected song.

EDIT DATA: Play the files created in Edit Mode. Choose from one of your five Folders to access their Edit Data then select a song to start your custom created dance. Select ORIGINAL STEP DATA to return to the list of original dance sequences. While browsing through different songs, you can access the following additional functions. When all adjustments are made, confirm your song selection by pressing the ❌ button.

CHANGE DIFFICULTY

Tapping the up/down directional buttons or up/down Directional Arrows on the DanceDanceRevolution® Controller will toggle between the BEGINNER, BASIC, DIFFICULT and EXPERT difficulty settings. Some songs have an optional difficulty level called CHALLENGE.

GROOVE RADAR

The groove radar is a graphical representation of a song's difficulty based on five attributes. A pentagonal chart graph illustrates the nature of each song at a glance. As a general rule, when the overall area increases, the difficulty of the song increases.

STREAM: This is the overall density in the dance step patterns.

CHAOS: This measures the degree of irregularity/complexity in the step patterns.

FREEZE: This shows the number of freeze arrows in the step patterns.

AIR: This represents the number of jumps (i.e., player's airtime) in the step patterns.

VOLTAGE: This displays the degree of maximum density in the dance step patterns.

QUICK MENU

Press the ▶ button on the Select Music Menu to open the Quick Menu. From here you can select three different options.

SORT: Sort songs according based on the default arrangement, alphabetical order, BPM order, order of difficulty, or order of favorite.

RECORDS: View your records for both SINGLE and DOUBLE player type. Records are listen by song and broken up into Beginner, Basic, Difficult, Expert, and Challenge difficulties. Highlight a record to view the final score and Max Combo.

SAVE: Save system data.

OPTIONS

Options can be selected for each song by selecting OPTIONS under the Groove Radar. An Options Menu will appear on the screen allowing for various attributes to be adjusted. When playing a multiple player game, all players can independently set their own Options at the same time using the same Options Menu. When the desired Options are selected and finalized, press the ○ button to exit the menu.

SPEED: Adjust the scrolling speed of the dance steps by six different speed levels: x1 (default speed), x1.5, x2, x3, x5 and x8. This selection does not affect the playback speed of the music.

BOOST: When this option is turned ON, dance steps will gradually accelerate to the designated speed as they are scrolled. The normal default setting is OFF.

APPEARANCE: The appearance of the dance steps during gameplay can be altered here. The default setting, VISIBLE, allows dance steps to be full visible at all times. Selecting HIDDEN makes the dance steps vanish unexpectedly, SUDDEN makes the dance steps appear unexpectedly and STEALTH removes the dance steps from on-screen completely.

TURN: The dance step patterns can be rearranged here. The default setting, OFF, makes the dance steps remain in their original patter. Selecting MIRROR rotates the dance step patterns 180 degrees, LEFT rotates the dance step patterns 90 degrees to the left, RIGHT rotates the dance steps 90 degrees to the right, and SHUFFLE shuffles the dance step patterns so that they appear in random order.

DARK: When turned ON, this mode makes you play without a step zone.

SCROLL: Selecting REVERSE makes the dance steps scroll from the top of the screen to the bottom. Choosing NORMAL makes the arrows scroll normally from the bottom to the top.

ARROW: Change the color of the arrows here. The default setting, VIVD, has normal arrows. The NOTE option has arrows colored according to the timing, the FLAT option has arrows that are not separated by a different color, and the RAINBOW option has arrows that change colors.

CUT: Toggling this option ON makes the dance steps appear in four beat timing. Toggling it OFF has the dance steps remain in their original pattern.

FREEZE ARROW: Choose to include Freeze Arrows in the data sequence by selecting ON or have them omitted by choosing OFF.

JUMP: Select ON to have simultaneous steps included in the dance, OFF 1 to convert simultaneous steps into single steps, or OFF 2 to have them completely omitted from the dance.

CHARACTER: Change your character.

STAGE: Change the location of your dance.

FILTER: Adjust the filter located behind the arrows. Select OFF to turn the filter off complete, DARK to have light filter, DARKER for a darker filter, or DARKEST to have a very dark filter.
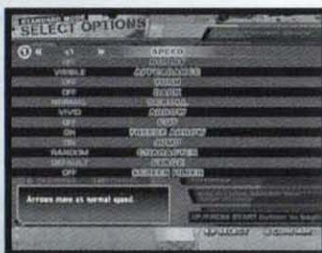
STREET MASTER MODE

Dancing your way around town is the name of the game in Street Master Mode. Meet new friends at different locations throughout the city and uncover the story of your selected character.

CHARACTER SELECT

Once you have entered Street Master Mode, you will have a variety of characters to choose from, however, only one will be available if you have never played before.

Each character has a unique personality and a different agenda for their dancing adventures. Dance your way through episodes to unlock additional characters.

EPISODE SELECT

Each episode takes place at different locations around town. Completing more episodes opens up new locations on the map.

DIFFICULTY SETTING

Once you select the episode, you are given a choice of whether you want to play at the default difficulty level or kick your game up a notch.

NORMAL: Select from the default song and difficultly for the episode.

ADVANCE: Play to win! Earn a higher score than your opponent's to clear the song. Each song you successfully clear earns you a point.

GAMEPLAY

Play through the selected song using either the DUALSHOCK®2 controller or the DanceDanceRevolution® Controller. After completing the song, your character will have the next episode available for them on the map screen.

QUICK MENU

Press the ▶ (START) button while on the Episode Select Menu to open the Quick Menu. Select to either save your data under SAVE or view the recorded progress of each character under RECORDS.

WORKOUT MODE

Keep track of your progress through each workout.

GETTING STARTED

Select WORKOUT MODE from the Main Menu and begin your quest to physical fitness. Choose CREATE NEW login or GUEST login. Selecting to login as a Guest means your results will not be preserved. Choosing to create a new login takes you to a name entry screen. After typing a name, you will then choose a frame tag color and decided if you would like to use a password to lock your profile. If you choose YES, you will need to create a four arrow password and then repeat it using either the DUALSHOCK®2 controller or DanceDanceRevolution® Controller. Lastly, select if you would like to create a new user with the current settings.

After creating a new user or logging in as a Guest, you will be taken the Workout Mode Menu. From there you can choose from three options: PLAY, RECORD, or BACK.

PLAY: Before you start dancing a menu with customizable workout details appears on-screen. There are six options for you to adjust.

WEIGHT: Enter your weight. It will be displayed in both pounds and kilograms.

MENU: Select whether you'd like to track your progress based on CALORIES BURNED, PLAY TIME, or NO SETTING.

GOAL: Set your goal based on your Menu selection. For Calories you can set how many you'd like to burn. For Play Time you can set the duration of gameplay. No goal can be set when NO SETTING is selected under Menu.

WORKOUT STEP: Choose from SINGLE/OFF, SINGLE/ON, DOUBLE/OFF, or DOUBLE ON. When this option is set to ON for either Single or Double player types, the beats are set to Cut. This means no beats are shorter than a fourth note.

JUMP: Toggle this option ON to have simultaneous step arrows appear in the dance sequences or toggle it OFF to have them removed.

PROGRAM: Select COURSE to play songs designed for working out or create your own routine. Choose FREE to select each song individually and play them one by one.

RECORD: Here is a workout diary that tracks your progress over a period of time using the dates specified. The data that is tracked covers cumulative calories burned, miles you've jogged, number of songs you have played, and average calories burned.

BACK: Return to the user file select screen.

SELECT COURSE

Select courses specifically constructed to give you an awesome workout. Choose to either create your own by selecting an ORDER course, or play one of eight pre-constructed courses. For each course the track list is displayed on the left side of the screen. On the right side are a few options.

NORMAL: Play the songs on Normal. This option is available for all courses.

DIFFICULT: Play the songs on Difficult. This option is only available for BEST 1-4, BEST LONG, and RANDOM ALL.

ORDER: Create your own line up of songs. Select one of the RANDOM slots to open up a list of tracks to choose from. You can also set each song's difficulty by highlighting a track and then pressing the directional button ➡ to accessing the difficulty menu. Also on the difficulty menu is where you can open the Options Menu, determine the number of stages for the Final Stage, and use End Order to have your customized course end on the current song. This option is only available in Order courses.

OPTIONS: Access the game's Option Menu. This is the same Options Menu that is found in Game Mode.

GAME SCREEN

In addition to the standard game screen, a Time Meter and KCal Meter make an appearance. The Time Meter, located above the song name on the bottom center of the screen, tracks how long you've been dancing and the KCal Meter, located below the score on the bottom left, tracks how many calories you've burned.

TRAINING MODE

Training Mode allows you to focus on specific sections of songs to achieve better scores in the other gameplay modes.

SONG SELECTION: Choose a song you wish to practice.

PLAYER: Select which dance input player type you wish to practice using. Choose between SINGLE, VERSUS, and DOUBLE.

DIFFICULTY: Choose how challenging you wish to make your practice session. Choose from BEGINNER, BASIC, DIFFICULT, and EXPERT difficulties.

MUSIC SPEED: Determine how fast the song's dance commands scroll up the game screen. Five is the fastest setting and one is the slowest. You can also choose from different options affecting the kinds of command arrows that appear and their appearance including SPEED, BOOST, APPEARANCE, TURN, DARK, SCROLL, ARROW, CUT, FREEZE ARROW, and JUMP. Choose to activate assist modes including HAND CLAP, METRONOME, and SONG to help you learn and keep the rhythm of the song.

BAR START: If you don't want to play through the whole song to get to the section you want to practice, use this to choose which bar of the song you would like to begin with. A visual representation of the dance moves will be displayed for the portion of the song chosen.

BAR END: Select which bar of the chosen song you would like to end your dance with.

START: Decide whether you want to simply play through the dance move indicators or if you would like to also play portions of the song that do not have any dance moves associated with them.

EDIT: Choose any data saved from Edit Mode and use it in Training Mode.
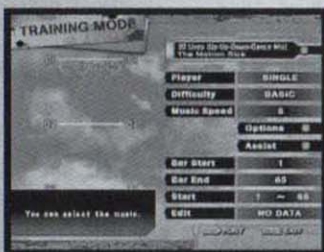
EDIT MODE

To get started in Edit Mode, create a new data file on your PlayStation®2 memory card. Select a song from the game and start working on generating the ultimate dance.

NEW DATA

Create a new Edit Mode data file. First choose the song that this data will be associated with. Then select SINGLE, COUPLE, or DOUBLE to set the Player Type. From there you'll have to decide if you want to import Konami Sample Data, which are the sequences used in Game Mode. If you select YES, you'll have to choose which difficult level you'd like to import.

SAVE & LOAD

Open up a previously saved Edit Mode data file or save the file you are currently working on.

QUICK SAVE

Once you have saved and named your data file using the SAVE & LOAD option, use the QUICK SAVE option to quickly archive your work.

RECORDING

Use the options found here to assist in the editing process.

PLAY TYPE: Select from WATCH, OVER INPUT, SAVE INPUT, JUDGE 1 and JUDGE 2.

REPEAT: Set loop play ON/OFF.

INPUT SE: Turn arrow placement and delete sound effects ON/OFF.

HAND CLAP: Turn hand clapping ON/OFF during recording. This is only available in Judge 1 and Judge 2 Player Type.

FILTER BRIGHT: Adjust how much of the edit screen is viewed during playback. The filter can be adjusted from 0 to 100. This is only available for Judge 2 Player Type.

OPTIONS

Select from various options that alter the environment of the editing screen.

INPUT TYPE: Select KEEP to have the cursor stay in place after laying down an arrow, or choose NEXT to have the cursor automatically move to the next line.

BGM: Turn the background music ON/OFF during editing. When ON is selected the music will be the currently song.

ICON EXPL: Toggle the Edit Menu icon explanations ON/OFF.

STATUS: Choose to have the detailed display information ON/OFF for the current song.

LIBRARY MANAGER

Make changes, delete, and organize the files you have created in Edit Mode. Select a file to pull up the Library Manager Menu where you can select a number of options.

COPY: Duplicate the Edit Data. Remember that you cannot have more than one saved file with the same name.

RENAME: Change the name of the Edit Data.

CHANGE: Rearrange the saved files to your liking.

OUTPUT: Copy and reformat the Edit Data to the memory card for use with the memory card management features in the PlayStation®2 console browser screen.

DELETE: Delete a saved file from the Edit Library.

SAVE: Use this option to save all the changes you've made to the Edit Library.

CANCEL: Turn off the menu display and switch to data name chart.

FOLDER DELETE: This option, located at the bottom of the Library Manager screen, allows you to delete a folder in the Edit Library.

**FOLDER CREATE:** Create a new folder in the Edit Library. You can create up to five folders.

OUTSIDE MANAGER

Organize your saved data so it's just the way you like it.

INPUT: Copy the Edit Data into Edit Library.

STATUS ON: When the file is highlight detailed information belonging to the Edit Data file, such as song title and player type, is displayed.

STATUS OFF: The detailed information of each Edit Data file will not be displayed.
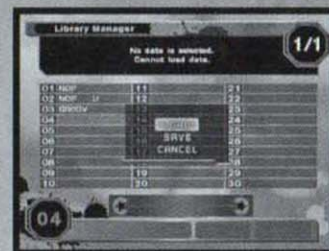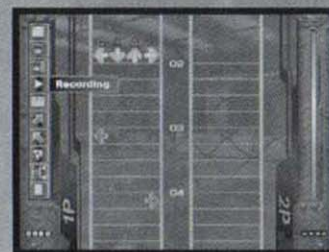
GUIDE

Refer to this menu for information and descriptions on all the options available in Edit Mode. This menu also explains the button commands for editing a song.

⊙ **BUTTON:** While in the sequence editing area, this button places Right arrows and deletes existing Right arrows. While on the edit menu, this button confirms the command selection.

✕ **BUTTON:** While in the sequence editing area, this button places Down arrows and deletes existing Down arrows. While on the edit menu, this button confirms the command selection.

△ **BUTTON:** While in the sequence editing area, this button places Up arrows and deletes existing Up arrows. While on the edit menu, this button cancels the command selection.

▢ **BUTTON:** While in the sequence editing area, this button places Left arrows and deletes existing Left arrows.

▶ **START BUTTON:** Use this button while in the sequence editing area to start playing and recording. Hold down while recording to stop the operation.

◼ **SELECT BUTTON:** Use this button while on the sequence editing area to load the sequence menu.

DIRECTIONAL BUTTONS ↑/↓ : Use the directional buttons [Up]/[Down] to scroll sequence data and to change items in the select menu.

DIRECTIONAL BUTTONS ←/→ : Use the directional buttons [Left]/[Right] to switch from menu to 1P sequence editing area or 2P sequence editing area. In addition, it changes the menu select content.

L1 BUTTON: This button can change the cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit.

L2 BUTTON: Use this button to place area marks. Placing two marks in different sections determines the editable area. Hold down this button to erase all area marks.

R1 BUTTON: While scrolling through sequence data, pressing this button increases scroll speed.

R2 BUTTON: This button displays the area operation menu.

LEFT ANALOG STICK: Increases scroll speed in the sequence when the ANALOG mode button is turned ON.

RIGHT ANALOG STICK: Changes width of the sequence when the ANALOG mode button is turned ON.

ANALOG MODE BUTTON: Enables the use of left/right analog sticks.

SEQUENCE OPTIONS

Make changes to the lay out of your workspace in Edit Mode as well as the appearance of different dance arrows.

PLAYER: Edit Data player type. You can switch between SINGLE, COUPLE, and DOUBLE.

ZOOM: Set the view magnification to OFF, 2X or 4X. When TRIPLE is set to "ON," the ZOOM is OFF, 2X or 3X.

TRIPLE: Record arrows in 12th note positions. 12th note arrows cannot be arranged into tempos outside of 12th note timing.

FREEZE ARROW: Toggle ON to allow Freeze arrows, or OFF if you do not want to use Freeze arrows.

WORK AREA: Switches display between NORMAL and DOUBLE in sequence editing area.

ARROW: Change the type of arrow displayed. There are three types to select from.

EXIT

Return to the Main Menu. Remember to save any changes before leaving Edit Mode.

PARTY ZONE

Choose to either host a game as the Room Owner or join an existing game by declining to be the Room Owner. Next, you will need to select the number of PlayStations 2 systems want to automatically connect to the network. You may select up to four systems. For advance players, you may access your Network Configuration file and choose "Use Your Network Configuration file."

HOST ROOM

If you selected to be the Room Owner you will be taken right to the Character Selection screen. After choosing a dancer, you'll be moved to the Room Menu where you can view all the players entering the room and alter the room's settings. Only the Room Owner can change the settings.

SONG: Set the song for the game. The choice of RANDOM is also available.

PLAY STYLE: Choose the player style.

RULE: Determine how the game will be ranked.

THRESHOLD: Set the Threshold for the match.

HANDICAP: Select a Handicap.

DIFFICULTY: Determine the game's difficulty.

JOIN ROOM

After selecting the number of PlaySation 2 systems you would like to automatically connect to the network, you will be taken to a Room Search screen. Here your system will search for any available games to join. If you want to see how you have been progressing through **DanceDanceRevolution X** check out where you stand in the RECORDS option on the Main Menu.

RECORDS

All of your high scores from Game Mode, as well as the scores of anyone else's who has played on the same **DanceDanceRevolution X** save file will be available for viewing. There are five options on the Records Menu to choose from.

GAME MODE HIGH SCORES: View your highest scores for all the songs you've performed in the STANDARD option of Game Mode. Your letter scores are listed for every level of difficulty in both SINGLE and DOUBLE player type. On the bottom of the screen you can view your Max Combo and final score.

GAME MODE COURSE/NORMAL: View your records for all the courses you've played in the COURSES NORMAL option of Game Mode. Your letter scores are listed for both SINGLE and DOUBLE player types. On the bottom of the screen you can see your Max Combo, Cleared count, number of missed steps, completion time, ending stage, and final score.

GAME MODE COURSE/CHALLENGE: View your records for all the courses you've played in the COURSES CHALLENGE option of Game Mode. Your percentage scores are listed for both SINGLE and DOUBLE player types. On the bottom of the screen you can see your Max Combo, Cleared count, number of missed steps, completion time, ending stage, and final score.

GAME MODE ENDLESS: View your record scores for all the levels you've played in the ENDLESS option of Game Mode. Your final scores are listed for both SINGLE and DOUBLE player types. On the bottom screen you can see the number of stages cleared, Max Combo count, and completion time.

HANDS & FEET: View your records for all the songs performed in HANDS & FEET.

EXIT: Leave the Records Menu and return to the Main Menu.
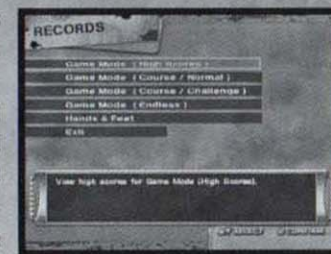
OPTIONS

Trick the out the game by changing SOUND OPTIONS, CONTROLLER SETTINGS, GAME OPTIONS, GRAPHIC OPTIONS, and TIMING OPTIONS. You can also SAVE/LOAD your game data and view the **DanceDanceRevolution® X** CREDITS from this menu.

SOUND OPTIONS: Adjust the game's audio to your liking. Choose between using STEREO, MONAURAL, and DOLBY PRO LOGIC II sound. You can also change the voice effect during the game and choose whether to include booing during gameplay.

CONTROLLER SETTINGS: Change the controller layout for DOUBLE PLAY and DANCE PLAY.

SAVE/LOAD: Use this option to Save or Load your game and toggle Auto Save ON/OFF. You can also set which folder will be automatically loaded in Edit Mode.

GAME OPTIONS: Change the difficulty of the game, game over settings, the number of stages to include, and whether or not the extra stage will be activated.

GRAPHIC OPTIONS: Manipulate game display. This includes toggling the Dance Display ON/OFF and the background Movies ON/OFF, adjusting the BG Brightness, changing the brightness of the Default Arrow and its Skin, select where the Combo Display appears on-screen, and adjust the screen position.

TIMING OPTIONS: Increase or decrease the speed of the timing of the arrows and judgment on the gameplay screen. Select TEST PLAY to give your new settings a try.

CREDITS: View the credits for **DanceDanceRevolution® X**.

EXIT: Leave the Options Menu and return to the Main Menu.

CUSTOMER SERVICE
If you feel stuck in the game or just need a boost, don't worry! You can write to our game experts at support@konami.com or view our Support section at www.konami.com.

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