Dance Dance Revolution 2nd Mix (Import) Playstation to Dreamcast Changes FAQ

by Justin Strauss   Updated to v1.0 on Mar 24, 2000

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Dance Dance Revolution 2nd Mix
Playstation - Dreamcast Changes FAQ
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0.0 Revision History

V0.8 - 02/29/00 - Initial Release! Expect typos or grammar problems from it.

V0.9 - 03/05/00 - Added the section on DC Edit Data. Many thanks to Komejin
                    for the encouragement to add it, and confirmation on
                    what it does ^_^
                 - Edited a few segments, such as the missing song on DC.

V1.0 - 03/24/00 - Fixed any apparent typos and missing bits.
                 - Polished up some sentences and areas.
                 - Completed the section on Options Menu differences.
                 - Edited the Key Config and Memory Card sections.
                 - Added the section on Training mode.
                 - Added the section on Demo Reel differences.
                 - Added the section on Link Version.
                 - Added the section on Background Graphics.
                 - Started Overall Summary.

Coming Soon:

    -a list of any and all obvious changes
    -other specific or obscure changes that I left out
    -detailed analysis of credits

1.0 General Description

     The purpose of this FAQ is a simple one. This file will list any and all
changes that were made between the Playstation and Dreamcast versions of this
game. Think of it as a "list of differences." There are many things that are
different about the two, ranging from easily noticeable graphic changes to minor
technical memory-management changes. In the case of this game, the Dreamcast one
came out later (and therefore has new features and more songs). There are many
reasons that they made "different" versions of the game for these two systems.
The main reason, of course, is the "performance" of the systems themselves. The
Playstation version came out first because the PSX was more established and easy
to develop for. The more powerful system (in this case, Dreamcast) usually tends
to get the "better" of the features. However, there are little things that are
missing from both games. I will do my best to list every one of them ^_^ And
besides, you can never have a home-version of a game that is "identical" on both
of the different systems.

     Also, please remember, I am NOT trying to insult either the Playstation or
the Dreamcast. This FAQ is intended only for the purpose of informing the fans
of the game. I personally love DDR (and all its incarnations) more than almost
any other game that exists. In fact, it is my obsession and love for this game
that convinced me to write this in the first place. It's one of the best games I
have ever played, and has brought me countless hours of joy. I personally own
BOTH versions of it, for both systems, and I do not regret either purchase. This
is simply a well-researched attempt at making a comparison, and knowing every

little bit of info that I can about the game.

    In reality, if you are trying to decide "which version is better"... it goes like this: If you own a Dreamcast, buy the DC version of the game. If you own a Playstation, buy the PSX version of the game. I don't even need a "review" to tell you... that this game is an absolute must-own! However, if you own BOTH the Playstation and Dreamcast systems... and you're not sure of which version to buy... then of course you should get the Dreamcast one. It is the better version overall, and by far.

2.0 Options, Menus, Gameplay

    -Options Menu. There are various options that are present in one version of the game and not in the other. First, the option for "BG Effect" has two more choices in the Dreamcast version than were present in the Playstation version. You can choose "Effect A" or "Effect B" which seem to vary the brightness and intensity of the background. The option for "Character Model" that we saw on Playstation is not present on Dreamcast, because you choose your characters differently on there. On Playstation, the "Game Over" option had choices of "Arcade/2ndReMIX" while Dreamcast has options of "Arcade/Off." This is because the Arcade and Dreamcast versions share the same name and overall background scheme (2nd Mix). Additionally, the choice for "Ending" that said "2ndReMIX" was changed to read "Dreamcast." And, of course, the Dreamcast has the "DC Edit Data" which is explained below. Overall, the options menu on Dreamcast is a bit cooler, though not a drastic change.

    -Key Config. The button layout for the Playstation controller is different than that for the Dreamcast controller. Both systems also have their own Dance Dance Revolution Controller (dance mat, sold separately). When using the standard controller, there is a default button setup for each system. Both of these versions use the directional buttons as well as the four other buttons (which correspond to the directions as well). This part isn't a huge concern, since the placement of the side buttons is the same for both systems (for example, the "circle" button on Playstation is in the same place as the "B" button on Dreamcast). Any time you would hold or press "X" on Playstation, you'd hold or press "B" on Dreamcast. The "circle" button also becomes the "A" button on Dreamcast, while the "select" button becomes the "analog" stick on Dreamcast. However, the option for Double Mode Setting "Type: A-D" from the Playstation version is not present in the Dreamcast version. This is because the Dreamcast controller does not have four "shoulder buttons" and can therefore not have all four directions represented by them. Therefore, this is a slight plus for the Playstation.

    -Secret Menu Selection. On the Playstation version, you can select the various "secret menus" by pressing the "select" button on the PSX controller. For example, this method is used to change the title screen option for "Bonus Track" into "Extra Track" or to change "Edit Mode" into "Paint Mode." On the Dreamcast version of the game, this is done differently because the Dreamcast controller has no "select" button. To change the menus on the title screen into these secondary options (on Dreamcast) simply press the "analog" stick in any direction, one time. Additionally, the Dreamcast's DDR Controller (dance mat) does not have a "select" button on it. To access the various secret menus when using the dance mat, you must press the spot on the upper-left of the pad that says "Konami." We can refer to this as the "konami button," and this button will function for the analog stick in any case it is needed. This difference doesn't really give a plus to either system, it's simply a technical change.

-Memory Card. On the Playstation, you can use a Dance Dance Revolution
Controller (dance mat) for both players, and can load your data from either
memory card slot on the console. On the Dreamcast, the VMU plugs into the
controller of one of the players. So, because of this, you can not use your VMU
to load data from the first two players' slots if you want to use two DDR
Controllers. However, you can plug standard controllers into the first two
player slots on the Dreamcast (and then load your game data from one of these,
while the dance mats will still function when plugged in for players three and
four). Additionally, the option for "User Support" that we see on Playstation is
not present on Dreamcast. This is because the contents of the first Playstation
DDR are included in the Dreamcast version, and there is no separate game. See my
2ndRemix FAQ for more info. This is just another technical change, and not a
real plus for either system.

3.0 Modes, Levels, Characters

    -More Music. The Playstation version of the game contains all the basic
songs that were "newly added" to the arcade version of DDR 2nd Mix. It does not
contain the older DDR songs from that title, because these songs were already
included on the original DDR for Playstation. However, the Dreamcast version of
2nd Mix contains all of the songs from the arcade and both of the Playstation
releases (yeah, so the Dreamcast one basically has got ALL the songs from both
DDR and DDR2 for Playstation... combined! Totally sweet). For reference, the
"older" DDR songs are the ones like "Have You Never Been Mellow," "Kung Fu
Fighting," and "Butterfly." When you go to "Normal" or "Hard" difficulty (on
Dreamcast), these classic songs will be there along with the newer ones. There
is one exception to this, though. The song "Strictly Business" by Mantronik vs.
EPMD is not present in the Dreamcast release. (It is unknown "why" this
happened, and I'm researching it. Either way...) Therefore, this is a plus for
the Dreamcast.

    -Bonus Tracks. On the Playstation version of the game, there are Two songs
in the "Bonus Track" section. These songs are "The Race" and "In the Navy '99"
from DDR 3rd Mix. You can play these songs only on "Basic" difficulty. There is
no spot in the high scores table for these songs. On the Dreamcast version of
the game, the "Bonus Track" section is much more elaborate. There is a total of
Seven songs in this version of the game. The two songs from the Playstation
version are included, as well as five more: "Keep on Movin," "Let Them Move,"
"20 November," "Captain Jack," and "Dynamite Rave." In addition, you can play
these songs on any difficulty level (Basic, Another, Double Basic, or Double
Another). And later, you can earn the ability to play these songs on "Step Step
Revolution" difficulty (which is the 3rd Mix equivalent of "Maniac"). There is a
section on the Dreamcast's "Records" table for all of these songs, as well.
Therefore, this is a plus for the Dreamcast.

    -DC Edit Data. On the Dreamcast version of the game, this is a special
option that will appear in the "Options" menu at the title screen. It appears at
the bottom (after certain requirements are fulfilled, just try and beat the game
enough times on both difficulties). It will read "DC Edit Data: On/Off." When
you switch this to "On," you will be able to select the special "Edit" data that
the programmers have put in for the game's levels. These variants can be
selected just as with normal "Edit" data (there will be a picture of a VMU above
the level's discs that you select in "Arcade" mode). Some of the levels will
have just one variant on the steps, and this is always a tougher version than
the "Basic" difficulty. This adds a great deal of variety to the game's levels,
some of which you may have played over 500 times each (like myself, yeesh ^_^).
Also, you may remember that the songs "Butterfly" and "Kung Fu Fighting" had two

different versions in the Playstation release of Dance Dance Revolution (one variant for "Normal" and one for "Hard"). In the Dreamcast version, Butterfly has been moved to "Hard" and Kung Fu got moved to "Normal." However, you can now play the "other" versions of both of these levels... the versions that seemed to have been left out from the PSX version... by accessing this data from the "DC Edit Data." (For example, the DC-Edit file name for the "Normal" difficulty version of "Butterfly" is "1-Norm-S"). Therefore, this is a plus for the Dreamcast.

    -Character Selection. On the Playstation version, you can select which character you wish to use when you start your game from the title screen menu. You hold down the "left" or "right" directional button to pick different character models (and you can choose the set of models you wish to use from the options screen). In this form, there are certain characters that you can use for either player one (the males) and player two (the females). On the Dreamcast version, there is a new feature called the "Character Select Screen." You can access this at the screen where you choose your game difficulty (Easy, Normal, or Hard). When you are on this screen, press the "analog" stick one time in any direction (or the "konami button" once). This will take you to a screen where you can choose which character you wish to use in arcade mode (or any other mode you may play after this) by pressing "left" or "right." The game starts you out with Three characters, and eventually lets you choose Twelve characters. There is also an alternate costume or color for each of these 12 characters (when player two picks them). This not only makes it easier to select characters, but you can also now choose any character model for either player (which means that you can both be women, or both be men, etc). Therefore, this is a plus for the Dreamcast.

    -Arrow Shapes. This is an option that is available only for the Dreamcast version. You access it from the "Character Selection Screen" (see above) by pressing the "analog" or "konami" button. Here, you can press "down" or "up" to choose different shapes for the arrows that you normally see in the game. There are different forms of arrows, as well as Japanese characters and weird head shapes that can be used in place of the usual arrows from the game's levels. This is a creative twist, and can also provide a challenge. Therefore, this is a plus for the Dreamcast.

    -Training Mode. There is a new feature that is added to the Dreamcast version of the game. It is the "Guide" feature. With this set to one of the various choices, it will use various clicks and beat noises while you play the song in Training mode. This will help you to play or keep the beat of the song better. This option is not present on the Playstation. Also, as a minor note, you can not "Change" the position of the training menu on the Dreamcast version. This is because there is no "select" button on there, and the "start" button is used to begin the training (rather than the choice of "Start" that was present on the Playstation menu). Overall, this is a plus for the Dreamcast.

    -Link Version. For the Playstation version of the game, there is an option to use your data with the Link Version of the newest arcade machine (Dance Dance Revolution 3rd Mix). Your Playstation memory card can be inserted into the special slot on the arcade machine, for use with various cool options (like the "Paint Mode" for the arrows). This ability is not available on the Dreamcast version of the game, because the Dreamcast VMU is not compatible with the arcade machine. Therefore, this is a plus for the Playstation.

4.0 Graphics, Sound, Cinemas

-Character Graphics. In the Playstation version, there are far less character polygons when compared to the Dreamcast's characters. Although the animations and movements are the same in both, the characters are composed of far more polygons in the Dreamcast version of the game. This is again because of the Dreamcast's higher RAM and memory usage. Overall, the characters move much more fluidly and smoother in the Dreamcast version. Also, the characters have a more realistic and rounded shape, which is more fun to look at. Therefore, this is a plus for the Dreamcast.

-Ending Cinema. The ending, as well as the "Extra Track" you can play during it, seems exactly the same on both versions of the game. The only difference is that the notation of "Playstation Staff" is replaced by "Dreamcast Staff" on the Dreamcast's version. Some of the various staff names are sure to be different, and I will list these in detail at a later date. Overall, though, this is a very small technical difference and not a plus for either system.

-Demo Reel. On both versions of the game, there is a set of little demo sequences that run when you are at the main menus (but are not pressing any buttons at all). Sometimes it will show a demo of a stage being played, and sometimes it will show you the "how to play" tutorial. On the Playstation version, you will sometimes see a picture that tells you how you can take your memory card to the arcade, to link it up with DDR 3rd Mix. This graphic is not present on the Dreamcast version, because the arcade machine only accepts Playstation memory cards. Also, during the demo reel, you will see an advertisement for the "Dancemania" CD series from which most of the songs come. The Dreamcast version of the game shows a more up-to-date list of all the Dancemania CD's than the Playstation version does. And, as a small note, the music that plays during this advertisement is a clip from the song "Boys." In the Playstation version, the song clip starts from the first full chorus (in the middle of the song) whereas the sound clip on Dreamcast starts from the very beginning of the song. Either way, this is not a plus for either system. Just another technical change.

-Background Graphics. Since there is a name change (of the game title) between the Playstation and Dreamcast versions of the game, the menu background graphics had to be changed in some spots. Any occurence of the words "2nd Remix" was replaced with "2nd Mix Dreamcast Edition." This happens whenever the game's title graphic is shown in the background in some way. For example, this takes place during the "Demo Reels." Also, you will see this background when you view the "Records" tables or "Options Menu." This is a very minor technical change, and therefore not a plus for either system.

5.0 Framerate, Loading Time, Technical

-Loading Time. There is a higher amount of loading time on the Playstation version. Both versions of the game have a special background that pops up between the levels of the game and in other cases. However, there is no real loading time on the Dreamcast version. On the Playstation, it says "now loading" whenever this background comes up. This loading time can take a few seconds in most cases. But, in some cases where the memory gets stressed, this loading time can stall for almost a half minute. On the Dreamcast version, the loading time is barely noticeable (not even one second). The stalls that were mentioned on the Playstation version are not present in the Dreamcast one. Therefore, this is a plus for the Dreamcast.

-Framerate. In the Playstation, the framerate is a bit lower than that on the Dreamcast. The movement of the arrows is very slightly choppier on the

Playstation. However, you can not notice this when playing the "Arcade" mode.
The difference is more apparent when playing "Endless" mode (in this mode, the
framerate is far less than usual on either version of the game. Reguardless, the
Dreamcast's "Endless" mode has a higher framerate for the arrows). This is
mainly an issue of "how nice it looks" and should not effect the gameplay in
arcade mode. For "Endless" mode, though, the higher framerate for the arrows
makes it easier to play on Dreamcast. The arrows move more smoothly, and are
easier to get "perfects" for when you watch them (yes, if you are the type of
person who watches the arrows in order to do the steps, it is much harder to get
them on time when the framerate is lower). Also, to note, the opening movie file
has a higher framerate on Dreamcast, and looks much smoother. Therefore, this is
a plus for the Dreamcast.

6.0 Overall Summary

Statistic   Playstation   Dreamcast

Songs   36 Songs   43 Songs
Bonus Tracks   2   Songs   7   Songs
Characters   24 Models   24 Models
Memory Card   2   Blocks   9   Blocks
Loading Time   Minimal   None

7.0 Contributions and Thank-You's

    GameFAQs (www.gamefaqs.com) for hosting this FAQ, along with more great
gaming info than most any site out there. Keep up the good work, man. Without
GameFAQs... where would we all go for detailed game help? Sure, lotsa places
have great code archives, and some TRY to keep all the best FAQs. But who
succeeds? Only one, my friend ^_^ Jeff "CJayC" Veasey does an astounding, daily
job of organizing these entries (and he writes his own wonderful FAQs). I must
also give a hearty thanks to Al Amaloo, the maintainer of Videogame Strategies
(vgstrategies.about.com). He has completed perhaps the best and most extensive
archive of codes and tricks (www.gamewinners.com) and written extensive guides
for games that would go otherwise un-covered. And what makes these two men (Jeff
Veasey and Al Amaloo) so special... is that they provide an invaluable service
to the gaming community out of the goodness of their heart. They work hard,
every day, without the help of any major affiliate. Bravo to both of you!

    The wonderful patrons of my own message board, the OtherWorlds Shrine
(www.tows.org) which is sometimes the only refuge for the true gamer. Along with
my friend SineSwiper, we keep the shrine alive as a place for gamers to
respectfully speak and get together while online. The friends that I have made
there have meant the world to me, despite how my "real life" sometimes drags me
offline for days at a time. Either way, here's to ya'll... and I won't mention
any names (as there are too many of you to possibly remember them all now. And
you'll kill me if I miss any, hehe). The place has been around for years, and I
guarantee that it will always exist as long as there is an Internet.

    The select few of my real-life friends who love gaming almost as much as
myself, and keep me inspired to keep on playing. Tacchi, you're as obsessed over
games as me. We've been gaming for well near two decades. We're getting old,
dude. And Crystal, well you can kick most of our sorry arses ^_^ Steffannee...

you introduced me to Will in Rival Schools! Scott, you've been a pal through it all, despite how you suck at games ^_^ Kathryn, your love and understanding will always be cherished (yes, call me sappy). And Alex, you've been there since we were infants, when the NES was only a dream in the semi-near future. Chris, you're one of my dearest friends (as well as one of the most eerily unique). Your love for the Butterfly song and the goofy dance you do... will always bring a smile to my face.

    And of course, thanks go out to Lynn and Donna! You two are a few of the only people who love Pop 'n Music (and Bust a Move of course) as much as I do. Every time we meet is a cherished moment. And, speaking of music games, I owe a world of thanks to Malcolm. His friendship has meant a ton to me, and he's one of those few folks who plays and works hard at ALL the music game series just like I do (Beatmania, Dance Dance Revolution, Pop 'n Music, Bust a Move, and the countless other Bemani titles as well). Matt, you're the only true Gas-o, and a dear dear friend (I know, I use that phrase so often, but it's true!) And finally, Freddy-kun, you love H-anime more than any other Shorty I've ever known ^_^;;

    Konami, Sony, Sega, and all the great companies and people who made the game possible. Without them, we'd never have been introduced to this wonderous world, beautiful characters, and a style of gaming that changed our lives. These Bemani games, like Dance Dance Revolution, are perhaps my favorite genre out there right now. It gives those folks with a "rhythmical sense" a way to convey that sense through gaming. And besides, it beats having another cookie-cutter RPG or fighter to deal with.

~End of File~