

Pop'n Music 2 (Import) FAQ

by Pietoro

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This walkthrough was originally written for Pop'n Music 2 (Import) on the DC, but the walkthrough is still applicable to the PSX version of the game.

POP'N MUSIC 2

FAQ and Play Guide

Version 1.0 11/17/99

"Pop'n Music Controller" and Analog(DS) controller compatible

Memory card: 1 block Pocket station: 5 blocks

Also available for Dreamcast (Which this FAQ also can probably apply to)

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1. WHAT'S "POP'N MUSIC"?

For those of you not in the know Pop'n Music was originally an arcade game in Japan. It follows in the footsteps of "Beatmania" a DJ-sim game. The goal of the game is to press colored buttons in time with descending blocks that follow the rhythm of a song. Sounds pretty simple right? But in fact, even if you're used to playing a keyboard or guitar (along with touch typing, useful skills to have if you want to play this game), you'll find yourself push random buttons in a flurry to catch up with the song.

Before you buy this game you should buy the controller. Using a normal controller is technically okay, but it takes half of the fun out of the game and it makes it a lot harder. The only drawback of this is that the controller costs as much as the game does and you can only use it for Pop'n Music games. Still, if you ask me it's worth it. I stopped playing Final Fantasy 8 in the height of its plot for a week straight after I bought this game. It's also a great game for small parties (Though unlike Parappa, intoxication makes it more difficult). This game rocks, literally!

2. HOW TO PLAY THE GAME

The game will take a little while to load when you first put it in. This is because it is known as a "Key Disc", which means that you can buy supplements for the game (Called "append discs", with extra songs and new levels) at a later date and use them with the game. This is a great thing since Append Discs only cost about half as much as a normal game! As of yet there are none available but expect to see some soon (Beatmania, for instance has five Append Discs)

After the game boots up you'll be given a choice as to what type of controller you want to use. (Note: From here on I'll assume that you have an official Pop'n Music Controller. if you're using a normal PSX controller see the button equivalencies list in the options section (3.6) of the menu explanation). Use the BLUE buttons to scroll through the choices (5,7, and 9-button-mode), and the RED button to confirm. In 5-button-mode the WHITE and YELLOW buttons aren't used in play. In 7-button-mode the WHITE aren't used. I suggest you start with the 5 button mode until you get used to the controller. Once you choose you can change in the options menu.

Next the game will check for memory card saved data. After the game finally loads press the start or the RED button to skip to the menu screen. Use the BLUE buttons to scroll through the options. For now select "Arcade" mode. Next you'll be shown a screen that lists 4 different challenge levels "Beginner, Normal, Excite, and Party". Again use the BLUE to select Beginner mode (with the kitty cat) and the RED to confirm it.

The game will now start its tutorial level. Listen to Nyami and Mimi (The Cat and Bunny) as they explain how to play the game (Also look at page 8 of the instruction book). Probably observing their demonstration is the best way to learn the game. Simply press the given button for each Pop-kun (the name of the little blocks) as it hit the line at the bottom of the screen. If you get it perfectly on the line you get a "Great" message, partially on the line gets a "Good" and a miss gets a "Bad" message. Play through the easy tutorial and win. Don't worry if it seems impossible at first you'll get used to it! Also if you selected 5, or 7 button mode ignore the shaded Yellow and/or White blocks.

As you hit the buttons in time you'll see a little gauge at the bottom. The more "Goods" and "Greats" you get the more it will fill up. Input misses will of course cause the gauge to go down. In order to beat a given opponent you must finish the song within the red zone of the gauge. After you finish a level you see a screen that shows your score for that level and total score for the game. If you won your score will be added to your previous score and you'll advance to the next level. If you lost your total score will be reduced to zero and you be shown a continue screen. Press the RED to continue and either of the BLUE buttons to make the countdown speed up.

Once you've beaten the tutorial you'll be shown an opponent. Use the usual method to scroll through given opponents and select them. Every one has a different song and difficulty so be sure to notice the gauge that says "Easy...Hard" on the left-hand side of your screen. Now all you have to do is beat two opponents after the tutorial to clear the first level. Good Luck!

As you play the game more you'll unlock more hidden songs and characters. This is mostly done in normal mode. There are over 40 songs to find so always be on the lookout for something new!

3. MENU SCREEN EXPLANATIONS

The WHITE and YELLOW buttons (even in 5 or 7 mode) can be used as cancel button

3.1 ARCADE

This will bring you to the arcade screen. See mode explanation for more details.

3.2 ORIGINAL

This will bring you to the original mode screen. See mode explanation for more details.

3.3 TRAINING

Here you can train against anyone you have fought (even if they beat you). Use the normal method to select one of the following options.

START: start training.

MUSIC SELECT: Use BLUE buttons to scroll through songs.

SETTINGS: brings up the following sub-menu

--Speed: Set from 1(slow) to 5 (fast). On speeds 1-4 you won't hear any music.

--Phrase: View the block pattern entire song in (use BLUE buttons to scroll).

--Auto: Watch the game play itself.

--Repeat: Song restarts automatically.

EXIT: well what da' ya think it does?

3.4 RECORDS

Pretty self-explanatory. Use the BLUE button to scroll through the "chart" rankings. It will also display what your button configuration was for a given hi-score.

3.5 SAVE & LOAD

Also, easy to figure out. It's a good idea to set the auto-save function on "ON" so the game will save your game every time you get a new song

3.6 OPTION

Select an option with the BLUE button and toggle it with the RED button. Remember to save the game after you adjust your options.

GAME LEVEL: Choose any level of difficulty from 1 to 4. On the easiest level (1), all blocks that aren't assigned buttons (in 5 and 7 button mode) will count as "Good" when they hit the red line.

BUTTON MOEDE: Choose from 5, 7 or 9 button mode.

RANDOM: This is good to toggle once you start to get to know the levels a little too well. This causes the pop-kun to fall in a random pattern instead of the same preset way each time.

HIDDEN: Much like the "ninja" pop-kun in the party mode this causes all pop-kun to become invisible when they hit the bottom fifth of the screen. This make the game pretty hard since you have to rely a lot more on rhythm and less on your eyes.

MIRROR: This causes the pop-kun to fall on the opposite side of the screen that they normally do, like a mirror. Thus all blocks which normally fall on the right of a given stage will fall on the left and vice versa.

SELECT: Choose from NORMAL or SHORT CUT. In shortcut all the animation between enemy selection in the arcade mode is off. Thus when you play the arcade mode the select screen looks like the FREE mode. All this does is save time, but I like to see what song and what character are linked so I leave it off usually.

VIBRATION: If you are using a dual-shock controller this allows you to determine when the vibrations happen. It's pretty self explanatory

KEY CONFIG: Allows you to change the key configuration on your normal PSX controller (Doesn't work with the Pop'n Controller). The default keys are listed here so if you aren't using a Pop'n Controller (Really you should be!) look here to see what key corresponds with which button.

SOUND: Allows you to go into sound check mode and listen to any songs and sounds you've collected. You can also modify the level of the BGM and SE volume as well as change from Stereo to mono. It's all in English so don't worry.

OPTION RESET: Resets all options to their default level.

EXIT: Does exactly what you think it does...

3.7 CHANGE DISC

Use this before inserting any Pop'n Music Append Discs. This will be updated when they release a Pop'n Music Append Disc.

4 MODE EXPLANATION

4.1 ARCADE MODE

Using the BLUE buttons select from the below modes. You can use the YELLOW buttons to change characters (A choice of all that you've unlocked). In Beginner mode you can only choose Nyami or Mimi (The cat or bunny which look suspiciously like Japanese music duo "Puffy").

BEGINNER MODE: One tutorial level then two normal battles.

NORMAL MODE: You have to defeat three characters to win. This is the mode where unlock all new characters and songs.

EXCITE MODE: Like normal mode but more difficult in that, occasionally, enemy characters will cause distractions such as moving the order of falling blocks or blacking out the screen. As the name implies it's pretty exciting.

PARTY MODE: Like excite mode but more difficult due to the changing icons on the falling blocks. The icons have the following effects when activated. A block is activated when it scores a "Good" or "Great". (Look on page 14 of the book to see the icons)

Ninja: Causes all block to become hidden for a time. Just like the hidden option.

Nyami: Enemy character will come onto the middle of the screen and dance for a while.

Bomb: A blast rocks the screen and messes up the way that all pop-kun are falling.

Heart: Your level gauge goes up faster than normal for a while

Running Guy: Randomly enacts one of the other 7 listed icons.

Rocket: Causes all Pop-kun to fall faster for a period of time.

Fire: Causes fire to shoot out in the middle of the screen.

Short Pop-Kun: All pop-kun become short and harder to hit for a while.

4.2 ORIGINAL MODE

Here you can challenge any character you want or download the game to your pocketstation. The two middle modes marked "???????" have to be unlocked.

FREE: This is very simple it works just like arcade mode except you can choose who to challenge and at what level. You can only play characters you've already beaten. Any new high scores you get will be saved. At the title screen use the YELLOW buttons

to scroll through which character you want as your own.

DOWNLOAD: Downloads game information to your pocketstation. You also need to download your current save in order to get the most out of your pocketstation. This is done by inserting your pocketstation into the memory card slot and saving the game (Just like when you save a normal game).

?????? (MARATHON MODE): Unlocked at the same time as Survival mode. Has three modes "Beginner", "Half" and "Full Run". In the grueling Marathon mode you must face 18 opponents in a row! Also the controller, despite whatever setting you might have pre-programmed, will become a 9 button controller. This is tough but you can unlock songs with it so good luck! If you loose once to any of your 18 opponents you must start at the beginning again.

??????? (SURVIVAL MODE): This is unlocked after you collect all songs form the arcade mode (including the hard to get "Lounge" number). You have to fight a number of opponents (10, I think) in a row. You're gauge stays the same in-between levels. If it ever falls into the zero point zone you loose the game.

EXIT: Return to main screen

5. SONG LIST

Here are all the songs I've collected (or heard about) so far. They're listed in the same order that they appear on the LOOK CHART on the pocketstation.

Songs are listed by GENRE/ TITLE/ CHARACTER

NOTE: This section contains Japanese characters, mostly used in song titles.

1. **DIGI-ROCK** / rose~恋人よ薔薇色に染まれ / Timer
2. **IDOL GIRL** / love fire / Judy
3. **HEAVY METAL** / I'm on fire / Dami-yan
4. **VISUAL** / White Birds / Yuli
5. **GIRLY** / love is strong to the sky / Rie*chan
6. **ENKA** / お江戸花吹雪 / S.B. Taro
7. **ANIME HERO R** / 光の季節 /
8. **MASARA** / すてきなタブーラ / Kali
9. **POP RAP** / Smile the Night Away / Kraft
10. **EURO QUEEN** / What I Want (Euro Mix) / Koko
11. **NEO ACO** / (fly higher than) the stars /Sugi*kun
12. **MELLOW** / 光の季節 /Sanae*chan
13. **LOUNGE** / Cherry & Requel /Reo*kun
14. **J-R&B** / Sayonara / tourmaline
15. **J-POP** / Life / Pretty
16. **TECHNO 80'** / Water Melon Woman / Pretty
17. **FUSION** / Crossover 12 / Pretty
18. **AFRICA** / Con te sabl 2119 / Pretty
19. **CLASSIC** / Chaos Age / Pretty
20. **POPS** / I really want to hurt you / Rie*chan
21. **RAP** / Young Dream / Kraft
22. **LATIN** / El Pais del sol / MZD
23. **J-TEKNO** / Quick Master / MZD
24. **FANTASY** / Monde des songe / Boy
25. **TECHNO POP** / Electronic Fill / MZD
26. **DANCE** / HI-Tekno / Judy
27. **REGGAE** / Baby, I'm yours / MZD
28. **ANIME HERO** / Theme from Gambler Z / Hiroshi Jingu
29. **DISCO QUEEN** / What I want / Koko
30. **SPY** / Spicy Piece / MZD
31. **DISCO KING** / Funky Town 75' / MZD
32. **BONUS TRACK** / すれちがう2人 / Sanae*chan

33. RAVE / e-motion / Rave girl
34. SEXY GIRLS / 淋しい lonliness / May Fa
35. CANDY POP / Give Me Your Pain/ Cindy
36. URBAN POP / Prism Heart / Mrs. Wilson
37. NEW FOLK / まれブン!ブン! / Flower
38. CARIB / 麗しいカーディガン / Olivia
39. CLASSIC 2 / R.C. / Hamanov
40. NEW WAVE / Don't Disturb / Sylvie
41. FUNNY / pulse / Boy
42. J-Garage Pop / miracle moon / Kelly
43. CUTE / again my lovely day / Anzu
44. AKIBA / E.C.M. / Sholl Kee

6. HINTS & SECRETS

Some of the songs in the game are quite challenging to beat and others even to find. Here's how you unlock those hard to get songs.

"CUTE": Clear beginner mode. It'll be in normal mode.

"NEW FOLK": Play the first level with any of the following characters..

May Fa, Cindy, Boy, Silvie, Mrs. Wilson or Olivia. Clear NEW WAVE and it will appear in the 2nd round.

"SEXY GIRLS": In the first stage choose URBAN POP in stage two choose Euro-Queen or Disco-queen. It will be in stage three.

"LOUNGE" This is really hard and where I was stuck in the game for a while. First, play "NEO ACO" in the 1st round scoring at least 80% "great". Choose any song in the 2nd round getting at least 85% "Great". It should be in the 3rd round. This may sound very hard but don't worry. Once you've unlocked all other songs needed (including J R&B) it should randomly appear in the 3rd stage. I'm not sure about this since I was pretty drunk and had 6 or so friends over for an after bar Pop'n-Party one night, but this is how I unlocked the song. Someone had unlocked the J R&B song then about ten minuets later this appeared. Sorry if this info is all theory, though it worked for me.

"J R&B" The first number in all three of you scores (Great, Good and Bad) must be read all 3s,5s, or 7s in the first or second round. For example 34/30/3 is okay. Also 5/54/5 is fine, etc... This is hard to get except by chance

"AKIBA" Clear beginner Marathon mode and it'll appear in normal mode.

"J-Garage Pop" I'm not as sure about this one since it's not in any book. After I got Akiba I played normal mode using May Fa. Here I beat Anzu (Cute) the first round and Koko (Disco Queen) in the second. Kelly appeared in the third round.

There are still a few songs I have yet to unlock (3 or 4 I think) If you know how to get any I don't have listed please drop me an e-mail. Thanks!

The only hint I can offer is not to panic when you see tons of pop-kuns coming your way. In my opinion VISIUAL is the hardest song to pass in the game. Like most hard songs the trick is to ignore the blocks that don't appear much and concentrate on the ones that do. Figure which 2 or 3 buttons have the most pop-kuns in them and concentrate on hitting these. Sure the little ones on the side will decrease your score a bit, but if you can get enough "Greats" this won't matter.

7. POCKETSTATION

First go to the original mode and download the info to your pocketstation (4 Blocks). Next go to Save & Load and save the game (1 block). Now you're ready to go!

Press the enter button on your pocketstation twice to get to the options. Here use the left and right buttons to scroll through the options and the Enter to choose. The following modes can be chosen.

1. COLLECT MUSIC: Shows how many songs you've collected. You'll see a star by the number once you've gotten all the songs. Press enter to return to options screen.

2. LOOK CHART: Displays what Hi-scores you've gotten on given levels. Use left and right buttons to scroll through the songs. Use up and down buttons to switch between normal and beginner mode for a given song. Press enter to return to main screen.

3. AUTO PLAY: If the is on the game will play itself in "Play" mode. Use left/right buttons to toggle and enter to confirm/exit.

4. PLAY GAME: Munch like the real game except on your pocket station and much more difficult unless you have child-sized fingers. Below I've listed what buttons are in sync with which lines. Press a given button as a block hits the line. At the end you'll receive a little animation with Mimi and Nyami telling you how well you did. You're score in the pocketstation mode doesn't affect anything in the real game (i.e. doesn't unlock any songs). Press and hold Enter till you're given a "continue/quit" choice to return to the main screen.

Left Button (farthest left line)

Up Button (2nd line from the left)

Down Button (Middle line)

Right Button (2nd line from the right)

Enter Button (farthest right line)

8. THANKS

First off thanks to Konami for making such a cool game! Pop'n Music is soooo much fun that it has become a tradition with my friends and I to play it after going out on the weekends. Thanks to Donna, Tatsu-kun, Paul, Kimie, and Misato for helping me unlock songs at various Pop'n Parties. Thanks to my kotatsu for keeping me warm while I was Pop'n. Also to Umu-chan (The coolest chinchilla in Japan) simply for being cute. Thanks to Konami's home page, which had hints as how to get some of the songs. And don't forget the swell kids at Gamefaq's for posting all the stuff I write.