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INTRODUCTION

Thank you for purchasing Konami's **DanceDanceRevolution® Disney Channel™ Edition**. For best results, we recommend you read through this manual prior to playing the game.

Konami is constantly striving to improve the quality of its products to give our customers the best gaming experience possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

DanceDanceRevolution® Disney Channel™ Edition is an original game product created by Konami Digital Entertainment, Inc. Konami reserves the copyrights and other intellectual property rights with respect to this game.

GETTING STARTED

SETTING UP YOUR PlayStation®2 System

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® Disney Channel™ Edition** 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: Make sure there is enough free space on your memory card for **DanceDanceRevolution® Disney Channel™ Edition** to save data before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

USING THE CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button
directional buttons
△ button
O button
✕ button
☐ button
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
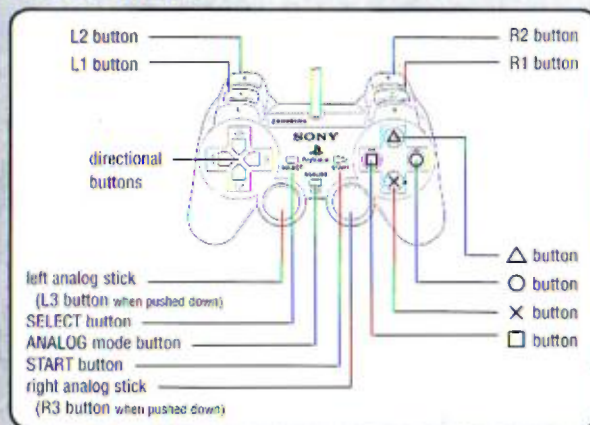
BASIC GAME CONTROLS

↑, ↓, ←, → **Directional buttons** . .These buttons control up, down, left and right movements

⊘ **button** . . . . .Up / Cancel Selection

⊙ **button** . . . . .Right / Confirm Selection

⊗ **button** . . . . .Down / Confirm Selection

⊜ **button** . . . . .Left

L1 , **L2** , **R1** , **R2** **buttons** . .These buttons are used in EDIT MODE. See page 25 for EDIT MODE details.

SELECT button. .Cancel Selection

START button . . . . .Start Game & QuickMenu

START + **SELECT buttons**. . . . . .Resets the current game and returns to the Title Screen

Pressing the **SELECT** button while pressing the **START** button during the game will return you 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 the 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 DDR Controller in addition to this manual before use.
- The DDR Controller should be used with care to avoid injury. Konami will not be liable from injuries resulting from improper use of the DDR Controller.
- Bare feet should be used to operate the DDR Controller. Do not use with shoes or stocking feet.
- Persons who have heart and respiratory problems, have 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 DDR Controller.
- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the DDR Controller.
- The DDR Controller should be used on a clean, flat surface. Do not use the DDR Controller on concrete, rock, or any surface with sharp or abrasive objects.
- Remove furniture or other objects in proximity to the DDR Controller, and use it in an area with plenty of space, away from walls or windows.
- Keep the DDR Controller away from open flame and other heat sources.
- Do not use the DDR Controller on a wet surface.
- Small children should be monitored at all times when using the DDR Controller.
- The card for the DDR Controller should be placed properly to avoid risk of tripping persons.
- If two DDR Controllers are being used, make sure the DDR Controllers are far enough apart to avoid injury to players.
- When the DDR Controller is not in use, it should be removed from the playing area and stored properly.
- The DDR Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the DDR Controller. Such actions can void your warranty.
- Audio and video disruptions may occur during gameplay due to floor vibrations. Adjust the location of the DDR Controller to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.

USING THE DANCEDANCEREVOLUTION® CONTROLLER

■ **button:** Cancel Selection

▶ **button:** Start Game & QuickMenu

✕ **button:** Confirm Selection

◉ **button:** 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.

■ **button** + ▶ **button:** 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 the other sections in this instruction manual for more information.
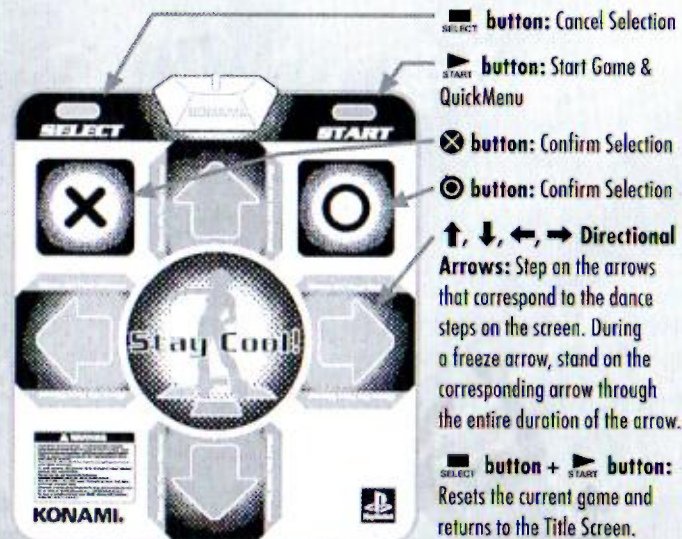
HOW TO PLAY

DanceDanceRevolution® Disney Channel™ Edition is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the DDR Controller that correspond to the arrows that appear on-screen. The correct dance arrow must be pressed when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen.

Build up your dance meter and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance-meter level drops. If the meter drops to zero, the game will end.

TIP: Listen to the music as you play and press the arrows to the rhythm of the beat.

STARTING THE GAME

After the introductory logos are displayed, the Title Screen will appear. Press the ▶ button to bring up the MODE SELECT screen. Use the directional buttons to scroll UP and DOWN to choose a mode and press the ⊗ or ⊚ button to confirm your selection.

NOTE: There are many different songs and modes in **DanceDanceRevolution® Disney Channel™ Edition**. Some game content must be unlocked by meeting certain in-game goals before you can access it. Try your best to unlock it all!

MAGIC MODE:
Unlock new costumes by dancing against the characters of your favorite Disney Channel shows. Use combos to fill your gauge and challenge your opponent.

FREE PLAY MODE:
Just pick a song and dance to it! No goals, no pressure, this mode is just pure dancing. Pick as many songs as you like!

WORKOUT MODE:
Have fun while burning off those calories! WORKOUT MODE allows you to count the number of calories consumed while you dance. You can Free Play or create heart-pumping Courses for your daily workout. If you want to dance away the pounds, this is the mode for you!

ADVANCED MODE:
Challenge your skills with these difficult gameplay modes, or enjoy the customization of ENDLESS MODE.

LESSON MODE:
Learn the basics of **DanceDanceRevolution® Disney Channel™ Edition** in a relaxed setting. This is an excellent tutorial that will help you master the introductory steps as well as advanced techniques. Soon you'll be dancing like a pro!

TRAINING MODE:

Having trouble with a particular song? Then this is the place to be! TRAINING MODE allows you to break down a difficult piece step-by-step so you can master the fanciest footwork.

EDIT MODE:

This mode allows players to create original dance routines to any song. The dance steps can be saved and replayed in **DanceDanceRevolution® Disney Channel™ Edition.**

RECORDS MENU:

Check out your High Scores for each section.

OPTIONS:

Configure various settings and tweak the game to your liking.

MAGIC MODE

MAGIC MODE allows you to dance against one of the Disney Channel™ characters. Each character has their own special course of songs you must complete in order to beat that character and unlock their special outfit. Your steps fuel a combo meter that lets you challenge your opponent with debilitating combo effects and a groove meter that determines which character is putting on the overall best performance. To beat your opponent, you must control the groove meter. At the MODE SELECT screen, highlight MAGIC MODE and press the ⊗ or ⊙ button to begin.

GETTING STARTED

You will be presented with the following options when you start MAGIC MODE:

SELECT CHARACTER

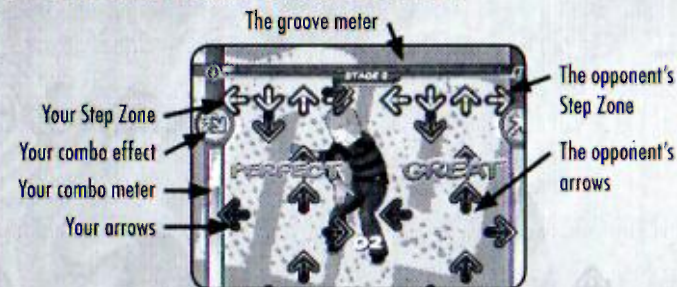Choose the character you would like to appear on-screen during the game.

SELECT CHALLENGE

To challenge another character and unlock their costume, use the directional buttons to highlight a character's portrait and the ⊗ or ⊙ button to select. Note that you begin the game with a default challenge to Maddie, and after beating her, make more challenges available for play. The highlighted challenge is the one currently selected.

THE MAGIC MODE MENU SCREEN

1. Your opponent's outfit and name.
2. The challenge difficulty ranges from one star (easiest) to three stars (hardest).
3. The songs you must complete during the challenge.

THE MAGIC MODE GAME SCREEN

The groove meter

Your Step Zone

Your combo effect

Your combo meter

Your arrows

The opponent's Step Zone

The opponent's arrows

COMBO EFFECTS

In MAGIC MODE, you can create a dance combo by stepping to arrows without getting a GOOD or lower ranking. The better the step, the more energy it adds to your combo meter (and groove meter). As you extend your dance combo, the combo meter on the left-hand side of the screen fills up. When it's full, you have a chance of using your combo effect to change the opponent's steps. At the bottom of the screen is a countdown that goes from 10 to 0. If the combo meter is full when the countdown reaches 0, the combo effect is triggered. The effect is indicated by the icon at the top of your combo meter. If you break your combo with a bad step, then the combo effect ceases. Combo effects cycle every 10 seconds, indicated by the countdown at the bottom of the screen. A list of the combo effects you can inflict on an opponent follows below.

SPEED: Dance steps move more quickly as they scroll up the screen. Some speed modifiers grant a bigger speed boost than others.

SLOW: Dance steps move very slowly as they scroll up the screen.

DARK: Makes the Step Zone disappear.

INVERT: The Up and Down arrows change places in the Step Zone.

FULL INVERT: The Up and Down arrows change places with each other, and the Left and Right arrows also change places with each other in the Step Zone.

DROP 1: The Up and Down arrows in the Step Zone drop beneath the Left and Right arrows. This means you have to hit the Up and Down arrows a full beat sooner than Left and Right arrows.

DROP 2: The Left and Right arrows in the Step Zone drop beneath the Up and Down arrows. This means you have to hit the Left and Right arrows a full beat sooner than Up and Down arrows.

FULL DROP: The entire Step Zone drops down, forcing you to hit arrows a full beat sooner.

HIDDEN: Makes the scrolling steps disappear halfway to the Step Zone.

MIRROR: Step arrows will be mirrored either vertically or horizontally.

TURN: Step arrows will be rotated 90 degrees either left or right.

QUICK MENU

You can access the QUICK MENU and select the SAVE option to save your game while in MAGIC MODE or any other game mode. Simply press the ▶ button in any of MAGIC MODE's menus. You can exit the QUICK MENU at any time by pressing the ▶ button a second time. Note that in other gameplay modes, there are extra functions available in the QUICK MENU. They are listed below.

SAVE: As noted above, you may select this option at any time in the QUICK MENU to save your data.

SORT: Appears in MAGIC MODE (with two players), FREE PLAY MODE, COURSE MODE (Workout), and COURSE MODE (Advanced). This allows you to sort songs by various criteria.

RECORDS: Appears only in FREE PLAY MODE. This allows you to view personal records of gameplay achievements.

FREE PLAY MODE

FREE PLAY MODE in **DanceDanceRevolution® Disney Channel™ Edition** allows you to play an unlimited number of songs. Keep choosing songs until you drop from exhaustion!

GETTING STARTED

At the MODE SELECT screen, highlight FREE PLAY MODE and press the ✕ or ⬤ button to select a play style. Select from SINGLE, VERSUS, or DOUBLE play modes and confirm the selection with the ✕ or ⬤ button.

SINGLE: One-player game.
VERSUS: Two players compete with each other.
DOUBLE: One player uses both controllers.

SELECT CHARACTER

After the style has been selected, select a character you would like to have on-screen during play. If you wish to play without any characters, select "NONE" ( ) from the SELECT CHARACTER menu. To select a random character, select "RANDOM" ( ).

If you are playing SINGLE, another player can join the game by inserting a DUALSHOCK®2 analog controller or DanceDanceRevolution® controller into controller port 2 and pressing the ▶ button.

SELECT MUSIC

After the play style and character have been selected, the SELECT MUSIC screen will appear. Use the ⬅ and ➡ directional buttons to cycle through the different songs. You can set the difficulty of the steps and the options by pressing the ⬆ and ⬇ directional buttons.

A preview of each song will play automatically before a selection is made.

The available difficulty levels differ, depending on the song. If you are playing SINGLE, another player can join the game by pressing the ▶START button on the unused controller.

If there is selectable data in the "Edit Library" file in your memory card (8MB) (for PlayStation©2), you can access it by choosing the "EDIT DATA" folder. After choosing the folder containing the saved Edit Data you'd like to play, select the edited song.

When all adjustments are made, confirm a song selection with the ✗ or ⬤ button.

DIFFICULTY MENU

Press UP or DOWN to toggle between the BEGINNER, BASIC, DIFFICULT, EXPERT and CHALLENGE difficulty settings.

BEGINNER: First-time players should start at this level. BEGINNER level does not support the DOUBLE play style.

BASIC: More challenging than BEGINNER, but most players should be able to complete most songs on this difficulty level.

DIFFICULT: Default difficulty for each song, where dance steps follow normal patterns that will challenge most players.

EXPERT: Strictly for DDR pros. This is the hardest level of difficulty, where dance steps follow insane patterns.

CHALLENGE: Strictly for DDR pros. This difficulty class is similar to EXPERT but the dance steps are very tricky and designed to be an added challenge for the most expert of dancers. Not all songs support this difficulty class.

Also make sure you use the difficulty meter when selecting songs, in addition to the difficulty ratings. More details about how the difficulty meter works are on page 13.

SONG OPTIONS

Choose OPTIONS in the DIFFICULTY MENU to bring up the SONG OPTIONS screen.

SPEED Step speed settings:
Choose from x1, x1.5, x2, x3, x5, and x8.

BOOST Arrow acceleration:
(OFF) Default.
(ON) Arrows will speed up as they scroll along the screen.

APPEARANCE Arrow visibility:
(VISIBLE) Default.
(HIDDEN) Arrows vanish partway.
(SUDDEN) Arrows become visible partway.
(STEALTH) No arrows are visible.

TURN Step orientation:
(OFF) Default.
(MIRROR) Rotate steps 180 degrees.
(LEFT) Rotate steps 90 degrees counterclockwise. Cannot be selected in DOUBLE.
(RIGHT) Rotate steps 90 degrees clockwise. Cannot be selected in DOUBLE.
(SHUFFLE) Steps are rotated randomly. Cannot be selected in DOUBLE.

LITTLE Turn quarter notes ON or OFF:
(OFF) Default.
(ON) Steps consist of quarter notes only.

DARK Enable or disable the Step Zone at the top of the screen:
(OFF) Default.
(ON) Remove Step Zone from screen.

JUMP (ON) Default.
(OFF1) Converts jumps into single steps.
(OFF2) Removes jumps.

SCROLL Arrow scroll settings:
(STANDARD) Default.
(REVERSE) Arrows move from top to bottom of screen.

FREEZE ARROW Turn freeze arrows ON or OFF:
(ON) Default.
(OFF) No freeze arrows.

DIFFICULTY METER

This meter uses the classic DanceDanceRevolution® foot system to represent a song's overall difficulty. This is a 10-point scale, where each point of difficulty is represented by a foot. A higher number of feet indicates a harder difficulty (1 foot = easiest, 5 feet = average, 10 feet = hardest). Use this information when selecting songs to make sure you play at the level that's right for you.

EDIT DATA

By selecting EDIT DATA from the SELECT MUSIC screen, you can load customized Edit Data that was previously saved on a memory card (8MB) (for PlayStation®2). Follow the on-screen instructions to access the Edit Data on the memory card (8MB) (for PlayStation®2). Once the memory card (8MB) (for PlayStation®2) is accessed, highlight and select the folder that contains the Edit Data you wish to load.

Press the ✖ or ⊙ button to load the selected folder. If there is Edit Data inside the selected folder, a list of the Edit Data will be displayed. Use the directional buttons to select the Edit Data you would like to play. Press the ⬛SELECT button to return to the MAIN MENU. To return to the original song data, choose MORE SONGS! or DISNEY SONG LIST. For more information on EDIT MODE, see page 25.

RANDOM AND ROULETTE

The default arrangement for the song selection features RANDOM and ROULETTE options. These options will let you choose songs at random. When RANDOM is selected, the game will automatically choose a song for you. When ROULETTE is selected, the song list will cycle continuously until the player stops the spinning process with the ✖ or ⊙ button.

QUICK MENU

You can access QUICK MENU and choose any of the listed functions by pressing the ▶START button when a blue arrow is visible on the left-hand side of the screen.

SORT: Toggle the song order in SELECT MUSIC. Note that you must move between MORE SONGS! and DISNEY SONG LIST manually. You can sort according to DEFAULT, ALPHABETICAL, or BPM order.

SAVE: Save your data.

RECORDS: View your High Scores by song.

WORKOUT MODE

In WORKOUT MODE, you can change the pattern of the steps to give you an effective aerobic workout, Free Play songs, or play Courses that are best suited for burning calories. The game tracks calories burnt and can even track your weight loss as you play over time.

You can view your workout data in a number of fun ways, such as tracking the total number of calories you've burned or converting your data to give the total distance run. **DanceDanceRevolution® Disney Channel™ Edition** will track your distance in 10-mile blocks. You can also input your weight and save it as a graph, so use it to plan your fitness regimen!

Up to 10 different players can track their data in WORKOUT MODE by saving play data to a User File.

WHAT IS THE USER FILE?

The User File contains various individual settings and records and is stored in the system data.

In one system data file, you can store up to 10 User Files, allowing you to enjoy WORKOUT MODE with friends and family.

You can also set a password on each User File so that you can prevent your WORKOUT data from being accidentally overwritten when playing with others.

TIP: Anyone can enjoy WORKOUT MODE, even without saving play data, by using the Guest File.

CREATING A NEW USER FILE

When playing WORKOUT MODE for the first time, select CREATE NEW from the USER LIST to create a new USER FILE.

Use the directional buttons and the ✖ or ⊙ button to choose your Character icon, User List frame tag color, and password (if desired). You can continue to play with the same settings and accumulate data by selecting the same user in following sessions.

SETTING A PASSWORD

When creating a new User File or while changing your User File settings, you can set your own password using the directional buttons. Thereafter, when you choose a password-protected User File from the USER LIST, you will need to enter the correct password in order to open it. Please do not forget your password, or you will be unable to access the file.
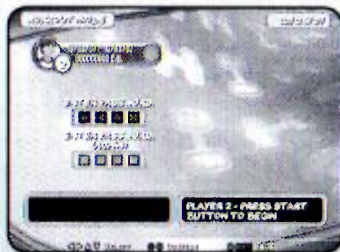
USER MENU

The START, EDIT, DELETE, and EXIT submenus are displayed when you select a preexisting user.

START: Begin playing using the selected User File.
EDIT: Change your icon, window color, password, and other user settings.
DELETE: Delete the current user.
RETURN: Return to the USER LIST screen.

MAIN MENU

PLAY: Begin playing in WORKOUT MODE after determining WORKOUT SETTINGS.
RECORDS: Jump to the RECORDS screen.
BACK: Return to the USER LIST screen.

WORKOUT SETTINGS

Determine various settings for WORKOUT MODE.

Individual settings for 1P and 2P:
WEIGHT: Input weight.
MENU: Choose between NO SETTING, CALORIES BURNED, and PLAY TIME.
GOAL: Select a target goal as appropriate to the setting chosen in MENU.
WORKOUT STEP: Choose whether or not to use easy steps that are suited to the workout by selecting ON or OFF.
JUMP: Choose whether or not to incorporate jumps, by selecting ON or OFF.

Common settings for 1P and 2P:
PROGRAM: Choose COURSE or FREE.

PROGRAM: COURSE

Play a series of songs that have been preselected as a WORKOUT MODE Course.

In COURSE ORDER, you can choose a combination of songs, difficulty levels, and options to your own liking and create an original Course.

WORKOUT MODE Course/Course Order is created the same way as Course Play in ADVANCED MODE.

PROGRAM: FREE

Select any song to play, just like in FREE PLAY MODE.

RESULTS

You will be shown various results when you finish playing. The first window to appear on the RESULTS screen is the EXERCISE window. You can also use the ⊙ button to toggle to the DIARY window.

EXERCISE WINDOW

This window shows you the amount of exercise you've done in calories as well as in terms of distance.

Select between the CONTINUE, END, or SWITCH menus. Selecting SWITCH will display the DIARY window. The weight display can be toggled with the ▶START button.

TIP: You can scroll the graph by pressing ← and → on the directional buttons. You can zoom in or out on the graph by pressing ↑ and ↓ on the directional buttons.

EXPLANATION OF EACH TERM

Remaining: The difference between your target goal and the number of calories/amount of time you achieved.
Calories Burned: The number of calories you've burned in 1 game.
Accumulation: The total number of calories you've burned since loading the current user data.
Jogging: Accumulation is converted into the equivalent distance jogged.
Cumulative Calories Burned: The total number of calories you've burned to date.
Average Calories Burned: The average number of calories you've burned.

DIARY WINDOW

The number of calories you've burned is displayed by date in bar-chart form. Your weight is displayed by date as a line plot. Press ↑ and ↓ to zoom; press ← and → to move between dates. Select either CONTINUE, END, or SWITCH. Selecting SWITCH will display the EXERCISE window.

aDVanceD moDe

Geared towards advanced players, you can enjoy playing the game under more challenging rules. ADVANCED MODE features 4 different types of gameplay.

COURSE: Play a series of predetermined songs. You can also create your own original Course to play.

ENDLESS: Keep on playing until the dance meter runs out. You can opt to only play songs of your own choosing or add various options to the game.

COMBO CHALLENGE: The game is over once your combo ends! This mode is for super-expert players who can keep a combo going for an entire song.

SURVIVAL: Get a rating of GOOD or lower 4 times, and the game ends immediately! This mode is for expert players to see how long you can keep playing.

COURSE (HOW TO PLAY)

1: Select a play style

First, you must select a play style. Choose SINGLE, VERSUS (to play against another player), or DOUBLE.

2: Select a character

Choose the character you would like to use.

3: Select a dance meter

Choose between two dance meters: NORMAL and CHALLENGE.

NORMAL: Keep playing until the meter runs out, just like in normal gameplay. Play all of the songs in the Course using 1 meter.

CHALLENGE: You will lose a Chance each time you get a rating of GOOD or lower. When you lose all 4 Chances, the game is over, similar to SURVIVAL MODE.

4: Select a Course

Use the ← and → directional buttons to choose which Course to play. The song list for each Course is shown on the right-hand side of the screen, to make Course selection easier.

5: Select options

Selecting OPTIONS will bring up the SELECT OPTIONS screen. After setting your preferred options and returning to the COURSE screen, you will see a checkmark next to the SELECT OPTIONS menu item. Start the game with the checkmark icon on to play the Course with the options you've set.

6: Begin game

The game will start once you choose either NORMAL or DIFFICULT. Gameplay in DIFFICULT is much more demanding than in NORMAL MODE.

COURSE ORDER

When selecting which course to play, select ORDER COURSE if you wish to design or play your own course of songs. This brings up the ORDER menu, where you can create your own original Course. You can create up to 10 Courses, numbered from 1 to 10.
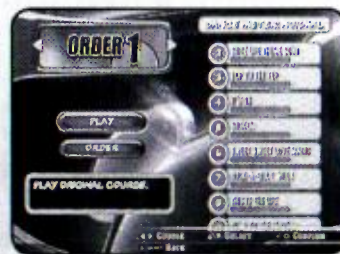
1: Choose a stage

The COURSE song list is displayed on the right-hand side of the screen. Use the ↑ and ↓ directional buttons to move the cursor, and choose the stage you wish to configure. (You can set up to 20 stages.)

2: Press the ⊗ or ⊙ button to confirm your selection and bring up the SELECT SONG menu. Use the ← and → directional buttons to choose songs, just like in standard game mode.

3: The SELECT SONG menu will disappear when you confirm your selection, and the cursor will jump to the DIFFICULTY/OPTIONS menu on the left-hand side of the screen. Set the difficulty of the steps in the song by choosing from BEGINNER, BASIC, DIFFICULT, EXPERT, or CHALLENGE, and press the ⊗ or ⊙ button to confirm.

NOTE: CHALLENGE difficulties may not be available for some songs.

4: OPTIONS

Move the cursor to OPTIONS and press the ⊗ or ⊙ button to bring up the SELECT OPTIONS menu. When you set options, a checkmark will appear next to the option's menu item, just like when you play a standard Course.

5: When you have finished setting the difficulty level and the options for the song, toggle the last menu item to O.K. (NEXT) using the ← and → directional buttons, and press the ⊗ or ⊙ button to confirm. The last menu item can be toggled between O.K. (NEXT), FINAL STAGE, and END ORDER, as necessary.

O.K. (NEXT): Finalize current stage settings and move to the next stage.

FINAL STAGE: Set the current stage as the last song in the Order Course.

END ORDER: Exit the ORDER menu and return to the COURSE menu screen.

6: You have now completed setting a stage. Continue to repeat steps 1 through 5 until you have set the number of stages you desire. (The maximum number of stages allowed is 20.)

7: Once you have finished entering the final song you want to play, toggle the last menu

item on the left-hand side to FINAL STAGE and confirm your choice. The current song will be set as your FINAL STAGE. For example, if you set Stage 5 as your FINAL STAGE, this Order Course will consist of Stages 1 to 5, and stages after 6 will be dimmed.

8: When you are done with the ORDER menu, press the ![SELECT] button or the △ button. You will return to the COURSE menu screen. You may also select END ORDER to return to the COURSE menu screen.

9: You can play the Order Course by selecting PLAY in the COURSE menu screen.

NOTE: Order Courses you have created are recorded in the system data. To save, please save your system data.

ENDLESS (HOW TO PLAY)

Keep on playing until the dance meter runs out!

1: Select a play style
First, you must select a play style. Choose SINGLE or DOUBLE.

2: Select a character
Choose the character you would like to use.

3: Select a setting
Choose various settings for ENDLESS gameplay:
STEP: Choose the difficulty at which you'd like to play from the 5 listed below:

> **BEGINNER (NOTE:** BEGINNER is not available when playing in DOUBLE MODE.)
> **BASIC**
> **DIFFICULT**
> **EXPERT**
> **ALL** (all difficulties mixed at random)

BREAK STAGE: Set how often you want to take a break (every X number of songs). You can choose values from 1 to 10 or not to take any breaks at all.
SELECT OPTIONS: Press the ✕ or ⊙ button to bring up the SONG OPTIONS menu. This is the same menu that appears in FREE PLAY and other game modes.
MUSIC PROGRAM: Set the song lineup for the game. A song with a checkmark next to it is going to be in your lineup. You can select or deselect by song to create a lineup of your own choosing or use certain preset conditions to make creating your song course easier. If you do not wish to use any of the preset selections, highlight

NO when the prompt comes up after you select the MUSIC PROGRAM option. You will go directly to the manual editing interface. Highlight a song and press the ✕ or ⊙ button to select or deselect it.

To use the preset conditions, select YES when the prompt comes up after you select the MUSIC PROGRAM option. Toggle through the available options with the directional buttons. There are 6 available options in all. Note that after you select an option, you can begin manually editing the list by pressing the ✕ or ⊙ button. You can only apply 1 preset while editing your Music Program.

PRESETS
> **ENERGY LEVEL:** Delete all songs with Expert steps of 8 feet or more.
> **SNOOZE LEVEL:** Delete all songs with Basic steps of 2 feet or less.
> **FAST:** Delete all songs with a BPM of 200 or more.
> **SLOW:** Delete all songs with a BPM of 100 or less.
> **ALL ON:** Check all songs.
> **ALL OFF:** Uncheck all songs.

4: Return to the ENDLESS SETTINGS menu by pressing the ![SELECT] or △ button, and select PLAY to begin the game. Select EXIT if you do not wish to play.

COMBO CHALLENGE

The game is over once your combo ends! This rule is for expert players to see how long you can continue to earn a combo.

1: Select a play style
First, you must select a play style. Choose SINGLE or DOUBLE.

2: Select a character
Choose the character you would like to use.

3: Select a setting
Select the difficulty level you would like:
STEP: Choose the difficulty at which you'd like to play from the 5 listed below:
> **BEGINNER**
> **BASIC**
> **DIFFICULT**
> **EXPERT**
> **ALL** (all difficulties mixed at random)

NOTE: You cannot select BEGINNER level when you are playing DOUBLE MODE.

SURVIVAL

Get a rating of GOOD or lower 4 times, and the game ends immediately! This rule is for expert players to see how long you can keep playing.

1: Select a play style
First, you must select a play style. Choose SINGLE or DOUBLE.

2: Select a character
Choose the character you would like to use.

3: Select a setting
Select the difficulty level you would like.

STEP: Choose the difficulty at which you'd like to play from the 5 listed below:

BEGINNER
BASIC
DIFFICULT
EXPERT
ALL (all difficulties mixed at random)

NOTE: You cannot select BEGINNER level when you are playing DOUBLE MODE.

Lesson Mode

The LESSON MODE is your first step in becoming a professional **DanceDanceRevolution® Disney Channel™ Edition** player. This easy-to-use tutorial will teach you valuable DanceDanceRevolution® techniques while helping you learn the basic steps you need to succeed.

1: There are 3 lessons, each broken up into 8 sections.

2: You must pass the first 7 sections before you can attempt the eighth.

3: You may start at lesson 1 and play through all of the lessons in order.

Press the [SELECT] or ⚪ button to exit LESSON MODE.

TRAINING MODE

The TRAINING MODE is designed to help you practice any songs featured in **DanceDanceRevolution® Disney Channel™ Edition**. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice the entire song or concentrate on a specific portion of a song that gives you the most trouble.

As with other modes, begin by selecting your play style (SINGLE, VERSUS, or DOUBLE). No dancers appear on-screen in this mode. Then select a song as you would in FREE PLAY MODE to begin. This takes you to the TRAINING MODE menu for that song.

MENU SETTINGS

SONG: Highlight and select this option if you wish to return to the MUSIC SELECT menu.

PLAYER: Set the game mode to PRACTICE. Select from SINGLE, VERSUS, or DOUBLE.

DIFFICULTY: Select BEGINNER, BASIC, DIFFICULT, EXPERT, or CHALLENGE difficulty. Note that some songs may not offer CHALLENGE steps. (**NOTE:** You cannot select BEGINNER level when you are playing DOUBLE MODE.)

MUSIC SPEED: Change the speed of the song to a value between 1 and 5. (5 is the default speed.) Note that you cannot use certain ASSIST functions when using speeds less than 5.

ASSIST: This setting helps you learn the timing and rhythm needed to hit the arrows correctly by using hand claps or a metronome as your guide. You can turn the HAND CLAP, METRONOME, and SONG functions ON or OFF individually. (**NOTE:** If Music Speed is set between 1 and 4, SONG is automatically turned OFF and cannot be changed.)

SELECT OPTIONS: Adjust the following difficulty modifiers:

SPEED: Choose from x1, x1.5, x2, x3, x5, or x8 (default is x1)

BOOST: Choose from ON or OFF (default is OFF)

APPEARANCE: Choose from VISIBLE, HIDDEN, SUDDEN, or STEALTH (default is VISIBLE)

TURN: Choose from OFF, MIRROR, LEFT, RIGHT, or SHUFFLE (default is OFF)

LITTLE: Choose from ON or OFF (default is OFF)

DARK: Choose from ON or OFF (default is OFF)

JUMP: Choose from ON, OFF1, or OFF2 (default is ON)

SCROLL: Choose from STANDARD or REVERSE (default is STANDARD)

FREEZE ARROW: Choose from ON or OFF (default is ON)

FIRST BAR: When practicing a portion of a song, use this setting to choose the starting point.

LAST BAR: When practicing a portion of a song, use this setting to choose the ending point.

START: Use this command to start playing the sequence marked by the Bar Start and Bar Start settings. Before starting, you can use the ← and → directional buttons to choose between playing the whole song or only the selected range. Begin playing by pressing the ► (START) button.

← directional button: Play the entire song from start to finish.

→ directional button: Play the portion of the song identified by the Bar Start and Bar Start settings.

NOTE: To exit the TRAINING menu, simply press the △ button or ▬ (SELECT) button.

EDIT MODE

EDIT MODE enables you to create a custom-designed dance routine for any song featured in **DanceDanceRevolution® Disney Channel™ Edition**. Dance routines can be saved to a memory card (8MB) (for PlayStation®2) for future playback or editing. Additionally, the dance routines can be used in FREE PLAY MODE and TRAINING MODE.

NOTE: A DUALSHOCK®2 analog controller is required when creating Edit Data in EDIT MODE.

CONTROLS

L1 button: Change cursor's moving units. Red = 1/4th unit, Blue = 1/8th unit, Yellow = 1/16th unit, Green = 1/12th unit (1/12th units cannot be selected unless activated in SEQUENCE OPTIONS first).

L2 button: Place area mark. Placing two marks in different sections determines the editable area. Hold down the button to erase all area marks.

R1 button: Press to quickly scroll through the sequence.

R2 button: Display the Area Menu.

↑ and ↓ directional buttons: Scroll sequence data / Change items in the SELECT MENU / Place or delete corresponding arrows during recording.

← and → directional buttons: Switch between 1P side or 2P side / Switch menus / Change the SELECT MENU content / Place or delete corresponding arrows during recording.

▬ (SELECT) button: Access SEQUENCE OPTIONS.

► (START) button: Begin recording. Hold down to stop the recording session.

△ button: Place UP arrows / Delete UP arrows that already exist / Cancel command selection.

□ button: Place LEFT arrows / Delete LEFT arrows that already exist.

○ button: Place RIGHT arrows / Delete RIGHT arrows that already exist / Confirm command selection.

✕ button: Places DOWN arrows / Delete DOWN arrows that already exist / Confirm command selection.

Left analog stick: Increase scroll speed in the sequence (red mode indicator should be lit).

Right analog stick: Change width of the sequence (red mode indicator should be lit).

main menu

NEW DATA: Create a new edit file.
LOAD: Load Edit Data saved in the "Edit Library" file.
LIBRARY MANAGER: Manage Edit Data saved in the "Edit Library" file.
EXIT: End EDIT MODE and return to the Main Menu.

EDIT LIBRARY (GETTING STARTED)

In order to use EDIT MODE and create Edit Data files, an "Edit Library" file is required. The Edit Library is a convenient organizational/management system of all Edit Data files stored on the memory card (8MB) (for PlayStation®2). The Edit Library is created on a memory card (8MB) (for PlayStation®2) the first time the EDIT MODE is accessed. Only 1 Edit Library can be created per memory card (8MB) (for PlayStation®2). Within the Edit Library, up to 5 different Edit Library folders can be created. Each folder can contain a maximum of 30 different Edit Data files (for a total of 150 Edit Data files).

EDIT MENU

NEW DATA: Create a new edit file. A memory card (8MB) (for PlayStation®2) is needed to save or load files.
SAVE & LOAD: Open menu to save and load files.
QUICK SAVE: Quickly save any changes/modification to the currently saved file.
RECORD: Access RECORD OPTION menu.
While in the work area, press the ▶ button to begin recording. The following settings can be changed in the RECORD OPTION menu:
  PLAY STYLE: Select from JUDGE 1, JUDGE 2, WATCH, OVER INPUT and SAVE INPUT.
  REPEAT: Set loop play ON/OFF.
  INPUT SE: Turn the sound effect for entering/erasing an arrow during recording ON/OFF.
  FILTER BRIGHT: Adjusts how much of the EDIT screen is viewed during playback of a song (only available on JUDGE 2 setting).
  HAND CLAP: Turn hand claps ON/OFF.

OPTIONS:

  INPUT TYPE: You can set whether the cursor stays in place (KEEP) or moves to the next line after placing an arrow (NEXT).
  BGM: Turn background music ON/OFF during editing.
  ICON EXPL: Turn EDIT menu icon explanation ON/OFF.
  STATUS: Turn status information on the current file, such as the song name and total number of steps, ON/OFF.
LIBRARY MANAGER: Manage Edit Data saved in the Edit Library. The Library Manager offers many different functions for Edit Data files, such as copying, renaming, changing, deleting, and saving.
EXIT: End EDIT MODE and return to the Main Menu.

area menu (R2 button)

COPY: Copies the selected area to the Clipboard. The Clipboard stores data temporarily in memory for pasting (see PASTE).
PASTE: Places the data stored on the Clipboard beginning at the cursor.
CUT: Deletes the selected area and temporarily stores the data in memory for pasting (see PASTE).
UNDO: Up to three previous operations/tasks can be undone. This allows you to correct your mistakes.
DELETE: All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.
REVERSE: Arrows in the selected area will be rearranged by the following options:
  MIRROR: All arrows (UP/DOWN and LEFT/RIGHT) will be reversed.
  UP/DOWN: Only UP and DOWN arrows will be reversed.
  LEFT/RIGHT: Only LEFT and RIGHT arrows will be reversed.
QUANTIZE: This function is helpful in adjusting the placement of the arrows with the timing of the music. Arrows can automatically be matched to fit the 4th, 8th, or 12th note. Additionally, you can delete all 1/8, 1/12, and 1/16 units by selecting LITTLE from the QUANTIZE menu.

NOTE: Most commands cannot be used until 2 area marks have been set.

SEQUENCE OPTION (SELECT BUTTON)

PLAYER (MENU): Three different types can be set while editing (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: Turn the option to enter freeze arrows ON/OFF during recording. When this option is set to ON, regular arrows cannot be placed in the edit file. The length of the freeze arrow can be adjusted by aligning the cursor at the beginning point of the freeze arrow and holding down the corresponding arrow input button (△, ◯, ✕, ▣) while pressing the ↑ and ↓ directional buttons.

To delete a freeze arrow, hold down the corresponding arrow input button (△, ◯, ✕, ▣) while pressing the ↑ and ↓ directional buttons from the beginning to the end of the freeze arrow. Freeze arrows can also be deleted by positioning the cursor in between the beginning and end of the freeze arrow and pressing the corresponding arrow input button (△, ◯, ✕, ▣).

NOTE: To input a freeze arrow when not recording, hold down the desired arrow input button (△, ◯, ✕, ▣) and wait until the arrow color turns bright green. Continue holding the desired arrow input button (△, ◯, ✕, ▣) and press the ↑ and ↓ directional buttons to adjust the desired length of the freeze arrow.

WORKAREA: Two types of step arrangement can be selected. NORMAL (1P and 2P sides are divided) and DOUBLE (1P and 2P sides are combined).

ARROW: Change the type of arrow displayed.

GETTING STARTED (EDIT MODE)

1) After accessing the EDIT MODE for the first time, an "Edit Library" file is created on the memory card (8MB) (for PlayStation®2).
2) Select NEW DATA.
3) Select a song.
4) Select a play style (SINGLE, COUPLE, or DOUBLE).
5) Decide if Konami sample data will be used. (If YES is selected, the game will import the song's default step patterns to get you started with the re-editing process.)
6) Begin placing arrows to create a new edit.
7) Save the edit data by selecting SAVE & LOAD from the EDIT menu.

8) Choose an empty slot in the Edit Library folders to save the data.
9) The Groove Radar shown on the SAVE/RENAME screen displays the status of the Edit Data that you've created. Name your Edit Data using the on-screen keyboard.
10) You can set the difficulty level of the Edit Data by selecting FOOT. Follow the on-screen instructions to set the difficulty level and FOOT RATING. Select END to confirm and save.

NOTE: These ratings are also listed in the Library Manager. Use the Groove Radar to make adjustments as necessary, so that you can assign ratings that will provide reference when playing EDIT PLAY with friends.

11) Saved Edit Data can be re-edited after loading the data (Select LOAD from the EDIT MODE main menu).
12) When re-editing a previously loaded file, the QUICK SAVE function will overwrite the existing data and store any changes/updates to the file.
13) Once a saved Edit Data file is ready for use, the Edit Data can be played in other sections of the game, such as FREE PLAY MODE and TRAINING MODE.
14) Edit Data must be saved in the Edit Library before it can be used in FREE PLAY MODE or TRAINING MODE.

LIBRARY MANAGER

The Library Manager organizes all Edit Data files and offers many different functions for managing the Edit Data.

1) The Library Manager organizes 30 different Edit Data files saved on the memory card (8MB) (for PlayStation®2) in a folder. A maximum of 5 different folders can be created (for a total of 150 Edit Data files).
2) To access LIBRARY MANAGER functions on any Edit Data file, highlight the appropriate Edit Data file and press the ◯ or ✕ button twice. The LIBRARY MANAGER menu will appear. Refer to the LIBRARY MANAGER menu for more information.
3) When there is more than 1 folder, switch between folders using the L1 button, L2 button, R1 button, and R2 button. Subsequently, folders can be deleted by selecting FOLDER DELETE on the desired folder that is to be removed.
4) It is possible to copy and change Edit Data files in different folders. For example, data saved in the 12th spot of Folder 1 can be exchanged with data saved in the 25th spot of Folder 5.
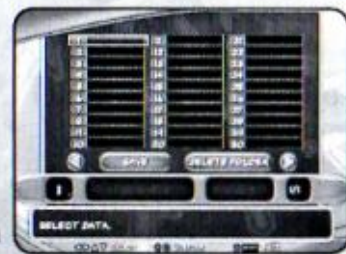
5) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.

LIBRARY MANAGER MENU

COPY (creates duplicate Edit Data files)
1) After choosing an Edit Data file, open the LIBRARY MANAGER menu and select COPY from the menu using the ⊙ or ⊗ button.
2) Select an empty position in the folder to copy the data. Data is successfully copied as long as data with the same name does not already exist in the folder. If there is already data with the same name, save the Edit Data file under a different name.

RENAME (renames Edit Data files)
1) After choosing an Edit Data file, open the LIBRARY MANAGER menu and select RENAME from the menu using the ⊙ or ⊗ button.
2) Confirm that you wish to rename the file and adjust the file name accordingly on the RENAME screen.
3) When you are finished adjusting the name, select END from the RENAME screen and confirm the name change.
4) The name cannot be changed to a name that already exists.

CHANGE (moves/exchanges Edit Data files to/with a different position)
1) After choosing an Edit Data file, open the LIBRARY MANAGER menu and select CHANGE from the menu using the ⊙ or ⊗ button.
2) Select an empty or filled position in the folder.
3) Data is successfully moved/exchanged as long as data with the same name does not already exist. If there is already data with the same name, the Edit Data file must be renamed first.
4) For easier convenience, files can be moved/exchanged without accessing the CHANGE function.
   a. Highlight the Edit Data file and press the ⊙ or ⊗ button to select the data.
   b. Highlight the empty or filled position in the folder and press the ⊙ or ⊗ button.
   c. The Edit Data file is moved/exchanged.

DELETE (removes Edit Data files)
1) After choosing an Edit Data file, open the LIBRARY MANAGER menu and select DELETE from the menu using the ⊙ or ⊗ button.
2) An on-screen message will prompt you to confirm the file deletion. Please be sure that the correct data has been selected before deleting.

3) If you accidentally delete the incorrect file, you can still retrieve the original file as long as you have not saved the changes to the Edit Library. Exit EDIT MODE and re-enter EDIT MODE to load the memory card (8MB) (for PlayStation®2).

SAVE (saves changes to the Edit Library)
1) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.
2) Updates and changes to the Edit Library can be saved by accessing the LIBRARY MANAGER menu or by selecting SAVE on the main LIBRARY MANAGER screen.

CANCEL (closes Library Manager menu)
Selecting CANCEL from the LIBRARY MANAGER menu will close the menu and return to the main LIBRARY MANAGER screen.

OTHER LIBRARY MANAGER FUNCTIONS

CREATE FOLDER (creates new folders)
Use the L1 , L2 , R1 , and R2 buttons to switch from the existing folder to a NEW FOLDER screen. Select FOLDER CREATE on the screen menu to create a new folder.

DELETE FOLDER (removes existing folders)
Use the L1 , L2 , R1 , and R2 buttons to switch from the existing folder to the desired folder that you want to remove. Select FOLDER DELETE on the screen menu to delete the appropriate folder. Any Edit Data files stored in the folder will also be deleted.

NOTE: It is not possible to delete a folder in Library Manager when only one folder exists. If you wish to delete this folder, access the PlayStation®2 console browser for the memory card (8MB) (for PlayStation®2) and delete the Edit Library data file. However, the next time you access EDIT MODE, the game will create a new Edit Library.

RECORDS MENU

Records menu lets you examine High Scores you've achieved in **DanceDanceRevolution® Disney Channel™ Edition**'s various modes. Press the ⬆ and ⬇ directional buttons to cycle through the desired options and press the ✕ or ⬤ button to confirm your selection. Cancel a selection with the △ or ▬ button. RECORDS MENU tracks the following types of High Scores:

HIGH SCORES: Tracks High Scores you've achieved in FREE PLAY MODE.

HIGH SCORES MAGIC MODE: Tracks which characters you've defeated in MAGIC MODE and your ranking for each song.

ADVANCED MODE NORMAL: This tracks which courses you've passed and how well you ranked on NORMAL difficulty.

ADVANCED MODE CHALLENGE: This tracks which courses you've passed and how well you ranked on CHALLENGE difficulty.

ADVANCED MODE ENDLESS: Tracks your highest scores in ADVANCED MODE's ENDLESS play style.

ADVANCED MODE SURVIVAL: Tracks how long you've lasted in ADVANCED MODE's SURVIVAL play style.

ADVANCED MODE COMBO CHALLENGE: Tracks your longest combo chains achieved in ADVANCED MODE's COMBO CHALLENGE play style.

OPTIONS

The OPTIONS MODE contains a variety of settings that you can configure to suit your personal tastes. Press the ⬆ and ⬇ directional buttons to cycle through the desired options and press the ⬅ and ➡ directional buttons to change settings. After all settings have been adjusted, highlight EXIT and press the ✕ or ⬤ button to confirm the settings and return to the previous menu.

The following settings are available in the OPTIONS menu:

SOUND OPTIONS: Adjust sound settings.

CONTROLLER SETTINGS: Adjust the controller settings.

SAVE/LOAD: Save/Load/Auto Save system-data settings.

GAME OPTIONS: Adjust game settings.

GRAPHIC OPTIONS: Adjust graphic settings.

EXIT: Return to the MODE SELECT screen.

DANCING TIPS AND BEGINNER'S GUIDE

Follow these special tips to become a pro player.

You are not penalized for hitting incorrect dance steps. You are only penalized for missing the correct dance steps. Many players find it easier to keep time by always dancing to the beat, even if there is a break in the arrows. It is also a good idea to reposition yourself on the DDR Controller before starting a complex dance pattern in order to start things off on the right foot.

Avoid returning to the center while playing. Learn to move around the entire DDR Controller and use both feet when possible.

To execute certain dance patterns, it is sometimes easier to pivot your body and face different directions rather than always looking forward at the screen.

Practice, practice, practice!! At first, you may feel discouraged by failing easy-level songs, but you will be mastering CHALLENGE Courses in no time!

Don't forget the BEGINNER difficulty, LESSON MODE and TRAINING MODE. These are key to learning how to play and mastering difficult songs.

Remember to use difficulty modifiers, such as LITTLE or SHUFFLE, so that songs at higher difficulties become easier to learn or more fun to play. Also, if you are having difficulty with freeze arrows, turn off the FREEZE ARROW difficulty modifier.

If you have trouble passing certain songs, remember that you can create your own dance steps for every song in EDIT MODE. This will allow you to enjoy every song in **DanceDanceRevolution® Disney Channel™ Edition**. Over time you can learn how to pass the original version of the song.

In some cases, increasing the speed of the arrows will make certain songs easier to play and improve your timing skills.

MUSIC CREDITS

We're All in This Together
Written by Matthew Gerrard and Robbie Nevil
Published by Walt Disney Music Company (ASCAP)

Get Your Head in the Game
Written by Ray Cham, Greg Cham and Andrew Seely
Published by Walt Disney Music Company (ASCAP)

Bop to the Top
Written by Randy Peterson and Kevin Quinn
Published by Wonderland Music Company, Inc. (BMI)

I Can't Take My Eyes Off of You
Written by Matthew Gerrard and Robbie Nevil
Published by Walt Disney Music Company (ASCAP)

Best of Both Worlds
Written by Matthew Gerrard and Robbie Nevil
Published by Walt Disney Music Company (ASCAP)

This Is the Life
Written by Jeannie Lurie and Shari Short
Published by Walt Disney Music Company (ASCAP)

Nobody's Perfect
Written by Matthew Gerrard and Robbie Nevil
Published by Walt Disney Music Company (ASCAP)

Who Said
Written by Matthew Gerrard, Jay Landers and Robbie Nevil
Published by Walt Disney Music Company (ASCAP)

Cheetah Sisters
Written by Jamie Houston
Published by Seven Peaks Music abo itself and John and Nancye's Sons Music (ASCAP)

Girl Power
Written by Ray Cham and Rwaana Bornes
Published by Walt Disney Music Company (ASCAP)

The Party's Just Begun
Written by Matthew Gerrard and Robbie Nevil
Published by Walt Disney Music Company (ASCAP)

Step Up
Written by Matthew Gerrard and Robbie Nevil
Published by Walt Disney Music Company (ASCAP)

Push It to the Limit
Written by Matthew Gerrard and Robbie Nevil
Published by Walt Disney Music Company (ASCAP)

Jump to the Rhythm
Written by Frank Fitzpatrick, Keith Thomas, and Robyn Johnson
Published by Walt Disney Music Company (ASCAP)

It's On
Written by Tim James and Antonina Armato
Published by Walt Disney Music Company (ASCAP)

It's My Turn Now
Written by Matthew Gerrard and Robbie Nevil
Published by Walt Disney Music Company (ASCAP)

Vertical
Written by Jamie Houston
Published by Walt Disney Music Company (ASCAP)

Call Me Beep Me (Kim Possible Theme)
Written by Corey Lerios and Andrew Gabriel
Published by Walt Disney Music Company (ASCAP) & Wonderland Music Company, Inc. (BMI)

That's So Raven Theme Song
Written by John Coda
Published by Walt Disney Music Company (ASCAP)

The Suite Life of Zack and Cody Main Theme
Written by John Adair, Stephen Hampton and Paul Bessenbacker
Published by Walt Disney Music Company (ASCAP) & Wonderland Music Company (BMI)

THANK YOU FOR PLAYING!

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CUSTOMER SERVICE

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