Dance Dance Revolution FAQ

by jtkauff

Updated to v0.96 on Nov 25, 1999

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Beatmania 4th Mix ~The Beat Goes On~. It's also now a series of guides to Beatmania, Dance Dance Revolution and the rest of the BEMANI series of rhythm games by Konami. While not comprehensive, it should begin to answer some of the questions that you might have about the games.

Please note that this FAQ only covers the Playstation version of Dance Dance Revolution (although a good deal of the info should work for the arcade version as well). For a more comprehensive look at Dance Dance Revolution and the rest of the BEMANI series, including things like Soundtracks (audio CDs), strategy guides, portable LCD games (like DDR Fingerstep), and much much more, please check out my longer work titled DJ Syndrome: The BEMANI Series FAQ.

All of the information contained in this FAQ is also available in the longer, more comprehensive work titled "DJ Syndrome: The BEMANI Series FAQ". This document is merely a scaled down version that only pertains to the first Playstation release Dance Dance Revolution (DDR 2nd ReMix is not covered).

Dance Dance Revolution

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

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0.02: Stage Flow
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Easy:

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

let's get down

Normal:

1st and 2nd Stages:----3rd Stage:

have you never been mellow --all 1st and 2nd stage songs plus:

butterfly trip machine

kung-fu fighting

that's the way (i like it)

my fire

make a jam!*

boys*

Hard.

1st and 2nd Stages:----3rd Stage:

butterfly --all 1st and 2nd stage songs plus:

kung-fu fighting trip machine let's get down paranoia

little bitch paranoia KCET -clean mix-* strictly business paranoia MAX -dirty mix-*

make it better

i believe in miracles*

*hidden song

(exception: Double - in double, there is only one stage, and all of the

|--|

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

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

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

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

0.04: Hidden Modes_____

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

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

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

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

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

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

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

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

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

Hidden Characters:

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

Song Title	Artist	Diff. (N/A	/M/D/AD) Steps
have you never	the olivia	1/2/5/3/4	68/118/171/95/145
been mellow?	project		
that's the way	kc & the	2/3/5/4/5	98/124/148/128/144
(i like it)	sunshine band		
kung fu fighting	bus stop	2/3/5/4/5	82/118/150/113/136
(normal)	featuring car	l douglas	
kung fu fighting	bus stop	3/3/5/4/5	96/118/150/113/136
(hard)	featuring car	l douglas	
butterfly (normal)	smile.dk	3/4/6/4/6	138/163/213/164/191
butterfly (hard)	smile.dk	3/4/6/4/6	160/160/213/164/191
let's get down	jt playaz	3/4/7/4/7	117/151/182/130/152
my fire	x-treme	4/5/6/5/6	126/144/170/117/136
little bitch	the specials	4/6/7/5/6	170/187/206/166/186
strictly business	mantronik vs.	4/5/6/5/6	167/177/192/165/185
	epmd		
make it better	mitsu-o!	5/6/8/5/6	143/188/212/130/181
paranoia	180	6/7/8/7/8	264/211/230/254/309
trip machine	de-sire	6/7/8/6/8	197/275/289/201/215
make a jam!	u1	2/4/5/3/5	155/193/240/155/200
boys	smile.dk		
i believe in	hi-rise		
miracles			
paranoia kcet	2mb	6/7/8/7/8	258/274/347/257/285
~clean mix~			
paranoia max	190		
~dirty mix~			

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

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

0.06: Misc____

Difficulties

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

```
* simple
** moderate

*** ordinary

**** superior

***** marvelous

****** genuine

******* paramount

******* exorbitant
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Boot.	Problems

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

Dance Dance Revolution (all codes must be entered):

Check Sum Protection Defeat:

D001E160 FFF2

8001E160 0001

Pro-Action Replay Detection Defeat:

D01B6F20 0003

801B6F20 0001

Mod-Chip Detection Defeat:

D01B76A8 DE07

801B76A8 DDFE

Start Button Fix:

D01B6414 6424

800101DA 0101

0.07: Ou	tro

Versions:

v.0.96 25nov99: final planned release
Added some misc. info, including boot problems.

v.0.95 09sept99: still technically pre-release
Added some more song info, stage flow data.

v.0.88a 07sept99: still technically pre-release

Added the info that I forgot to add about the edit mode.

v.0.88 07sept99: still technically pre-release
 Added info on how to get the five hidden songs (thanks to Petee
 Hsu for the info).

v.0.87 06sept99: still technically pre-release Cut and pasted info on DDR from my BEMANI Series FAQ to create this document, which deals only with the PSX DDR. Due to demand for a DDR FAQ, this document will actually be posted _before_ the revised BEMANI FAQ is (which will probably be v.0.95. Look for a release shortly after 9.9.99, when Beatmania 4th Mix Append is released).

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Sources:	
Dance Dance Revolution Konami Official Guide	
http://www.gamesages.com	
"Petee Hsu" for the tip on how to unlock the DDR songs, and the double mode tip for getting the paranoia songs.	
"Mike Corbett" for the hidden characters tip.	
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