Dance Dance Revolution 4th Mix (Import) FAQ

by Justin Strauss   Updated to v0.95 on Mar 28, 2001

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Dance Dance Revolution 4th Mix
Playstation FAQ
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Table of Contents:

0.0 Revision History

V0.5 - 01/15/01 - Pre-Release! Expect typos or grammar problems from it.
                - First Konami song list added, with difficulties.
                - General setup added, from 4th Mix Arcade.

V0.8 - 03/16/01 - Initial Release! Spent all afternoon playing.
                - Full song list added now, along with secret ones.
                - Information for all new modes added.
                - First info for Arcade Link added.

V0.9 - 03/22/01 - Added full lists of Nonstop courses and Link songs.
                - Challenge Mode now covers through end of Maniac.
                - Song list and difficulties for new songs verified.
                - Expanded Edit, Training, and all classic modes.

V1.0 - 04/??/01 - Coming Very Soon!

Coming Soon:

    -final ten levels on challenge mode.
    -more info on arcade link modes.
    -whatever might be left out.

1.0 Game Mechanics

The basic gameplay is very simple to learn, despite the difficulty of the hardest
songs. The game is played with four primary buttons, one representing each direction on a
control pad (up, down, left, and right). By default, these four directions are represented
by a dance floor (and there is a special dance controller which acts as this). Otherwise,
you can simply use the directions on your control pad to play (as well as the four face
buttons, which also represent these same four directions). On your side of the game
screen,
you will see these four arrows indicated at the top in gray. During gameplay, flashing
arrows (called "steps") will move slowly from the bottom of that "column" up to the top
where your arrows are. The basic premise is to hit the correct direction's button whenever
the flashing arrows meet with the arrows at the top.

    You must listen to the rhythm of the song as well, because the simple sight of the
arrows can't always tell you exactly when to hit each step. You have a "dance meter" which
increases as you do well in the song. It will decrease as you miss steps. If it empties,
you lose. The steps of the song will generally follow the bassline that can be heard. In
the tougher variants of a song, however, the steps may follow the song's lyrics or other
sound effects. Either way, knowing and listening to a song will help you greatly with
performing the steps. There are also common patterns of steps that are very important to
identify and learn. There will never be more than two arrows to press at the exact same
time (since you only have two feet), but the notes can go extremely quickly (to as small
as
sixteenth notes).

    -Step Rank. Each time you press a directional button, the game will keep track of how
close to the exact step you were. They are listed in order from best to worst. "Perfect"
is
right on the beat, and "Great" is extremely close. "Good" is close to the beat, and "Boo"
is far off. "Miss" is what you get when you totally miss the beat or just don't even input
anything at all for it. Each of these five possibilities yields more points than the one
before it. At the end of the song, you see how many of each rank you received when
executing the song's steps. These are tabulated towards your score. The possible step
ranks, along with their associated color, are as follows:

            Perfect : Yellow
            Great   : Green
            Good   : Blue
            Boo   : Pink
            Miss   : Red

    -Combo. When you achieve a streak of terrific steps, the game will display the combo
counter on your screen. This basically tells you how many "greats" or "perfects" you have
gotten in a row. Additionally, getting a higher combo results in higher points for each
step you make within it. If you mess up, and get a "good" or worse for any arrow... the
combo ends. Getting a combo throughout a full stage will get you the best letter grades
and
score. Additionally, the arrows on top will indicate whether a step was added as part of a
combo (the arrows will disappear after you hit them if they were great or perfect, while
they will simply pass above the top of the gray arrows if they were worse than that).

    -Grade and Score. You receive a score at the end of the level, depending on how well
you did. Better step ranks get you more points per step, and longer combos will multiply
your score for each step, depending on the length. Along with your score, you receive a
letter grade which tells you how well you did. These range from "E" (worst) to "A" (best),
and then to "AA" for perfection. You get an "A" now if you did a combo for the entire
level, from start to finish. It takes coordination as well as a sense of rhythm to play
this game well, especially for the later levels. You can set high scores for each of the
game's songs, and for each variant of the song. These are kept (along with your letter

grade for each) in the records section. This also gives an incentive to play again, to earn
an "A" on every level variant. The possible level grades in this game are as follows:

```
          E  :  Failed
          D  :  Poor
          C  :  Fair
          B  :  Good
          A  :  Great
         AA  :  Perfect
```

    -Song Difficulty. Each song in the game has a difficulty level associated with it. In
addition, there are multiple variants of each song (each with more steps and difficulty,
see other sections). Each song has a different difficulty for each of its variants. You
can
see the difficulty level below each song disc that you can select. The difficulty level
itself is indicated by how many "feet" markers you will see, as well as a title for that
difficulty level (each level of difficulty has a title that indicates how tough it is).
These difficulty levels are in relation to the other levels in the particular game, and a
specific level's difficulty number can always change if it appears again in a later DDR
title. The difficulty levels, along with how many footmarks each represents, are as
follows:

```
          1: Simple
          2: Moderate
          3: Ordinary
          4: Superior
          5: Marvelous
          6: Genuine
          7: Paramount
          8: Exorbitant
          9: Catastrophic
```

2.0 Options Menu

    The Options Menu in Dance Dance Revolution is completely in English, and therefore it
should be self-explanatory in most any case. However, certain options may be earned
through
fulfilling certain objectives or might be difficult to understand. Various options will
change the way that the gameplay operates, while others will be cosmetic changes. Any
option choices that show up in a shade of Green are the "default" setting, while any other
choices will show up in White just like the options themselves. The full set of menu
options is as follows:

    -Sound Option
        -Sound: Stereo/Monaural
        -Voice: No Booing/All/Off
        -Timing: -8 to +8
        -Exit

    -Controller Setting
        -Vibration: Button/Miss/No Use
        -Double Play: On/Off
        -Double Mode Setting
            -Type: A-D
            -Type: I-III

```
                -Exit
        -Dance Play Setting
            -Controller 1: On/Off
            -Controller 2: On/Off
            -Exit
        -Exit


    -Memory Card
        -Save
            -Want to Save: Yes/No
            -Overwrite Old Data: Yes/No
        -Load
            -Want to Load: Yes/No
        -Auto Save: On/Off
        -Exit


    -Game Option
        -Game Level: 1-8
        -Max Stage: 1-5
        -Max Stage (Nonstop): 1-5
        -Time Limit: On/Off
        -Game Over: Arcade/End of Music
        -Event Mode: On/Off
        -All Music Mode: On/Off
        -Exit


    -Graphic Option
        -BG Effect: On/Off
        -BG Bright: 25%-100%
        -Danger Display: Still/Blink/Off
        -Step Mark Color: Arcade/Note
        -Character Display: On/Off
        -Exit


    -Diet Option
        -Measurement: Free/Regulation
        -Calorie Display: On/Off
        -Exercise Display: Time/Stage/Off
        -Consecutive Play: On/Off
        -Exit


    -Exit
```

3.0 Game Mode

    This is the primary mode of the game, and it's the place where you will spend most of
your time. You must first choose your "play option," which determines how many players
will
play the game. You can also choose which "variant" of the levels you will play. And
finally, you can decide which "effects" you want to take place on the level. The variant
can be chosen on the stage select screen, once a song is chosen. You can choose the
effects
that you wish to use by pressing the "select" button at the screen where you choose the
stage to play as well. This takes you to the "Effects Menu" where you input the codes and
exit the menu in here by pressing "start." (and of course, when playing a 2-player game,
both people can choose different sets of variants and effects for themselves).

-Play Option: Three choices "Single," "Versus," or "Double." Single mode is the
standard one-player game. Versus mode is where the two players compete to earn the highest
score (and become winner through that). Double mode lets one person play with both
controllers (yes, so they have to do double duty, worrying about eight arrows). Double
mode
has its own difficulties and step variants for each song, as well as three more slots in
the records table.

    -Character/Genre: Eight Choices. The songs in the game are separated into eight
different genres for ease of use. When beginning a game, you select which genre you will
play your three songs in. There is a male and female character for each genre, to
represent
players one and two respectively. Note, though, some songs will appear in more than one
category. The Genres "Group1" and "Group2" will eventually contain all of the game's
fifty-
four songs within them (split in half, alphabetically). There is also a game option for
"all music mode" which will simply put all the songs onto one list and let you choose any
character you want. But otherwise, this is how they are separated:

-Genre	-Player 1	-Player 2
Group 1	Robo 2000	Maid-Zukin
Konami Original	Konsento:03/2	Devil-Zukin
Variety	Johnny	Jenny
Pops	Rage	Emi
Calorie Burner	Astro	Charmy
Fun Factor	Boldo	Tracy
Special Selection	Izam	Ni-Na
Group 2	Akira	Yuni

    -Variant: Three choices "Basic," "Trick," or "Maniac." Basic is the default set of
steps (arrows) for a level. This is the easiest choice of the bunch. Trick is a bit harder
and has more steps in it. Maniac is the hardest and has the most steps of all. Think of
those as the easy, medium, and hard variants of each level. In addition, there are these
same three variants in use for "Double" mode, and it gets its own three extra spots in the
records table (making a total of six scores for each song).

    -Effects: Nine effects in separate sets "Flat." "Little." "Left," "Right," "Mirror,"
or
"Shuffle." "Hidden," "Sudden," or "Stealth." Little mode and Flat mode are both in their
own separate category and can be turned "On or Off." The middle four choices are "turn"
choices, and can be used one at a time. The last three are "hidden" choices, and can also
be only one at a time. It goes as follows:

        -Flat: Off/Flat
        -Little: Off/Little
        -Turn: Off/Left/Mirror/Right/Shuffle
        -Hidden: Off/Hidden/Sudden/Stealth

        For all of the Turn choices, this will change the directions of all the "steps"
(flashing arrows that come from the bottom) in the level. The gameplay remains unchanged.
In Mirror mode, the steps in the level will be reversed to their opposite. In other words,
for the arrows, left and right get switched, and up and down will get reversed as well.
Left mode will rotate the position of the arrows 90 Degrees counter-clockwise (for the
arrows, left becomes down, down becomes right, up becomes left, and right becomes up).
Right mode will rotate the position of the arrows 90 Degrees clockwise (for the arrows,
left becomes up, down becomes left, up becomes right, and right becomes down). Shuffle
mode
will randomly change all the steps in the level to a different direction.

Little mode eliminates any steps that make a half-beat or smaller (in other words,
the level will only have single-beat steps and therefore be much easier. However, this
also
obviously lowers the maximum score that you can get). Flat mode changes those multi-
colored
arrows that you usually see into arrows of all the same color (like they were in the older
DDR games). Conversely, the "SSR Mode" in this game uses Flat mode by default. In that
case, you can change the option to "Vivid," which will make the half-steps and other arows
multiple colors (like in normal mode) which is easier to follow.

        Hidden options will mask the arrows (make them disappear) for a particular amount
of time when shown. Hidden mode will cause the arrows to slowly disappear once they reach
the top half of the screen (so you must follow the lower part, as well as the beat, to
stay
alive) while Sudden causes them to diappear when on the bottom half of the screen (so they
seem to appear more suddenly). The Stealth mode causes the arrows to disappear completely
(so you must know what they are in advance, as the game does not tell you). Also, as a
note, neither the Left, Right, nor Shuffle modes can be used with "Double."

3.1 Solo Mode

    This mode contains "six panel" gameplay, which is the special setup found in the
spinoff "DDR Solo2000" (and was later added into 4th Mix as an optional play mode as
well).
The difference in this mode, is the addition of two "diagonal" buttons, "up-left" and "up-
right." They are located to the sides of the "up" button on the special arcade dancefloor,
and in the same position on the classic dance mat controller. It will use the "circle" and
"X" buttons as the diagonals if you choose to use the dance controller. Otherwise, the
diagonals will be set to the "L" and "R" buttons. You must choose which controller you use
in the "Play Option" screen that you see first in this mode.

    The gameplay is set up in the center of the screen, as only one player can play this
mode anyhow. The standard arrows will be colored yellow, while half-steps and smaller will
be blue (similar to how the normal game mode has the "vivid" colored arrows to help you).
There are three variants for each song in this mode, same as usual (Basic, Trick, Maniac).
They will get their own segment on the records screen, bringing the total number of
records
per song to Nine (including Standard, Double, and SixPanel modes... three variants each).
The game setup, genres, characters, number of stages, and all other general aspects will
remain the same as in Game mode.

3.2 Link Mode

    This is the alternate to the usual "Play Option" screen that comes up when you start a
game. When you are given your play options (number of players, or double) hit the "right"
button twice rapidly to switch to Link mode. Conversely, hit "left" twice quickly to go
back to normal Game mode. This also applies to Solo mode, and the same choices will be
available. The purpose of this screen, however, is to access the "specialty" versions and
setups for the game's songs. "Nonstop" mode is specific courses of four songs each, which
are played straight through. This is explained moreso in its own section later. This,
along
with the other two segments, were normally found elsewhere in previous DDR games (but are
now grouped into this Link menu).

"Internet Ranking" lets you play a particular list of songs from the game, but with a twist. After each one, you will be given a "password" which corresponds to your score. You can go online to Konami's website and enter the password with your name. After doing so, the top scorers from each song are posted on the website. This method was typically used for Nonstop courses before, but is now used for singular songs in this title. The third section, "Edit Data," has sets of special edit data for certain songs in the game. This Edit data was created by Konami, for fun and variety for these few songs (this is also a feature that was present in their past few DDR games, just accessed differently).

- -Nonstop
    - -Official 1
    - -Official 2
    - -Official 3
    - -Official 4
    - -Official 5
    - -Official 6

- -Internet Ranking
    - -Pink Dinosaur
    - -Music
    - -Have You Never Been Mellow
    - -Saint Goes Marching
    - -Trip Macine Climax
    - -B4U
    - -Love Again Tonight
    - -Hypnotic Crisis
    - -Leading Cyber
    - -Era [nostalmix]
    - -Groove
    - -Midnite Blaze
    - -Orion.78 Civilization Mix
    - -Share My Love
    - -Synchronized Love

- -Edit Data
    - -Xanadu
    - -It Only Takes a Minute
    - -Walkie Talkie
    - -Pink Dinosaur
    - -Music
    - -Kick the Can
    - -Only You
    - -The 7 Jump
    - -Shake Your Booty
    - -Never Gonna Make
    - -Young Forever
    - -Shooting Star
    - -One Two (Little Bitch)
    - -Night In Motion
    - -Saint Goes Marching
    - -Trip Machine Climax
    - -Orion.78 (AM Euro-Mix)
    - -Love Again Tonight
    - -My Summer Love
    - -Let's Talk It Over
    - -Leading Cyber
    - -Never Let You Down
    - -Make Your Move
    - -Midnite Blaze

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                    -Orion.78 Civilization Mix
                    -Share My Love
                    -Synchronized Love




3.3 Diet Mode
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    This is one of the very cool new modes in the home release of this game. In here, you
play songs as you normally would in arcade mode. However, while you do this, the game will
count how many calories you have burned by playing the game. After each stage, your total
overall calories will be shown, as well as your average calories burnt per song. By
pressing the "select" button, you can see your calorie results in different conversions.
Pressing the "circle" button will continue to another song, while pressing "X" button will
exit the mode. The listings after each stage are as follows:

        -Calories Burnt        (kcal)
        -Calories Average      (kcal)
        -Calories Total        (kcal)

        -Songs Played
        -Conversions
            -Jogging Equivalent   (kilometers)
            -Jumprope Equivalent  (times)
            -Swimming Equivalent  (kilometers)
        -Diet Diary


    There are various options to adjust for this mode, and they can be done in the game's
option menu. You can restart the calorie counter at any point in there, or adjust how it
counts in the first place. "Regulation" means that it only counts the proper steps as
calories, while "Free" means that it counts any steps you press down as burnt calories. In
the "course difficulty" offerings, the "normal" course uses the steps from the normal
game.
"Diet" course is slightly easier, while "Rakuraku" is beginner mode. While within this
menu, you are given these settings to adjust before starting:

        -Weight: 1-500 KG

        -Menu: Free/KCal/Min

        -Goal Amount (for menu)
            -Free: Nashi
            -KCal: 10-1000 KCal
            -Mins: 1-120 Minutes

        -Course Difficulty
            *      Rakuraku Course
            **     Diet Course
            ***    Normal Course

        -Date: 3/15/2001+

        -Start




4.0 Song List and Info
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Difficulty	Song Title	Artist
467|467|467	.59	DJ Taka
136|137|136	1,2,3,4, 007	Ni-Ni
458|467|458	B4U	Naoki
136|246|135	Baby Baby Gimme Your Love	Divas
468|467|457	Boys (Euro Mix)	Smile.dk
357|357|457	Bumble Bee	Bambee
467|468|468	Burnin' the Floor	Naoki
467|468|468	Dam Dariram (KCP Mix)	Joga
2XX|2XX|1XX	Dancing All Alone	Smile.dk
457|346|346	Don't Stop! ~AMD 2nd Mix~	Dr. Vibe feat. JP Miles
467|467|457	Dream a Dream	Captain Jack
256|356|357	Eat You Up	Angie Gold
368|468|368	Era [nostalmix]	TaQ
468|569|468	Follow the Sun -90 In the Shade Mix-	Triple J
479|469|469	Furuhata's Theme	CJ Crew feat. Sedge
368|347|367	Get Me In Your Sight ~AMD Cancun Mix~	Symphonic Defoggers with 1479
346|357|457	Gimme Gimme Gimme	E-Rotic
257|357|257	Gotcha (The Theme From Starsky & Hutch)	Andy G's Magic Disco Machine
468|368|368	Groove	Sho-T feat. Blenda
357|358|357	Have You Never Been Mellow (MM Groovin Mix)	Olivia Project
467|467|468	Hero (Happy Grandale Mix)	Papaya
346|356|356	Hero (KCP Discotique Mix)	Papaya
356|357|357	Higher	NM feat. Sunny
468|468|468	Holic	TaQ
569|579|468	Hypnotic Crisis	Blue Destroyers
468|468|467	If You Were Here (B4 Za Beat Mix)	Jennifer
357|457|367	In the Heat Of the Night	E-Rotic
356|356|456	It Only Takes a Minute (Extended Remix)	Tavares
367|357|357	Kick the Can	Bus Stop
579|479|578	Leading Cyber	DJ Taka
256|247|257	Let's Talk It Over	Shin Murayama f/ Argie Phine
467|467|467	Love Again Tonight (For Melissa Mix)	Naoki feat. Paula Terry
467|469|457	Make Your Move	Good-Cool feat. JP Miles
467|458|457	Midnite Blaze	U1 Jewel Style
467|467|457	Music	Habegale
369|358|357	My Summer Love	Mitsu-O! with Geila
357|457|367	Never Gonna Make (Factory Dance Team Mix)	Morgana
357|457|356	Never Let You Down	Good-Cool feat. JP Miles
367|467|367	Night In Motion	Cubic 22
467|468|458	One Two (Little Bitch)	Bus Stop
247|367|347	Only You	Captain Jack
359|357|358	Orion.78 (AM Euro Mix)	Re-Venge
689|689|679	Orion.78 (Civilization Mix)	2MB
457|456|457	Pink Dinosaur	Papaya
469|468|468	Saint Goes Marching (Remix)	The Saint
347|357|357	Shake Your Booty	KC & The Sunshine Band
345|345|345	Share My Love	Julie Frost
457|467|458	Shooting Star	Bang
458|468|469	Synchronized Love (Red Monster Hyper Mix)	Joe Rinoie
246|356|245	The 7 Jump	Ken D
579|579|579	Trip Machine Climax	De-Sire
357|367|357	Walkie Talkie	King Kong & D. Jungle Girls
148|249|146	Xanadu	Olivia Project
357|357|357	Young Forever	Rebbeca

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5.0 Training Mode
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    "Training" mode is the place to sharpen your skills on any level that you have
accessed, without fear of losing. At any time during the menu, you may press the "select"
button to move the menu to the other side of the screen, or the "X" button to Exit. When
choosing to "start" the level, pressing "left" or "right" changes between the chosen
segment or the full song. The menu options are as follows:

    -Music Select

    -Player: Single/Versus/Double/6Panel

    -Level: Basic/Trick/Maniac

    -Assist: Type 1-6/Off

    -Speed: 1-5

    -Controller: 1/2 (6Panel Only)

    -Bar Start: 01-69

    -Bar End: 02-70

    -Start: Segment/Full

    -Sequence Option
        -Little: On/Off
        -Turn: Left/Right/Mirror/Shuffle/Off
        -Hidden: Hidden/Sudden/Stealth/Off

    -Edit

    -Exit


    After each level you play, you get a menu, where you can choose from:
"Check/Again/Menu." The "Check" option lets you review the song you just played, bar by
bar, and shows you how well you did for each step (arrow-press) in the level. Each arrow
will be colored in a specific shade to indicate how each was ranked (yellow=perfect,
green=great, blue=good, pink=boo, red=miss). Pressing "select" here changes the arrows to
"timing" colors (yellow=just, blue=early, pink=late, red=miss). "Again" lets you repeat
the
level, and "Menu" takes you back to the main menu. Before this, though, you will be
treated
to the grading screen (as follows):

    -Evaluation
        -Perfect
        -Great
        -Good
        -Boo
        -Miss
        -Max Combo
        -Score

    -Dance Level

    -Timing
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                -Just
                -Early
                -Late
                -Miss




5.1 Lesson Mode
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    "Lesson" mode is a way to learn how to perform some of the more common or tricky steps
that appear in the game. Rather than simple "training," this mode goes through certain
types and segments of steps, separately (and not just full songs). To the right of the
screen will be an assistant graphic which resembles the dance mats. This graphic indicates
what your feet should do (and where they should go) to pull off these types of steps as
the
song plays. There will also be a "click" played for every step you are supposed to hit, to
help with timing. This moving guide is an invaluable resource for beginners on the dance
mats.

    There are Three levels of lessons, each with Eight sections. You will see a crown next
to each lesson you have already completed on the main menu. On the eighth and final part
of
each lesson, you will perform a lesson on a full song; and this will test the skills which
you have learned in the previous seven segments. The lessons, with their final song, are
as
follows:

    -Lesson 1: My Summer Love
    -Lesson 2: Higher
    -Lesson 3: Baby Baby Gimme Your Love




5.2 Challenge Mode
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    This mode is there to add replay value for playing alone. There are different sets of
challenges, each harder than the last (with Ten challenges per section). The first is
"Practice," and then comes "Basic," and then "Trick," then "Maniac" and finally "Extra."
You can not move onto a new section until you've completed all ten trials in the previous
segment (which is marked by a crown next to each one). The requirements to complete each
challenge are written in Japanese. They list very specific details, sometimes, which must
be fulfilled in order to complete the stage. If you screw up completely, you'll be failed
out of a stage rather than wasting time completing it. The challenges are as follows:

  [Practice]

01. Higher
    4Panel, Basic, All
      -complete without any "miss"

02. Only You
    4Panel, Basic, 01-07
      -complete with full combo

03. The 7 Jump
    4Panel, Basic, 17-37
      -complete with full combo
      -level is on "sudden"
```

04. Never Gonna Make
    4Panel, Basic, All
      -complete with max dance meter
      -dance meter starts empty

05. In the Heat Of the Night
    4Panel, Basic, All
      -complete with at least 1,500,000 points

06. Let's Talk It Over
    4Panel, Basic, All
      -complete with more "perfect" than
       of either "great," "good," or "boo"
      -it is okay to "miss" steps

07. Dream a Dream
    6Panel, Basic, 13-21
      -complete with full combo

08. Gimme Gimme Gimme
    6Panel, Basic, 01-23
      -complete with full combo
      -level is on "sudden"

09. Gotcha
    6Panel, Original, All
      -complete with full combo
      -custom steps are much tougher

10. Don't Stop!
    4Panel, Basic, All
      -complete with score under 1,000,000 points
      -complete with max combo of 50 or more

   [Basic]

01. Hero (Happy Grandale Mix)
    6Panel, Basic, All
      -complete with full combo
      -step indicators at top are invisible

02. One Two (Little Bitch)
    4Panel, Basic, All
      -never hit any "double" steps
      -all other steps must be "good" or better

03. Orion.78 (AM Euro-Mix)
    4Panel, Maniac, 24-27
      -complete with full combo
      -level is on "hidden"

04. It Only Takes a Minute
    4Panel, Basic, All
      -complete with max combo of 10 or less
      -dance meter does not recover

05. Never Let You Down
    6Panel, Basic, All

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          -never hit any "up" or "down" steps
          -all other steps must be "good" or better

06. Baby Baby Gimme Your Love
      4Panel, Trick, All
        -complete with full combo, but...
        -you are allowed only one miss
        -wrong BGM playing, is for "shooting star"

07. Kick the Can
      4Panel, Trick, All
        -never increase dance meter above 50%

08. Baby Baby Gimme Your Love
      6Panel, Basic, All
        -complete with 50 or more "perfects"

09. Eat You Up
      4Panel, Trick, All
        -complete with score between 3,000,000 and 3,100,000
10. Dam Dariram (KCP Mix)
      4Panel, Trick, 07-30
        -complete with dance meter of 5% or less
        -you can still fail from empty meter


   [Trick]

01. Hero (Happy Grandale Mix)
      4Panel, Trick, All
        -never hit any "double" steps
        -all other steps must be "good" or better
        -step indicators at top are invisible

02. Hero (Happy Grandale Mix)
      4Panel, Trick, All
        -only hit "double" steps
        -all those steps must be "great" or better
        -level is on "hidden"

03. Young Forever
      4Panel, Maniac, 01-11
        -complete with full combo

04. Pink Dinosaur
      6Panel, Trick, All
        -complete with 70% or more "perfect"
        -step indicators at top are invisible
        -level is on "sudden"

05. Make Your Move
      4Panel, Trick, 01-42
        -complete with full combo, but...
        -you are allowed only one miss
        -wrong BGM playing, is for "shake your booty"

06. Walkie Talkie
      4Panel, Basic, All
        -complete with max combo of 30 or more
        -never increase dance meter above 50%
```

```
07. Music
    6Panel, Maniac, 43-51
      -complete with full combo

08. Saint Goes Marching
    4Panel, Basic, 15-23
      -complete with all "perfect"

09. Saint Goes Marching
    4Panel, Basic, 15-23
      -complete with full combo
      -level is on "stealth"
      -same steps as in challenge #8 above

10. Bumble Bee
    6Panel, Maniac, All
      -never hit any "up" steps
      -all other steps must be "good" or better

   [Maniac]

01. Era [nostalmix]
    4Panel, Maniac, 33-43
      -complete with full combo

02. Furuhata's Theme
    4Panel, Maniac, All
      -complete the song successfully
      -dance meter does not recover

03. Saint Goes Marching
    4Panel, Maniac, 15-23
      -complete with full combo

04. If You Were Here (B4 Za Beat Mix)
    6Panel, Maniac, All
      -only hit steps with "up" and/or "right"
      -all those steps must be "good" or better

05. Follow the Sun
    4Panel, Basic, All
      -complete with max combo of 10 or less
      -dance meter does not recover

06. Leading Cyber
    4Panel, Maniac, 32-40
      -complete with full combo
      -song moves at slower speed

07. Trip Machine Climax
    6Panel, Basic, All
      -never hit "up" or "down" steps
      -all other steps must be "good" or better

08. 1,2,3,4, 007
    6Panel, Maniac, All
      -never hit "down" or "right" steps
      -above two may be hit in double steps
      -all other steps must be "good" or better
```

```
                   -dance meter still decreases for required misses

09. Higher
    6Panel, Maniac, All
      -never hit the exact same step twice consecutively
      -dance meter still decreases for required misses

10. Era [nostalmix]
    4Panel, Original, 30-44
      -complete with full combo


   [Extra]

01. next update!



6.0 Records List
-------------------------------------

    This menu keeps a list of your high scores for all of the game's stages (Music High
Score). You can view high scores for each variant of each song (six variants per song). It
keeps track of your letter and number high score for each one, as well as your maximum
combo achieved while earning that score. As a bonus, pressing the "triangle" button while
on a song in the records table will "Play" the song (like a sound test, it plays in the
background). In this game, your highest overall scores (Total Ranking) may be viewed
during
the "demo reel" that runs from the main menu (whenever a button is not being pressed).

    At any time during the music menu, you may press the "select" button to "change" from
"game" mode to "six panel" mode scores. In "Diet" mode, both players' records are shown.
Pressing the "square" button will clear the records on either side chosen. In "Diet
Diary,"
pressing "up" or "down" on the directional pad will stretch the bars to different lengths.
Pressing the "start" button there will add or remove the measurement bars on the left. The
menu options are as follows:

    -Music High Score
        -All Game Songs
        -All Game Songs (Six Panel)

    -Diet Records
        -Calories Total        (kcal)
        -Songs Played          (number)
        -Calories Average      (kcal)

        -Jogging Equivalent    (kilometers)
        -Jumprope Equivalent   (times)
        -Swimming Equivalent   (meters)

    -Diet Diary
        -Dates
        -Amount Burned (kcal)

    -Exit



7.0 Edit Mode
```

```
--------------------------------------

     This mode is one of the cooler features of the game, as it lets you create your own
sets of steps for any of the game's levels. From here, you create your steps and then save
them to a memory card. At any time in the process, if you attempt to start a "new data" or
"load" data without having "saved" your current data, the game will ask you "Do you wish
to
continue without saving: Yes/No." The menu options are as follows:

    -New Data
        -Choose Song
        -Player: Single/Double/6Panel
        -Load Official Data: Yes/No
            -Basic/Trick/Maniac

        -Directionl Pad: move one beat distance up/down
        -Circle: create/delete right arrow
        -Triangle: create/delete up arrow
        -X button: create/delete down arrow
        -Square: create/delete left arrow
        -L1: change beat distance (Full/Half/Fourth)
        -R1: hold down and press up/down to move in full bars
        -L2: create an area (press once for start, once for end)
        -R2: Area Menu (effects contents of created area)
            -Copy
            -Paste
            -Cut
            -Undo
            -Delete
            -Reverse
                -Mirror
                -Up/Down
                -Left/Right
            -Quantize
                -Quarter
                -Eighth
                -Twelfth
                -Little
        -Analog L: press up/down to move quickly in full bars
        -Analog R: press up/down to zoom
        -Select: Sequence Menu (press again to exit)
            -Player: Single/Couple/Double
            -Zoom: X2/X4/Off
            -Triple: Off/On
            -Work Area: Normal/Double
            -Arrow: Type1/Type2/Type3
        -Start: Test Play

    -Memory Card
        -Save
        -Load
        -Rename
        -Exit

    -Quick Save

    -Recording
        -Play Type: Watch/OverInput/SaveInput/Judge1/Judge2
        -Repeat: Off/On
        -Speed: 1-5
```

```
            -Input SE: Off/On
            -Filter Bai: 0-100 (Judge2 Only)
            -Controller: Type1/Type2 (6Panel Only)

    -Option
            -Input Type: Keep/Next
            -BGM: Off/On
            -Icon EXP: On/Off
            -Language: Japanese/English

    -Status
            -Music Name
            -Player
            -Bar End
            -Note Number (1P and 2P)
            -Data Name
            -Difficulty
            -BGM Data

    -Guide

    -Exit
```

7.1 Arcade Link

    This home version now has a separate mode for creating arcade link files. Originally,
this was done in the "Options" and "Nonstop Order" menus. But now, you can easily manage
and update an "arcade link data" file for use with either DDR 4th Mix or DDR 5th Mix. When
created, the link file will take up one block on the memory card. And, as though it wasn't
obvious, it's best to go with first-party memory cards from Sony. And for the "DDRT"
(Dance
Dance Revolution Tool) which allows viewing of the data on the fly, you must use the
Pocketstation.

    The link data file will allow the use of "Edit" data for all supported songs and
"Nonstop Orders" you have made for the arcade itself. In 5th Mix, you can even store your
music records and Internet Ranking passwords as though it were a home version. And, on
either side, you'll have an Information screen to look at. You can create (or update) a
link file from your console, although it can not be used until it interfaces with the
arcade (in most functions, anyhow). More info coming later (as this author will go fullout
on these data modes in the next few weeks, now that 5th Mix is out). As for now, here are
the menus:

```
    -5th Mix Link
            -Music Records
            -Internet Ranking
            -Information
            -Name Entry
            -Link Data Save
            -Link Data Load
            -Link Data Create
            -Exit

    -4th Mix Link
            -Information
            -Nonstop Order
            -Link Data Save
```

```
             -Link Data Load
             -Link Data Create
             -Link Data Update
             -Pocketstation
                  -Mail Box
                  -Mail
                  -Download
                  -Exit
             -Exit


     -Exit



8.0 Nonstop Mode List
---------------------------------------

    "Nonstop" is the alternate difficulty choice when playing "game" mode. In this mode,
you play from a list of "courses" that are set up by Konami. Each course consists of Four
stages, which are played straight in a row with no breaks. Playing one course makes up a
full game in Nonstop. There are Six default Nonstop courses, and then your own Three
custom
orders if you switch them on. The default courses are as follows (with difficulty before
each stage, abbreviated for "Basic," "Trick," and "Maniac"):

     -Official 1
          -(B) 1,2,3,4, 007
          -(B) Kick the Can
          -(B) Pink Dinosaur
          -(B) The 7 Jump

     -Official 2
          -(B) My Summer Love
          -(B) Walkie Talkie
          -(T) Higher
          -(T) Music

     -Official 3
          -(M) Orion.78 (AM Euro-Mix)
          -(M) My Summer Love
          -(M) Hypnotic Crisis
          -(M) Trip Machine Climax

     -Official 4
          -(T) Baby Baby Gimme Your Love
          -(T) Burnin' the Floor
          -(T) Love Again Tonight (For Melissa Mix)
          -(M) B4U

     -Official 5
          -(T) Boys (Euro Mix)
          -(M) Furuhata's Theme
          -(M) Shooting Star
          -(M) Saint Goes Marching (Remix)

     -Official 6
          -(B) Synchronized Love (Red Monster Hyper Mix)
          -(B) Hero (Happy Grandale Mix)
          -(B) Share My Love
          -(B) Era [nostalmix]
```

```
8.1 Nonstop Order
--------------------------------------

    You use this mode to create the custom sets of levels for use in the "Nonstop" mode.
By
pressing the "select" button at any time you are in the main menus, you will bring up the
"Guide" menu. You can set up and customize up to Three different sets of Four levels.
These
levels can be fully customized as well. And better yet, each of the four stages can have a
totally different set of difficulty, variant, and effects than the rest. The menu options
are as follows:

    -Order: [1]/[2]/[3]
        -1st Stage
            -Edit: Title/NoUse
            -Music: Select Music
            -Player 1
                -Level: Basic/Trick/Maniac
                -Little: Little/Off
                -Turn: Left/Right/Mirror/Shuffle/Off
                -Hidden: Hidden/Sudden/Stealth/Off
            -Player 2
                -Same options as with Player 1
        -2nd Stage
            -Same options as with 1st Stage
        -3rd Stage
            -Same options as with 1st Stage
        -4th Stage
            -Same options as with 1st Stage
        -5th Stage
            -Same Options as with 1st Stage

    -Edit Data Check

    -Order Use: NoUse/Use

    -Exit




8.2 Endless Mode
--------------------------------------

    This mode lives up to its name, as it can tend to last forever. You play a constant
streak of levels, randomly chosen, until your dance meter empties and you lose (you will
not repeat any songs until you have played each song once, and then it starts another
random loop). However, you can choose to get a "Break" after every Five levels you play.
It
will ask you "Take a Break?" and give you choices of: "1 Minute/3 Minutes/5
Minutes/Continue." You have Ten seconds to decide whether you take a Break or you continue
playing. You can end a Break at any time by pressing the "start" button. During gameplay,
your "combo" can carry over from one stage to another (so your combo can go up to any
number, not just up to 999 like usual). Your score and stage can also go on infinitely,
only limited by how long you can make yourself play. When beginning, press "circle" to
start the game or "X" to exit. The menu options are as follows:

    -Player: Single/Double/6Panel
```

```
    -Level: Basic/Trick/Maniac/Random

    -Turn: Off/Left/Mirror/Right/Shuffle/Random

    -Hidden: Off/Hidden/Sudden/Stealth/Random

    -Little: Off/On/Random

    -Character Select
```

9.0 Information Screen

    This screen keeps track of how far you've progressed in the overall game. The first
pieces of info on this screen are of general information or about new features that are
present in this version of DDR. Whenever you earn a secret song or mode, you will get some
new pieces of information on this screen to let you know (and describe it). Also, you will
get info segments for the game's normal modes every-other time you start up your game. In
the upper-right corner of the menu, you can see how many total information pages you have
earned (you start out with about Four, but will end up with over a dozen; as information
pages now hold multiple pieces per page). The information is as follows:

```
    -Welcome to DDR 4th Mix!
    -Solo Mode
    -Challenge Mode
    -Endless
    -Arcade Link
    -Diet Mode, Changes
    -New Songs 01-04
        01. .59
        02. Dam Dariram (KCP Mix)
        03. Don't Stop! ~AMD 2nd Mix~
        04. Era [nostalmix]
    -New Songs 05-08
        05. Get Me In Your Sight ~AMD Cancun Mix~
        06. Hero (Happy Grandale Mix)
        07. Holic
        08. If You Were Here (B4 Za Beat Mix)
    -New Songs 09-12
        09. Let's Talk It Over
        10. Make Your Move
        11. Leading Cyber
        12. Never Let You Down
    -New Songs 13-16
        13. Groove
        14. Midnite Blaze
        15. Orion.78 (Civilization Mix)
        16. Share My Love
    -New Songs 17-18
        17. Dancing All Alone
          -Only Trial Difficulties
        18. Synchronized Love (Red Monster Hyper Mix)
```

10.0 Game Secrets and Hidden Options

-Experience. Most of the secrets to be earned in this game are received once you have
completed a certain number of songs (stages) in the standard arcade modes of play. The
game
internally keeps count of how many songs you have played, and there is no way to view that
total number itself. For the most part, you will earn a new secret for every Five songs
you
complete. Some secrets will also have alternate methods to earn them (this will be shown
when multiple requirements are listed under a single secret). If so, you only need to
fulfill any one of those requirements that is listed, not all of them.

    -Secret Songs. Some of the game's songs will not be accessible from the start of the
game. For every five songs you complete in any normal game mode, you will earn a new
secret
song. Four secret songs are brand-new Konami originals, while the first twelve are the
secret songs from the arcade version of 4th Mix. The last two are "Bonus Tracks" which
come
from later titles. Note, these are NOT in the exact proper order yet. I didn't record the
order when earning them all, so I'll hafta tweak it later. The songs are as follows:

        -Synchronized Love (Red Monster Hyper Mix)
            -clear 05 songs

        -Dancing All Alone
            -clear 15 songs

        -Hero (Happy Grandale Mix)
            -clear 20 songs

        -Dam Dariram (KCP Mix)
            -clear 25 songs

        -If You Were Here (B4 Za Beat Mix)
            -clear 30 songs

        -Let's Talk It Over
            -clear 35 songs

        -Make Your Move
            -clear 40 songs

        -Share My Love
            -clear 45 songs

        -Era [nostalmix]
            -clear 50 songs

        -Holic
            -clear 55 songs

        -.59
            -clear 60 songs

        -Don't Stop! ~AMD 2nd Mix~
            -clear 65 songs

        -Never Let You Down
            -clear 70 songs

        -Groove

```
                -clear 75 songs

          -Midnite Blaze
                -clear 80 songs

          -Get Me In Your Sight ~AMD Cancun Mix~
                -clear 85 songs

          -Leading Cyber
                -clear 90 songs

          -Orion.78 (Civilization Mix)
                -clear 95 songs
```

    -Bonus Track. In this title, the two bonus tracks get mixed into the normal song list.
However, one should know the background on these two songs. "Synchronized Love" is from
the
arcade "DDR 4th Mix Plus," and will be included on the "DDR Extra Mix" for Playstation.
"Dancing All Alone" is a preview of a song from "DDR 5th Mix." And, in thus, it can only
be
played on "Basic" variant.

    -Challenge Mode. This mode is not accessible from the start of the game. To open it
up,
you must meet the requirement below. Basically, it is earned in place of a second secret
song, then the songs continue. Once you have done this, it will appear as a choice in the
main menu, below "Training" mode:

```
          -clear 10 songs
```

    -Endless Mode. This mode is not accessible from the start of the game. To open it up,
you must meet BOTH of the following requirements. Once they are BOTH fulfilled, it will
appear as a choice on the title screen. In this game, strangely, Endless mode does not
have
any kind of records kept for it. It is just for play value now. The requirements are as
follows:

```
          -open up all secret songs, then...
          -complete game mode once
```

    -Link Version. When you save your data to the memory card, you can then use your
memory
card for the Arcade versions of DDR. This compatible machine, the "Link Version," has a
slot for the Playstation memory card on it. For one, you can port your "Edit" data to the
arcade version. Additionally, the custom "NonStop Order" data is compatible with DDR
Arcade. However, in this game title, the arcade link has its own mode. No secrets
involved.

11.0 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 OFF-line 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). And to the fans of music games, worldwide, i offer the greatest thanks of all. Our demand is what keeps this amazing genre of games coming back to us every month.

    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~