

# Dance Dance Revolution 2nd Remix Append Club Vol. 2 (Import) FAQ

by BakaOrochi

Updated to v1.4 on Apr 30, 2004

Dance Dance Revolution 2nd ReMix Append Club Vol. 2  
PSX FAQ (and Beginner's FAQ)  
Version 1.4

Dance Simulation  
One-Two players

Dance pad optional  
Dance Dance Revolution 2nd ReMix is required.

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FAQ History:

1.0  
8/6/00  
-First release

1.1  
8/8/00  
-Corrections, editing, spacing fixes

1.3  
9/18/00  
-More general additions to the general FAQ  
-Added lyrics

1.4  
11/16/00  
-Some spelling corrections with artists and song titles...  
-Added some more difference with the Vol.2 and Vol.1 songs  
-Redid the e-mail section, READ BEFORE E-MAILING ME!

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1. What's the point of this FAQ?  
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I played this game in an arcade, and I looked for a FAQ on it. But there wasn't one so...

Also, I just wanted to throw in some suggestions for those who are struggling with DDR, and how I picked up the game. For further help, I'd read some of the other DDR FAQs from gamefaqs.com.

Some tips on this FAQ may not work with you, but this is how I've found it to work with me, and some others of my friends. Some things on this FAQ I've based from watching others as well. IMHO, it's best that you develop your own style to play this game, but if you can't, try using some tips I've put on this FAQ.

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2. What the heck is "Dance Dance Revolution?"  
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Dance Dance Revolution (aka DDR) is a unique dancing simulation game. It's made by the same company and development team who brought Beatmania and Guitar Freaks, Konami's Bemani team. You'll find that several songs are from Beatmania in fact.

The basic point is to "dance to the music." Easily said than done though. Most people rather call it a stepping game however (in my brother's words, step aerobics). If you think that you cannot dance to this game, look on the internet for some dancing clips. An excellent dancing group located in Korea is called the A-Team, who does performances with DDR songs. You can also try looking for C-Squad (I believe they're located somewhere in North America).

Dance Dance Revolution Append Club discs are basically Dance Dance Revolution with Beatmania songs. However, in order to play these append discs, you must have the Dance Dance Revolution 2nd ReMix game. The discs are purely optional.

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3. How to play  
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The main point of the game:

Hit the arrows at the right time. As long as you have at least one point in your Dance Gauge (the meter at the top of the screen), you will pass the level. If you're not playing in Beginner Mode, if your gauge hits Zero (or you have no dance gauge points), game is over. Game is also over when you clear all the songs for the mode.

The arrows:

How I'm going to refer to the arrows (to avoid further confusion)-

Fixed arrows: The white set of arrows that don't move located at the top of the screen. They're always there.

Scrolling arrows: The colored arrows that will scroll up from the bottom of the screen and tells you which direction you want to hit when they align with the fixed arrows.

Pad arrows: The arrows on your dance pad, the ones you stomp on.

DDR has four pad arrows: Up, down, left, and right.

You will have a fixed set of arrows on the top of the screen. As music plays, colored arrows will scroll up towards the fixed arrows, and the point of the game is to hit the corresponding arrow on your dance pad when the scrolling arrow(s) is aligned to the fixed arrow(s).

Sometimes, you'll be thrown two arrows to hit at the same time (I call them double steps). This usually intimidates lots of beginners, and most don't know what to hit. It really isn't that hard, just be prepared to jump to hit those arrows at the same time (that's what baffles me: most beginners don't expect to be jumping around at all when they play. To hit those simultaneous arrows, the only way to hit them is to jump (or even hop) on them. Once you get more advanced, there are many other ways you can do it...

A nice tip for those struggling to hit the arrows on time:

Each song is in a 4/4 beat. Which means you can count with the beat of a song. Even though some songs may have irregular beats, you'll notice that the fixed arrows will flash every fourth beat. When you have to hit the arrows, it will be on the beat or on the flash. But you have to make sure you're not too hasty to hit the buttons. What I usually do is count outloud (whispering at most, not screaming, please you'll scare the rest of the arcade patrons ^\_^) 1,2,3,4,1,2,3,4,etc. and that way I can keep up with the beat. Bouncing with the beat works as well (may look ridiculous, but I've seen sillier looking things). So you can be thinking "1,2,3,step,step,2,step" etc. Basically, just keep a beat. Also, the steps are not random. Once you get the rhythm of a song, you should be able to figure out when the steps will come out.

What you have to start worrying about is when you move up in difficulty levels, especially when you turn off "little" mode or choose expert mode. You'll be treated to the green/blue "offbeat" arrows (also known as 1/8, 1/16, and 1/32 steps). Those are a bit more difficult to hit since they don't align with the fixed arrows on the beat or the flash, but when the fixed arrows aren't flashing. Those take some practice to get used to. If you can, keep "little" mode on, otherwise, you'll be given these extra steps (unless of course you don't mind them).

Beginner flaws/problems:

Something first-time players do: try to ALWAYS center their feet in the middle panel after each step (results in a lot of scrambling around). For beginners, it's not always a good idea; you'll find yourself panicking to reach the pad arrows, and jumping around a lot, and especially when you get to the hard parts, you'll be missing a lot. Also, I find that it's harder to establish a center of balance sometimes. It's not necessary to continually center yourself on the center panel. Sometimes, the best way to maintain your center of balance is to keep your foot on the panel that you last stepped on. Unless you'll be jumping around a lot for the double-steps, trying to always keep a foot on the center panel will be unnecessary movement, and thus will add something extra to your steps that you don't need. If you want, keep both feet on an arrow (i.e. left foot left arrow, right foot, right arrow). This is great especially for the left-right-left-right patterns or the left-right double steps. You don't have to move anywhere, just lift your foot and step without losing your balance

(looks silly, but trust me, until you can find a better looking way to do this, it's easy and it works the best). In this case, you'll also need to continually shift your center of balance. Try not to shift all your weight on one side of your body.

One problem I've found to throw off a lot of players: The background colors can be so colorful that you can't see the arrows easily (especially during Paranoia). The only thing I can say is, learn to ignore it.

Game modes:

When you play with Versus, you'll be playing side-by-side against an opponent, same song, same steps, and be judged against each other (and who scored higher).

Couple is similar to versus, except 1)you're not competing and 2)you and a partner will be given different sets of steps. It's like BeatMania. Sometimes, both players will get arrows, other times, one player will be getting arrows, but the other will be watching. Sometimes, each have to fill in the moves for each other; basically it's a co-op effort.

Double mode is different. It's a one player mode, but one player uses both 1P and 2P pads.

Rating:

On the top of the screen during gameplay, you'll have colored meter. This is your Dance Gauge. The point is to have at least one line in your dance gauge; once you run out of points on your Dance Gauge, the game is over. You can earn points by performing large combos. Once you hit zero, you cannot gain anymore. If you're playing in Beginner Mode, the Dance Gauge does not matter (even if you hit zero, you can still gain points, but even with a zero Dance Gauge, the game will go on without a game over). If your Dance Gauge is full, your background dancer will be flashing.

Everytime an arrow passes, you'll be judged on how accurately you stepped on the arrow.

-If you've hit it dead on, you'll get Perfect!

-If you hit it a bit off, you'll get Great!

-If you hit it about 1/8 of a beat off, you'll get a Good, and your combo will stop.

-If you hit it more than 1/8 of a beat off, you'll get Boo! And one gauge point will be lowered in half.

-If you miss completely, you'll get a MISS, and you'll lose some points in your Dance Gauge.

Scoring:

Scores are basically multiplied by combos (like most DDR games). The higher the combo, the more points and the higher the point multiplier. For example, if you have a 2 combo, you'll get 4000 points. The third will be 8000, fourth combo 16000, and so on (I'm not sure exactly how it's measured however). You also get more points if you get more Perfect! points than Great! In the end, all your points earned from all the stages are accumulated. If you score high enough, you'll be able to enter your initials (this does not apply to Beginner Mode).

Judgement:

At the end of your song, you get a letter grade for your performance. The higher combos and higher scores you earn, the higher the grade. Also, it reflects how high of a combo you have ratio-wise to how high of a combo that is possible. For example, if song A is 210-combo possible, and song B is 110-combo possible, and you earn a 100-combo on both songs, you'll get a lower grade with song A, but a very high grade with song B.

Grades are as follows:

SS-Perfect performance, nothing less than a "Great!"

S-Near perfect, a few mistakes, and a high combo ratio.

A-Excellent, several mistakes, mostly "Perfect!" and "Great!" ratings, few misses, good combo ratio.

B-Very good, enough to get by, a lot of "Perfect!" and "Great!" ratings, but a lot of "Boo!" and "Miss" ratings too. A decent combo ratio.

C-Average. Low combo number, decent amount of dance gauge left.

D-Bad, Very low combo number, very low or zero dance gauge left, lots of "Miss" and "Boo!" ratings.

E-Horrible. Mostly misses, zero combo gauge usually. At this point, you would normally fail a song.

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4. Modes of play  
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You can choose Arcade, Event, Training, Endless (needs to be unlocked), Edit, Records, Option, Information.

Arcade: What it is, arcade mode, 1 player by default, 2nd player can join in for couple mode.

Event: You can choose to play solo, versus, couple, or double.

Training: If you're having problems with a certain song, here's the place to practice. You can also modify the arrows for a song here.

Endless: Songs will be thrown at you continuously until you fail. You will have the option of taking a break after every 5 songs.

Edit: Edit your own dance!

Records: Um, records. Records the best scores/steps for each song.

Option: Change the gameplay

-Sound: Stereo or Mono, choose your flavor

-Music effect: Still haven't figured out what this does...

-Vibration: For Dual Shock controllers...

-Double Play: I don't have a Dual Shock, but I can never choose this option, so I'm assuming that this is for the analog sticks.

-Key Config: Choose your Double Play method, and turn off your keys during the song (you only need to turn the controller off if you have a dance pad).

-Memory Card: Save/Load your options/game edit data/records.

-Game level: How easily you gain/lose your dance gauge

-Max Stage: How many songs you want to do in Arcade mode

-Game Over: Choose Arcade if you want to end a song by getting a zero dance gauge immediately. Choose End Of Music to wait until the end of the song to know that you failed.

-Ending: Choose which ending you want to see in arcade mode after you've completed all songs.

-Character: Choose which model character you want to see in the background.

-Step Mark Color: Note option will have all arrows the same color (including offbeats)

-BG Effect: The background effects annoying for you? You can turn them off!

-BG Bright: If the background effects/images are too bright and distracting, you can change the brightness of them for easier arrow visibility.

-Danger Display: You can have the word "DANGER!" blink, stay on the screen, or

just not have it on at all when you get too low on your dance gauge.

You'll be first given a choice of game modes:

Basic  
Another  
Maniac

If you have two players, you'll have additional choices:

Versus  
Double  
Couple

Then you can choose from there

Basic  
Another  
Maniac (Not available in double mode)

And high scores will come up with each different variable.

It is possible to change difficulties after you've chosen a gameplay mode with a certain difficulty level and change the gameplay (read section 5).

New modes and songs will be unlocked as you achieve certain requirements (new Information will be added to tell you what you've earned).

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5. Can you give me some tips/secrets?

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To change anything, you can bring up a menu that can change difficulty modes, turn on little mode, right shift, left shift, or flip the steps, etc. All you have to hit is Select during music select.

To change to Beginner mode, hit select during game mode select. You'll see the words "beginner" at the top of the screen.

More information can be unlocked after either beating the game, or finishing a certain amount of songs.

Paranoia Dirty Mix Club Ver.1 and 2 can be unlocked after finishing a certain amount of songs.

Change the background dancer:

Before choosing arcade mode, highlight Arcade Mode, and hold the following arrow + circle to choose from the following models:

1P  
Left-  
Model 1-Konsento:01 (Guy with plug)  
Model 2-Mameo (Big stomach alien)  
  
Right-  
Model 1-Afro (Afro & Lady)  
Model 2-Afro (Origins, DDR 1st model)

2P  
Left-  
Model 1-Kaeru-Zukin (Girl with wings)  
Model 2-Cow-Ko (Cow girl)

Right-

Model 1-Lady (Girl with short red hair)  
Model 2-Lady (Girl with short blue hair)

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6. Songs in this version  
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I don't know what this "Club Another" or "Club 2P" stuff is. If anyone knows, please e-mail me.

FYI-Random plays these in order:

20 november, R3, Earth Light, Keep On Movin, Deep In You, Gentle Stress,  
Brilliant 2U, PARANOiA MAX Dirty Mix, You Make Me, Love So Groovy

Artist/song title/type

Normal songs:

Monday Michiru-You Make Me (House Label)  
m-flo-Been So Long (R&B Label)  
m-flo-The Rhyme Brokers (HipHop)  
Quadra-Into the world (House Label)  
N.M.R.-Keep On Movin' (Beatmania Classics) Club Version  
Symphonic Defoggers-Rugged Ash (Beatmania Classics)  
DJ Swan-Gentle Stress (Techno Label)  
Naoki-Brilliant 2U (House Label) Club Version  
D.J. Nagureo-Deep In You (Disco Classic Label)  
D.J. Nagureo-patsenner (Techno Label)  
Macho Gang-Anal Spyder (House Label)  
190-PARANOiA MAX Dirty Mix (House Label) Club Version  
L.E.D. Light-The Earth Light (Techno Label)  
L.E.D. Light-Genom Screams (Techno Label)  
Crunky Boy featuring Muhammad-Queen's Jamaica (astria mix) (HipHop)  
Mirak-Overdoser (Beatmania Classics) Club 2P  
Lovemints-Love So Groovy (Beatmania Classics) Club 2P  
D.J. Nagureo-20, november (Beatmania Classics) Club 2P  
Quadra-Deep clear eyes (Beatmania Classics) Club Another  
Slake-22DUNK (Techno Label) Club Another  
D.J. F.X.-Special Energy (Techno Label) Club Another  
Taka-Gradiusic Cyber (Techno Label) Club Another  
The Bald Head-ska a go go (Beatmania Classics) Club Another  
Tiger Yamato-R3 (Techno Label) Club Another

Hidden songs:

190-PARANOiA MAX Dirty Mix CLUB ANOTHER Ver. 1  
190-PARANOiA MAX Dirty Mix CLUB ANOTHER Ver. 2

6a. Information about each song

These are the amounts of steps and difficulty ratings for each song:

You Make Me

Basic: 3

-Steps: 130

Another: 4

-Steps: 167

Maniac: 5

-Steps: 178

Been So Long

Basic: 3  
-Steps: 143  
Another: 5  
-Steps: 145  
Maniac: 6  
-Steps: 164

#### The Rhyme Brokers

Basic: 3  
-Steps: 94  
Another: 5  
-Steps: 106  
Maniac: 7  
-Steps: 179

#### Into the World

Basic: 3  
-Steps: 118  
Another: 4  
-Steps: 128  
Maniac: 6  
-Steps: 156

#### Keep On Movin'

Basic: 4  
-Steps: 110  
Another: 5  
-Steps: 140  
Maniac: 6  
-Steps: 183

#### Rugged Ash

Basic: 5  
-Steps: 142  
Another: 7  
-Steps: 161  
Maniac: 8  
-Steps: 181

#### Gentle Stress

Basic: 6  
-Steps: 207  
Another: 8  
-Steps: 290  
Maniac: 9  
-Steps: 333

#### Brilliant 2U

Basic: 5  
-Steps: 154  
Another: 6  
-Steps: 183  
Maniac: 8  
-Steps: 218

#### Deep In You

Basic: 5  
-Steps: 168  
Another: 7  
-Steps: 194



Maniac: 8  
-Steps: 221

Patsenner  
Basic: 4  
-Steps: 127  
Another: 5  
-Steps: 176  
Maniac: 6  
-Steps: 205

Macho Gang  
Basic: 5  
-Steps: 167  
Another: 7  
-Steps: 237  
Maniac: 8  
-Steps: 261

PARANOiA MAX ~Dirty Mix~  
Basic: 6  
-Steps: 275  
Another: 7  
-Steps: 291  
Maniac: 8  
-Steps: 320

The Earth Light  
Basic: 5  
-Steps: 180  
Another: 6  
-Steps: 205  
Maniac: 8  
-Steps: 256

Genom Screams  
Basic: 5  
-Steps: 169  
Another: 6  
-Steps: 205  
Maniac: 8  
-Steps: 238

Queen's Jamaica (astria mix)  
Basic: 3  
-Steps: 125  
Another: 5  
-Steps: 122  
Maniac: 7  
-Steps: 140

Overdoser  
Basic: 3  
-Steps: 105  
Another: 5  
-Steps: 123  
Maniac: 7  
-Steps: 147

Love So Groovy

Basic: 3  
-Steps: 108  
Another: 4  
-Steps: 137  
Maniac: 7  
-Steps: 187

20,november  
Basic: 3  
-Steps: 108  
Another: 4  
-Steps: 117  
Maniac: 7  
-Steps: 195

Deep Clear Eyes  
Basic: 6  
-Steps: 189  
Another: 7  
-Steps: 228  
Maniac: 8  
-Steps: 232

22DUNK  
Basic: 5  
-Steps: 136  
Another: 7  
-Steps: 135  
Maniac: 8  
-Steps: 140

Special Energy  
Basic: 5  
-Steps: 142  
Another: 6  
-Steps: 151  
Maniac: 7  
-Steps: 200

Gradiusic Cyber  
Basic: 7  
-Steps: 236  
Another: 8  
-Steps: 304  
Maniac: 9  
-Steps: 346

Ska a go go  
Basic: 6  
-Steps: 203  
Another: 8  
-Steps: 337  
Maniac: 9  
-Steps: 383

R3  
Basic: 5  
-Steps: 161  
Another: 6  
-Steps: 180

Maniac: 7  
-Steps: 271

#### PARANOiA MAX ~Dirty Mix~ Club Ver.1

Basic: 6  
-Steps: 275  
Another: 7  
-Steps: 291  
Maniac: 8  
-Steps: 320

#### PARANOiA MAX ~Dirty Mix~ Club Ver.2

Basic: 6  
-Steps: 249  
Another: 7  
-Steps: 269  
Maniac: 8  
-Steps: 324

### 6b. Differences in Club Vol. 2

If you don't know what the difference is between DDR and DDR Append Club, read my FAQ on Dance Dance Revolution Append Club Vol. 1. One thing that you might notice that the most of the songs are much more upbeat and faster. You'll also notice that the lowest difficulty for a song is 3 (ordinary), in addition to these sets of songs are also harder.

There are some other differences between vol. 1 and vol. 2. Basically, the game plays the same, and there are small differences like the colors. The main difference lies in the music. Not only are the songs obviously different, but the songs that were in Club Vol. 1 that are in Vol. 2 are somewhat remixed.

#### Mirak-Overdoser

The minute you start this song, it sounds very different. The melody and the beat has been drastically changed, and has more of a musical value rather than more beats.

#### Taka-Graduistic Cyber

Well, this song so crazy, in terms of the music, it's a bit more, shall we say, melodic. The ending is also shortened (Thank goodness).

#### Slake-22Dunk

This also is very different. It doesn't sound like the Vol. 1 version much, just shares the same beat.

#### Lovemints-Love So Groovy

This song is basically the same, except the ending is shorter, there's an added "GOT TO HAVE IT!" voice track. The ending is also cut off short.

#### The Bald Head-ska a go go

This hasn't changed at all except the end. For some reason, they decided to extend that last part into repeating itself. Unfortunately, it's the hardest part of the song and Konami just made it harder...

#### D.J. F.X.-Special Energy

It's now more melodic, not as strange sounding either.

#### Quadra-Deep clear eyes

It's just another remix...

N.M.R Feat. DJ Nagureo-20,november

It sounds "dance" like rather than pop. Plus the arrangement of the song is different.

Tiger Yamamoto-R3

A few differences, for example, the elimination of a out-of-place "electric" noise that Vol. 1 had was taken out, and a few changes were made to the music, but the steps are basically the same.

Naoki-Brilliant 2U

The only difference is that the steps are noticeably harder. My guess is that the only reason this song exists is an incentive to buy this append disc...

190-PARANOiA Max Dirty Mix

190-PARANOiA Max Dirty Mix Club ver. 1

190-PARANOiA Max Dirty Mix Club ver. 2

The differences aren't much. The different Club versions just have sound slightly different from each other (and one of them end differently). Also, the steps are changed quite a bit as well.

However, this version is longer than the Beatmania version.

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## 7. Quotes

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Before song:

"Break it down!"

During game play:

If you have a high gauge-

"You're the best!"

"Cool!"

"Yes!"

"Stay Cool!"

"Hot!"

If you have a low gauge:

"Not good!"

"Come on!"

"Stay Cool!"

Stage finish:

Cleared

"That wasn't your real dance, you can do better!"

"Yow! That was the best dance ever! Are you a professional dancer?"

"Wow, how could you make up a dance like this?"

"Perfect! I can't wait to see your next dance!"

Failed

"Go home! You don't belong here!"

"Oh, too bad, get outta here!"

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## 8. About these lyrics

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Most of these lyrics were done by ear (and I realize that it may not be accurate), and also, this is my first time doing this, so give me some slack...

-Monday Michiru

Ooooooh...

You make me wanna get up in the morning  
You make me wanna stay up all night long  
You make me wanna get up to the dancing  
You make me wanna reach up to the sky  
I feel so high!

When I first met you, I already knew  
Something special happened I never know before (?)  
Was it in your eyes? Feelings you can't disguise  
Something's tellin me that destiny knocked on my front door

It's better to believe than to live right (?)  
The happiness I feel inside, don't let go  
I know that you feel the same, the passion grows  
and it gets better day...by day

You make me wanna get up in the morning  
(get up in the morning)  
You make me wanna stay up all night long  
(all night long)  
You make me wanna get up to the dancing  
(get up to the dancing)  
You make me wanna reach up to the sky  
I feel so high!

Love so Groovy  
-Lovemints

You're everything my love for you  
Everyday I'm watchin you  
You're everything I think of you  
You make me feel so dream, love so groovy  
Always I want to be with you  
You know I fall in love with you

(Push your body closer baby)  
Got to have it  
Got to have it  
Got to have it  
Got to have it yeah

You know always I wanna be with you  
You know always I wanna be with you

I wanna be with you  
I wanna be with you

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## 9. Closing notes/Thanks/Contact Information

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This FAQ is strictly based on my observations and my techniques. It may not work for you, and in which case, you can find other great beginner's FAQs out there that may work for you. (Myself, I'm learning new techniques, so my own playing is not too great right now...) ^\_^

Thanks to...

Konami for making such a kick arse game

Nekoneko at DDRer's Stompin' Ground, excellent resource for any DDR game out there (some information from this FAQ came from their site, with permission of course); <http://www.ddr.sh>. This FAQ wouldn't be complete without that site.

Gameworks (in Schaumburg, Streets of Woodfield), and to all the people there for showing me how to do some of the funky stuff...that and if GameWorks didn't bring this game to ACEN2K, this game would have forever sat on my shelf...

Copyrights...(every game I mentioned thus far, just to be safe)

Beatmania, Guitar Freaks, and Dance Dance Revolution is trademark of Konami and the Bemani team.

PlayStation is trademark and copyright of Sony Entertainment.

You want to contact me? Read this FIRST, because you NEVER know what will happen to you or your E-Mail otherwise:

1)I'm providing my e-mail for COMMENTS, ADDITIONS, CORRECTIONS, and QUESTIONS ABOUT THIS GAME THAT SHOULD BE COVERED IN THIS FAQ! NOTHING ELSE!

2)Make sure you put what SPECIFIC game you're e-mailing me about. I have 3 other DDR FAQs, and asking a question about a "DDR FAQ" isn't going to go anywhere.

3)DO NOT ASK ME QUESTIONS LIKE "HOW DO I DO \_your problem here\_???"

4)DO NOT E-MAIL ME FOR CODES, HIDDEN STUFF, OR ANYTHING! EVERYTHING I KNOW ABOUT THIS GAME IS ON THIS FAQ SO LOOK THROUGH THIS FAQ BEFORE ASKING ME ANYTHING!

5)I do NOT answer questions about PlayStation, Dreamcast, PlayStation 2, modifications, copy protection, buying the dance pad/mat, or ANYTHING of the sort. THERE ARE OTHER PLACES YOU GO FOR THAT! NOT ME! I WILL IGNORE YOU OR FORWARD SUCH MAIL TO PROPER AUTHORITIES! I'm getting REALLY sick of this. I don't condone piracy in any manner, and my name is not Konami/Sony/Sega Technical Help.

-Modifications break your Sony/Sega warranty, so I don't encourage it.

-Copy protection EXISTS FOR A REASON. I'm NOT going to tell you how to break the law.

-Same goes for modification protection.

-You can buy a dance pad or mat ANYWHERE. Obviously, if you still don't know where, you're not trying hard enough. (Hint: eBay, Yahoo!)

-If something breaks or is lost, TOUGH. It's not my problem. Just because I write FAQs, doesn't mean I know how to fix your game, pad, PSX, whatever. So don't bother.

6)I'm not a girl, so don't think about sending love letter. Also spam will be ignored and taken up with your ISP or mail server (yes, there are laws against that too).

7)I DON'T WANT TO SEE YOUR E-MAIL IN ANY OTHER ONE OF MY E-MAILBOXES!

8)Yes, Dance Dance Revolution IS COMING TO THE U.S. PlayStation, in January 2001. I'm not Konami of America, so don't ask me anymore than that. Ask them, they make the game.

I know I'm being harsh but this is getting ridiculous, constantly getting e-mailed on how to break Konami's copy protection, how to play the games illegally, and so forth. People, understand that FAQ writers don't exist to tell you how to solve your personal problems (Yes, trying to jack up your PlayStation is you own personal problem). We (at least myself) are just here about the game. Not to cater to your piracy habits, or your inabilities to find accessories. I've got my own problems to worry about.

Understand? Good! I'm always open to a good e-mail! ^\_^

You can e-mail me at BakaOrochi@hotmail.com

If you'd like to reuse this FAQ in ANYWAY, SHAPE OR FORM, YOU MUST contact me FIRST! So please save yourself the legal trouble. I won't bite you head off or anything ^\_^

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This FAQ can be located <http://www.geocities.com/bakaorochi>

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