

Dance Dance Revolution 5th Mix (Import) FAQ/Walkthrough

by Xeno Lynx

Updated to v1.05 on Dec 27, 2001

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Dance Dance Revolution 5th Mix (this ASCII art only uses about 2KB)

FAQ by: Xeno Lynx

Version 1.05

The Inside

1. Fundamentals
2. Game Mode
3. Diet Mode
4. Lesson Mode
5. Training
6. Edit
7. The Other Menus
8. The Misc. Section
9. Credits

Version History

1.00

- Initial

1.01

- Added Volcabulary
- Added Specific Controls
- Redid some areas

1.02

- Added Rankings
- Added more information to Diet and Edit modes

- Confirmed Double Play difficulty on all of the songs
- Confirmed most of the reward table
- Minor layout change
(you know, I should really use that notebook more often n.n;)

1.03

- Got rid of marginal stuff, otherwise, you didn't need them and they were pointless anyways.
- Distribution notice added (please read if you don't plan to read it where ever you are right now)
- Moved around somethings from the Things To Know

1.04

- I actually started playing again and got some things in that were long before obvious, so, I got them in.
- Made a new layout for songs

1.05

- Put in the original Kana for some songs that had them (along with the Romanji) Problem with Sana Morette Ne Ente during HTML testing, don't ask.
- Some trivia so you won't get bored, again.
- Changed "Things to know" to "The Misc. Section" obviously, you didn't need to know somethings.

1. Fundamentals

Not during gameplay

Controller

D-pad: Move cursor

O: Accept

X: Cancel

[]: No use

/\ : No use

L1: No use

R1: No use

L2: No use

R2: No use

Start: Accept

Select: None

Dance Pad

Arrows: Move Cursor

O: Accept

X: Cancel

Start: Accept

Select: None

During gameplay

D-Pad: Arrows (Same direction as key)

O: Right arrow

X: Down arrow

[]: Left arrow

/\ : Up arrow

L1: (Double play only) Arrow

L2: (Double play only) Arrow

R1: (Double play only) Arrow

R2: (Double play only) Arrow

Start: None
Select: None

Dance Pad

Arrows: Arrows (Same direction as key)
O: Right arrow
X: Down arrow
Start: None
Select: None

Vocabulary

Bar

A bar in DDR is the same as four beats in the arrow setup. Every four beats, another bar starts.

Beats per minute (BPM)

How many beats accomplished per minute. Determines how fast the song goes.
(100 is slow, 200 is fast)

1/4 Beat

This is basically 1 beat on the bar, or the same as going as fast as the song's current BPM.

1/8 Beat

This is basically called a half-beat, or the same as going twice as fast as the song's current BPM.

1/16 Beat

This is basically called the quater-beat, or the same as going four times as fast as the song's current BPM.

How To Play Dance Dance Revolution

Screen

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00031204250

Kinda corny but it helps. On the top is your dance gauge. You will not get game over until the gauge empties out. Below that are a set of four gray arrows that stay put. These are to say when you're supposed to hit the arrows.

They also flash according to the beats per minute. (BPM) The arrows come from the bottom to the top, the speed depends on BPM. On the bottom is your score, which is just for kicks, no real reason.

Goal

Time hitting the arrows just at the gray ones. Continue to hit them until the end of the song.

Tips for begginers

It's fairly easy to play this game as long as you just pay attention. And don't be afraid either, doing good attracts crowds. (well at the arcade, since this FAQ is for the console game) Most of the time, you'll just memorize like that, otherwise you'll have to react. Don't worry if you have to look all the way at the bottom just to see the next set of arrows, you'll get used to seeing them and memorizing them for just a split second. Here are some tips for playing the easy songs. Your skill will progress if you play progressively harder songs later, but don't jump from a 1 foot to a 5 foot.

1/4 Beat steps (one arrow every beat)

Just follow the beats per minute of the music and hit the arrows at that pace.

Jumps (two arrows simultaneously)

This what gets most people. Just jump to the two arrows you're trying to hit at the same time. Like if you're hitting the left and right arrows at the same time, jump with your legs spread out. What maybe the most odd thing is, you tend to jump exactly right when you see it!

Song's too fast/slow!

There's a thing I call a speed optical illusion, and it really helps.

"Too Fast"

Start playing faster songs, eventually your eyes even out the speed so it appears to be moving a bit slower

"Too Slow"

Start playing slower songs, eventually your eyes even out the speed so it appears to be moving a bit faster.

In short, continue to play fast or slow songs until your eyes are so used to it,

you can see the arrows clearly. (worked with PARANOiA Max for me)

Practice without the game!

Look at people as they do it. Try to play without a pad, whatever. It helps somewhat if you practice without the use of a pad or the game. If you want to warm up, try doing the song the person is doing at the arcade. (or wherever)

Innovations Of The Game (Why should you get it?)

- The graphics are way improved. Everything moves smoothly, dancers, arrows, everything.
- New feature, pausing. The arrows stop and resume
- New feature, sorting of songs. Pressing start will arrange the songs
- New feature, long version. Long versions of songs will now be playable, at the cost of two stages.
- Added feature, BPM change. They added more songs that change BPM

Should I Play If...

I want to work on my arcade skills?

Yes, it's free, obviously, but you need the pad.

I only have a controller?

That's up to you. The game is VERY easy with the controller even if you suck on the pad.

I recently ate and play with the pad?

It's highly recommended you don't play on a full stomach. Sometimes, however, your stomach tolerance can withstand motion on certain foods. Try jumping around to test out if you should play. However, it's not recommended either way if you have a full stomach.

I have a US Playstation? (no mod)

A mod chip is required to play any imported game. There's a trick, so look way below for how to really play this game.

Health Warnings

Obviously, if you're sick, injuries, or have any physical disorder, try not to play this game. You'll find yourself using nearly every body part and moving around a lot. After all, I find it funner if I threw in some arm motions.

If you do happen to play on the pad, be advised of the following:

After a while, you'll fatigue. If you really feel like you can't stand up, take a break. It's better to rest than continue on playing straight after all.

Once in a while, you may end up rubbing your feet against the pad. Rubbing constantly builds up a blister. Try to avoid rubbing, and should you get one, stop playing.

You have to keep balance much throughout the songs, starting upon some Moderate levels. If you have trouble keeping balance, practice doing so by trying another form of balancing. You might end up injuring yourself if you lose balance during gameplay.

Obviously, if you practice dancing moves, the same as above applies.

2. Game Mode

Before The Game

In the console version, there are only three modes to choose from: Single, Versus, and Double. There is no Non-Stop or Solo Play (six panels) in this game.

Single Play: Play by yourself, one player only, etc.

Versus: Play with another person, two player, etc.

Double: What most people do is get two people for this mode. This mode was strictly meant for one person to deal with two pads at the same time.

Which is why one side gets most of the arrows during the course of the song.

After that, you can pick characters. Each one doesn't matter now, since they

all dance in the same fashion. But I just like ones who look good for that type.

Characters

*

1 Player's Side

Afro (from 1st mix)	Johnny (From 4th mix)	Spike	Naoki (Naoki Maeda)
Rage (from 3rd mix)	Robo2001	Baby-Lon	U1 (U1-aSami)

2 Player's Side

Janet (from 2nd mix)	Charmy (from 3rd mix)	Maho	N.M.R.
Emi (from 3rd mix)	Princess-Zukin	Alice	2MB

*This column, all the characters must be obtained.

Mode

Arrow Misc (Top)

Little: Any 1/8 or 1/16 arrow is gone

Flat: If you notice, the arrow colors rotate differently depending on the beat that arrow is at. Flat makes all the arrows the same color rotation.

Arrow Arrangement (Middle)

(The gray arrows are always going to be left, down, up, right)

Left: All arrow positions are moved left. So it's like down, up, right left

Right: All arrow positions are moved right. So it's like right, left, down, up

Mirror: All arrow positions are inverted. So it's like right, up, down, left

Shuffle: All arrow positions are random

Arrow Visibility (Bottom)

Hidden: All arrows disappear at 2/3 from the top

Sudden: All arrows reappear at 2/3 from the top

Stealth: Arrows are invisible

How tough is it?

Simple (1): Generally, the song is mostly a step every two beats, then you'll

encounter a few 1/4 beat songs. Jumps are rare

Ordinary (2): Generally, most of the song is 1/4 beat and you may have jumps.

Moderate (3): Almost all the song is 1/4 beat and you'll run into jumps easily.

Superior (4): All the song is 1/4 beat* and you may even encounter a 1/8

Marvelous (5): 1/8 beats are occasional in three bursts and/or numerous jumps

Genuine (6): 1/8 beats are more common in three bursts

Paramount (7): 1/8 beats are common in three bursts and sometimes eight in a row

(with a arrow pattern of two or more) 1/16 beats maybe

present.

Exorbitant (8): 1/4 beats don't practically exist. The song is mainly 1/8 beats,

1/8 jumps are rare. 1/16 beats are present in slow songs.

Catastrophic (9): 1/4 beats only appear if necessary. 1/8 beats are everywhere

with 1/8 jumps. 1/16 beats are present in slow songs

*- Fast songs are an exception. Like Furuhata's Theme and Afronova Primeval

Ranking

At the end of the song, you'll receive a ranking on how well you performed.

As well as score, bonus, and total score.

Judgement

- Perfect!! - Perfect timing, increases dance gauge with most effect, points increased full amount. Adds 1 combo
- Great! - A bit off, half the worth of Perfect!! Adds 1 combo
- Good - Off by a slight beat, no value, stops combo
- Boo! - Off majorly, half the worth of Miss, stops combo
- Miss - Didn't attempt, decreases dance gauge with most effect, stops combo

Grades

- E - Failed (Judgment doesn't matter)
- D - Barely Passed (30%+ total Boos/Misses or your gauge was below 50% most of the song)
Probable Score Percent: 40%
- C - Did alright (20%- total Boos/Misses, 40%-50% Perfects or you gauge was averaging 75% through the whole song)
Probable Score Percent: 50%-64%
- B - Good performance (10%- total Boos/Misses, 50%-59% Perfects)
Probable Score Percent: 65%-79%
- A - Great performance (3%- total Boos/Misses, 5%- Goods, 60%+ Perfects)
Probable Score Percent: 80%+
- AA - Excellent performance (Perfect combo, 0% Goods/Boos/Misses, 1+ Greats)
Probable Score Percent: 90%-99%
- AAA - Perfect performance (Perfect combo, 100% Perfects)
Probable Score Percent: 100%

Bonus (for higher)

- Gameplay (Double play is best (NOT CONFIRMED))
- Harder difficulty (Maniac is best)
- Modes on (Flat, Shuffle, and Stealth are best)
- Evalutaed Score (higher the better (NOT CONFIRMED))
- Evalutated Judgement (More Perfects the better)
- In a row (Doing the same will decrease it)

Controls

Left/Right: Select Song (left is up, right is down) Move Cursor

Up/Down: Press twice to switch difficulties/Move Cursor

O: Select Song

X: Use edit data/Hold during selection to go back to main menu

Start: Re-arrange songs

- Difficulty: By basic and categorized by music type
 - Green: DDR Arcade songs
 - Blue: PSX Specific (released for PSX but not appearing in Arcade)
 - Yellow: Beat Mania Append
- Alphabetical order: Press O on the letter to select it
- BPM order: Slowest to fastest
- Player's Best: This order I can't figure out. No, it's not who your character is. (I used Naoki and it was Ectasy first, switched off to Rage and it was still Ectasy)

Select: Mode menu

Song List (In Alphabetical Order)

Since I happen to use a computer that's not in my home, I cannot lug my Playstation over there and play DDR. Though songs I do know I will write about

but generally, slow songs or anything else I don't usually play won't show. Usually the easy songs are boring to write about about anyways. If you see a

song with a yellow/green triangle thing, that means it's a beginner's song.
(more on that a little later)

Example

Title - Artist

BPM - How fast the song is Bars - How long the song is

Single - Single Play

Basic : Basic mode difficulty, along with tips underneath

Trick : Trick mode difficulty, along with tips underneath

Maniac : Maniac mode difficulty, along with tips underneath

Double - Double Play

Basic : Basic mode difficulty, along with tips underneath

Trick : Trick mode difficulty, along with tips underneath

Maniac : Maniac mode difficulty, along with tips underneath

Description (if any)

KEY- (for Difficulty Tips)

Pattern

M - Follow the music: certain instruments that stand out or sounds)

L - Follow the lyrics: the patterns is when the artist is saying the words)

P - Regular: No real pattern

E - Erratic pattern: the pattern is oddly arranged, supposed to follow
something

Arrow Beats

1/2 - Arrows too far apart (easy)

1/4 - 1/4 beats mainly

1/8 - 1/8 beats mainly/warning

1/16 - 1/16 beat warning

*Before I say anything, Trick is always going to have 1/8 beat arrows on
easier

songs in three at a time along with more jumps. Just saying this because
it'd

be a waste to say that for a majority of the songs here. If there is
something

I might comment about, you know it's there.

17°í/Nanajyuu Sai (17 Years Old)- Bambee

BPM - 142 Bars - 50 Genre - Eurobeat

Single

Basic : 2

Pattern - P Arrow - 1/4

The song is easy, just a bunch of 1/4 beats and a few jumps.

Trick : 5

Pattern - P Arrow - 1/4 and 1/8

Maniac : 6

Pattern - P Arrow - 1/8

It's 1/8 but it goes in a good pattern that's easy to follow

Double

Basic : 2

Trick : 4

Maniac : 6

Overall, this song's not too hard. Just be aware of 1/8 beats in this song

in Trick and Maniac.

Absolute - DJ TAKA

BPM - 144 - 80 Bars - 62 Genre - ??

Single

Basic : 3

Pattern - P Arrow - 1/2 and 1/4

Plain easy, there's just a bunch of 1/4 clustered together then a break.

Trick : 5

Pattern - P/M Arrow - 1/4 and 1/8

Maniac : 8

Pattern - M Arrow - 1/4 and 1/8

It's partly easy, but follow the main sound with the arrows later on

Double

Basic : 3

Trick : 5

Maniac : 8

This song is fun on Maniac as it follows the music. It's probably what some

guys would call "happy music"

Abyss - DJ TAKA

BPM - 142 Bars - 52 Genre - ??

Single

Basic : 2

Pattern - P Arrow - 1/4

Has a lot of 1/4 beats for a moderate song

Trick : 5

Pattern - P/M Arrow - 1/4 and 1/8

Maniac : 7

Pattern - M Arrow - 1/8

Follow the drum in the back for the first part, then follow the sound.

Double

Basic : 2

Trick : 5

Maniac : 7

PAUSE NOTICE - Bar 33 at beat 1/4, stops for six beats

One of the four songs that features the pause. It's seems like something that could be used in credits of a movie or something.

Afronova Primeval - 2MB

BPM - 200 Bars - 82 Genre - Rave

Trivia Q - Is this song a Konami Original?

Single

Basic : 4

Pattern - P Arrow - 1/4

Fairly easy, but the hard part about this song is keeping up

Trick : 6

Pattern - M Arrow - 1/4 and 1/8

There is parts that get tough. Generally the arrows are in 6-7 at a time and since this song is going fast, it makes it hard.

Maniac : 9

Pattern - M Arrow - 1/8

Again, just listen to the music. There's always a beat you can use for getting

the arrows just right

Double

Basic : 4

Trick : 6

Maniac : 9

A remix of the third fastest (more like second) song, Afronova from DDR 3rd. It's a fun song to do and it's somewhat easy to do for a 200 BPM song. Even easier than PARANOiA and it was 180 BPM.

Against All Odds (Definite Mix) - Deja Vu featuring TASMINE

BPM - 139 Bars - 57 Genre - ??

Single

Basic : 3

Pattern - P Arrow - 1/4

Just another Ordinary song. (why bother putting in something we see everyday)

Trick : 5

Pattern - P Arrow - 1/4 and 1/8

Maniac : 7

Double

Basic : 3

Trick : 5

Maniac : 7

I haven't played this song much, so I can't say much about it.

B4U Glorious Style - Naoki (LONG VERSION)

BPM - 155 Bars - 119 Genre - Techno

Single

Basic : 4

Pattern - P Arrow - 1/4 and 1/8

Luckily, 1/8 only appears when the vocalist says "Everybody go compete with DDR"

Trick : 6

Pattern - P/L Arrow - 1/4 and 1/8

There some arrows that come in 5-8 at a time.

Maniac : 9

Pattern - M Arrow - 1/8 and 1/16

Listen to the music, there's a sound that goes in a pattern with the arrows.

Double
Basic : 4
Trick : 6
Maniac : 9

This song is also a fun one to do, but hard to keep up with if you can outlast a three minute song. Thankfully, that's only equivilant to two songs.

Be Together - Ni Ni
BPM - 142 Bars - 46 Genre - ??

Single
Basic : 3
Pattern - P Arrow - 1/4
Another fairly easy song. A mix of 1/4 and jumps.
Trick : 5
Pattern - P Arrow - 1/4 and 1/8
Maniac : 7

Double
Basic : 3
Trick : 5
Maniac : 7

One of the songs I don't play much either.

Broken My Heart - Naoki featuring Paula Terry
BPM - 168 Bars - 66

Single
Basic : 4
Pattern - P Arrow - 1/4
Like your average Superior song, 1/4 beat arrows and a mess of jumps
Trick : 5
Pattern - P/M Arrow - 1/4 and 1/8
Maniac : 9
Pattern - M Arrow - 1/8 and 1/16
There's a few 1/16 beats mixed in so just be sure to watch out for those

Double
Basic : 4
Trick : 6
Maniac : 9

I started playing this when I realized it was a castrophic. Acutally the only time I play this is the edited version found in the Data Base.

Can't Stop Falling In Love (Speed Mix) - Naoki
BPM - 170 Bars - 66 Genre - Eurobeat

Single

Basic : 4
Pattern - P Arrow - 1/4
Jumping pattern similar to Dive but it's more of a variation
Trick : 6
Pattern - P/M Arrow - 1/4 and 1/8
Maniac : 9
Pattern - M Arrow - 1/8 and 1/16
Follow the song, especially the beginning part.

Double
Basic : 4
Trick : 6
Maniac : 9

This is a fun song to do. It gets progresive with the 1/8 on Trick and Maniac, so just be sure to watch out for those, it's easy to miss them on a fast song.

Dancing All Alone - SMiLE.dk
BPM - 140 Bars - 43 Genre - Eurobeat

Trivia Q - What mixes before 5th has this song appeared in?

Single
Basic : 2
Pattern - P Arrow - 1/2 and 1/4
It's not really that hard. It's a basic patter of > > or > > >
Trick : 5
Pattern - P Arrow - 1/4 and 1/8
Maniac : 7

Double
Basic : 2
Trick : 5
Maniac : 7

From the same people who did Butterly, this song is just as good. Though you won't encounter many jumps in this song.

Dive - Be For U
BPM - 155 Bars - 60 Genre - J-Pop

Trivia Q - This isn't really when Dive was orignally released, what mix was it?

Single
Basic : 4
Pattern - P Arrow - 1/4
There's a lot of jump patters, but they are easy at this speed.
Trick : 5
Pattern - M/L Arrow - 1/4 and 1/8
Maniac : 8
Pattern - M/L Arrow - 1/8 and 1/16
Part way, follow the lyrics when they come up. Then follow the music.

Double

Basic : 4
Trick : 6
Maniac : 7

This song introduces Konami's new artist for DDR: Be For U. Although I don't know why they have that name. (a short history is in the instruction book) This is more likely a J-Pop song, so if you like J-Pop you'll be on this one for a while.

Dive -More Deep & Deeper Style- - Be For U
BPM - 155 Bars - 60 Genre - J-Pop

Single

Basic : 3
Pattern - P Arrow - 1/4
You can expect a few jumps, otherwise it's 1/4 arrows
Trick : 5
Maniac : 7
Pattern - M/L Arrow - 1/8 and 1/16
Same as Dive

Double

Basic : 3?
Trick : 5?
Maniac : 7?

Consider it, the easier version of Dive. It's exactly the same BPM and bars. You know, how different is it from the original is beyond me.

Do It Right - SOTA featuring Ebony Fay
BPM - 135 Bars - 49 Genre - ??

Single

Basic : 4
Pattern - P Arrow - 1/4
Nothing much to worry about. Just a few more jumps
Trick : 5
Maniac : 7

Double

Basic : 4
Trick : 5
Maniac : 8

It's the credits theme song, enjoy.

DXY! - TaQ
BPM - 148 Bars - 65 Genre - Gabbah, Trance, one of those

Trivia Q - For this song, what's odd about it? (Hint: you need to assume)

Single

Basic : 4

Pattern - P/M Arrow - 1/4 and 1/8

There is 1/8 beats, but it's kept moderate. It's a medium speed so that won't

be a problem. The main worry, a ton of jumps

Trick : 6

Maniac : 8

Pattern - E Arrow - 1/16

The pattern is something I can't figure out how it relates with the song. Since

the pattern is erratic, you're on your own.

Double

Basic : 4

Trick : 6

Maniac : 8

Well, I got better on this so it's not so hard. But TaQ does make some pretty hard songs.

Dynamite Rave (LONG VERSION) - NAOKI

BPM - 150 Bars - 108 Genre - Rave

Single

Basic : 4

Pattern - P Arrow - 1/4 and 1/8

1/8 beat arrows are kept moderate.

Trick : 5

Maniac : 8

Pattern - M/P Arrow - 1/8 and 1/16

Mainly it's 1/8 beats but the mixed in the 1/16 beats from the original.

Double

Basic : 4

Trick : 6

Maniac : 9

They mixed the arrow placement around, but it should be similar otherwise.

Ecstasy - D-Complex

BPM - 145 Bars - Genre - Techno

Single

Basic : 4

Pattern - P Arrow - 1/4

There's hardly any jumps in the song.

Trick : 6

Maniac : 7

Pattern - P? Arrow - 1/8

Bunch of 1/8 beats.

Double

Basic : 4

Trick : 6

Maniac : 7

PAUSE NOTICE - Bar 25 1/4 beat, stops for 8 beats. Bar 47 3/4 beat, stops
for 16 beats

The one thing I love about this song is that it pauses twice. One is
"normal", the other is longer. Actually, you might even notice a second
pause is coming up.

Electro Tuned (The Subs Mix) - TaQ
BPM - 125 Bars - 51 Genre - Gabbah, Trance, one of those

Single

Basic : 5

Pattern - P/M Arrow - 1/4 and 1/8

This song has more 1/8 beats than DXY! but the song is slower which is why
there

are more. It shouldn't be a panic.

Trick : 6

Maniac : 9

Pattern - E Arrow - 1/16

Can't figure out the pattern either.

Double

Basic : 4

Trick : 6

Maniac : 9

I thought this song was hard on Maniac because of the arrow placement.
Otherwise the other modes are just about what you'd expect out of DXY!

Healing Vision - De-Sire
BPM - 90 - 196 - 49 - 190 - 90 Bars - 70 Genre - Drum & Bass

Trivia Q - De-Sire's only song that wasn't Drum & Bass was...

Single

Basic : 3

Pattern - P Arrow - 1/2 and 1/4

Nothing to worry about during the 49 BPM part. There's only one note.

Trick : 6

Pattern - M/P Arrow - 1/4

During the 49 BPM part, you'll have to start off the heartbeats

Maniac : 8

Pattern - M Arrow - 1/8 and 1/16

Not only do you have to follow the drums in the beginning, you also got
to tackle the heartbeats completely.

Double

Basic : 3

Trick : 6

Maniac : 9

That's right, this song switches BPM five times throughout the song.
During
the 49 BPM, it won't matter on Basic or Trick, but listen to the heart
beat
in Maniac to get the arrows just right.

Healing Vision ~Angelic Mix~ - 2MB
BPM - 46 - 196 - 46 Bars - 75 Genre - Drum & Bass

Single

Basic : 5

Pattern - P Arrow - 1/4, 1/8 and 1/16

Yup, all three are seen here. Most of the song is mainly 1/4, but then it gets

going onto 1/8 in a few bursts. The end is the only part with 1/16 beats.

Trick : 7

Maniac : 9

Pattern - M Arrow - 1/8 and 1/16

1/8 plus a bunch of jumps. There's about as much arrows as in PARANOiA
Rebirth,

which is why it makes it so hard.

Double

Basic : 5

Trick : 7

Maniac : 9

PAUSE NOTICE : Bar 57, 5/8 beat, stops for one beat

This song is a combination of BPM changing and pausing, plus it's
insanely

hard. It starts off slow, but the first note is when it shoots up to
196.

During the pause, it'll stop then go in a beat, which may screw you up.
(this pause is supposed to happen, by the way)

Hot Limit - John Desire (LONG VERSION)
BPM - 156 Bars - 121 Genre - ??

Single

Basic : 3

Pattern - P Arrow - 1/4

Seriously, how many Ordinary songs are here that have the same pattern? Well
if you want it, it's a 1/4 arrow pattern then a break of 1/2 arrows.

Trick : 6

Maniac : 8

Double

Basic : 3

Trick : 6

Maniac : 8

This song isn't all to bad, but considering its difficulty, you might
want

to settle for some others before-hand.

Insertion - NAOKI underground
BPM - 140 - 110 - 120 - 140 - 220 Bars - 58 Genre - Techno

Trivia Q - When does that whack BPM change (110-120-140) occur?

Single

Basic : 4

Pattern - P/M Arrow - 1/4 and 1/8

There's 1/8 beats, but not as bad. Just make sure to adjust your speed when the song kicks in at the end

Trick : 6

Maniac : 9

Pattern - M Arrow - 1/8 and 1/16

There's 1/16 beats that go with the drum and sound of the music. Obviously just listen to the music. The pattern somewhere before the pause goes in a 1/16 form. It looks like ^> (or a similar way)

Double

Basic : 4

Trick : 6

Maniac : 8

PAUSE NOTICE: Bar 25, 1/4 beat. Stops for three beats

This is the first song I tried out and realized there was pausing. This song is still a bit hard because even on basic you encounter 1/8 steps. Just listen to the music to know when to hit the arrows just right

I Was The One - Goo Cool

BPM - 125 Bars - 50 Genre- ??

Single

Basic : 3

Trick : 5

Maniac : 7

Double

Basic : 2

Trick : 5

Maniac : 7

One of the songs I don't play much.

Look To The Sky - System SF featuring Anna

BPM - 149 Bars - 52 Genre - ??

Single

Basic : 3

Pattern - P Arrow - 1/4

Another ordinary song. A few breaks between the 1/4 parts

Trick : 4

Maniac : 6

Double

Basic : 3

Trick : 4

Maniac : 6

I like this song, just for the song. But otherwise, it's fairly easy to complete. It just goes with the song on Maniac in parts.

°× Japan/Matsuri Japan (Festival Japan) - Re-Venge
BPM - 180 Bars - 180

Single

Basic : 4

Trick : 5

Maniac : 9

Pattern - M/L Arrow - 1/8 and 1/16

The 1/16 beat parts can be done by a skipping (you know, that form of movement)

pattern.

Double

Basic : 4

Trick : 6

Maniac : 9

I play this song a lot as well. Though I haven't tried Basic or Trick (because I didn't get there yet) it's fun to do on Maniac. Just follow the song as you go.

Moonlight Shadow (New Vocal Version) - Missing Heart
BPM - 140 Bars - 51 Genre - Soft

Single

Basic : 4

Trick : 5

Maniac : 6

Double

Basic : 4

Trick : 5

Maniac : 7

One of the songs I don't play much.

Moving On (Extended Moon Mix) - Ellen Gee
BPM - 142 Bars - 52 Genre - ??

Single

Basic : 3

Pattern - P Arrow - 1/4

Do I have to go over this again? Basically just 1/4 and a few breaks

Trick : 5

Maniac : 8

Double

Basic : 3

Trick : 5

Maniac : 7

One of the songs I don't play much.

Mr. T (Take Me Higher) - Risky Men featuring Asuka M.
BPM - 128 Bars - 54 Genre - ??

Single

Basic : 3

You know the score, 1/4 and breaks.

Trick : 5

Maniac : 7

Double

Basic : 3

Trick : 5

Maniac : 7

I played this on Maniac, still haven't on Basic and Trick. Again, it's another follow the music arrangement.

My Generation (Fat Beat Mix) - Captain Jack (I'm sure they meant phat)
BPM - 140 Bars - 51

Single

Basic : 4

Trick : 5

Maniac : 6

Double

Basic : 3

Trick : 5

Maniac : 6

One of the songs I don't play much.

Never Ending Story - DJ - AC - DC (what the?)
BPM - 140 Bars - 54 Genre - ??

Single

Basic : 3

Trick : 6

Maniac : 7

Double

Basic : 3

Trick : 6

Maniac : 7

One of the songs I don't play much.

No - Limit - 2 Unlimited
BPM - 141 Bars - 55 Genre - ??

Single

Basic : 4
Trick : 6
Maniac : 9
Pattern - L Arrow - 1/8 and 1/16
Follow the lyrics

Double
Basic : 4
Trick : 6
Maniac : 8

One of the songs I don't play much.

Nori Nori Nori - Judy Crystal
BPM - 160 Bars - 49 Genre - Eurobeat

Single
Basic : 3
The song seems to be a bit fast but it's not too hard.
Trick : 2
Maniac : 2

Double
Basic : 3
Trick : 2
Maniac : 2

This is a trial version of a song that might come out in DDR MAX (6th mix)

It's fast and fun song with a catchy beat.

♫ªÉÈè f|f`f|fRfŠf`/Odoru Ponpokolin (Dancing Ponpokolin) - Captain Jack
BPM - 142 Bars - 57 Genre -

Trivia Q - Was this Chibi Maruko-Chan's opening or ending theme?

Single
Basic : 2
Pattern - P Arrow - 1/2 and 1/4
Not too hard, until the chorus picks up it's a long 1/2
Trick : 4
Maniac : 7
Pattern - M/L Arrow - 1/8
Follow the music then the lyrics during the chorus

Double
Basic : 2
Trick : 4
Maniac : 7

Though easy, I like this song. Why? It's the theme song to a popular Japanese anime: Chibi Maruko-chan in English. Chorus is kinda fun to sing to. On maniac, just follow the music like the numerous other songs.

On The Jazz - Johnny Dynamite!

BPM - 130 Bars - 52 Genre - Jazz

Single

Basic : 2

Pattern - P Arrow - 1/4 and 1/8

Yes, there is a 1/8 beat, but it only shows once.

Trick : 4

Maniac : 7

Pattern - E/M? Arrow - 1/8 1/16

Double

Basic : 2

Trick : 4

Maniac : 7

Slow songs tend to get on me. The arrow placement in them tends to follow

something else in the music than beats, so listen.

Oops!... I Did It Again (All Fired Up Mix) - Rochelle (LONG VERSION)

BPM - 132 Bars - 102 Genre - ??

Single

Basic : 2

Pattern - P Arrow - 1/2 and 1/4

It's a bunch of sideways (< >) jumps for a while

Trick : 5

Maniac : 7

Pattern - M Arrow - 1/16

Just follow a certain beat, it should be easy.

Double

Basic : 2

Trick : 5

Maniac : 8

Shdwrlm3@yahoo.com and my brother says the voice isn't right. Must be synthesized or whatever.

PARANOiA Eternal - STM 200

BPM - 200 Bars - 78 Genre - Jungle

Trivia Q - Look at all the PARANOiA guys! What other PARANOiA song featured more

than one "PARANOiA man" in the BG?

Single

Basic : 5

Pattern - M Arrow - 1/4 and 1/8

After the middle, there will be 1/8 beats, so watch out. (I always can't get them)

Trick : 6

Maniac : 9

Pattern - M Arrow - 1/8

Follow the music, goes like < < < <<< < <<< < < < <<< < or something

Double
Basic : 5
Trick : 6
Maniac : 9

PARANOiA has been a long favorite of mine, and this song is one I usually pick. The thing that gets on me is on Maniac, there's a spot where it's 1/8 beats in one arrow for two bars, which is VERY hard to do.

Radical Faith - TaQ
BPM - 114 Bars - 49 Genre - Metal

Single
Basic : 4
Pattern - P Arrow - 1/4 and 1/8
This is where you worry. There's a lot of 1/8 beats for a song this hard.
Trick : 6
Maniac : 8
Pattern - E Arrow - 1/16

Double
Basic : 3
Trick : 6
Maniac : 8

One of the songs I don't play much. TaQ song's get frustrating easily.

Remember You - NM Featuring Julie
BPM - 105 - 50 Bars - 42 Genre - Alternative

Single
Basic : 1
Pattern - P Arrow - 1/2
Arrow every two beats, then a few 1/4 beats
Trick : 3
Maniac : 5

Double
Basic : 1
Trick : 3
Maniac : 5

One funny thing is, on Basic, this song doesn't have enough notes to fill up your gauge even if you get an AA ranking. Otherwise, this song is a slow calm one, or for an idea, the Titanic song. It slows down at the end, this could catch a beginner easily, but play it cool.

Right Now - Atomic Kitten
BPM - 130 Bars - 52 Genre - ??

Single

Basic : 3
Trick : 5
Maniac : 6

Double
Basic : 3
Trick : 5
Maniac : 7

One of the songs I don't play much.

ŸíŸPŸóŸ¹ ¤î ¿ÀÍÍ/Romance No Kamisama (God of Romance) - Judy Crystal
BPM - 157 Bars - 52 Genre - Eurobeat

Single
Basic : 3
Pattern - P Arrow - 1/4
There's not much to say
Trick : 5
Maniac : 9
Pattern - M Arrow - 1/16
Follow the music.

Double
Basic : 3
Trick : 5
Maniac : 8

I play this song a lot, on Maniac, because the way the notes are arranged.

It's in a 1/16 beat sync and it goes with the song.

fTfi f, fŒfbfe fl fGf`fe/Sana Morette Ne Ente - Togo Project featuring Sana
BPM - 90 Bars - 36 Genre - ??

Single
Basic : 2
Pattern - P Arrow - 1/4
Yup, easy enough to comeplete. No help? Well you'll be getting 1/4 beats and the occasional jump
Trick : 5
Maniac : 8
Pattern - E Arrow - 1/16
Erratic pattern, I can't really figure if it's the song or lyrics

Double
Basic : 3
Trick : 5
Maniac : 8

This song annoyed me on Maniac, it's very hard to earn yourself an A rank.

It's about as hard as Jam Jam Reggea in 3rd mix.

Still In My Heart - NAOKI

BPM - Bars - Genre - ??

Single
Basic : 4
Trick : 6
Maniac : 7

Double
Basic : 4
Trick : 5
Maniac : 7

One of the songs I don't play much.

Swing It - Bus Stop
BPM - 178 Bars - 50 Genre - 50's

Single
Basic : 3
Pattern - P Arrow - 1/4
It's fast, but fun. I almost scored a AAA. (1 great)
Trick : 5
Maniac : 7

Double
Basic : 3
Trick : 5
Maniac : 7

A fun song to do, and it's easy for a fast song. Try it out.

Test My Best - E-Rotic
BPM - 147 Bars - 55 Genre - Eurobeat

Single
Basic : 3
Pattern - P Arrow - 1/4
This is getting old. (1/4, breaks, jumps)
Trick : 4
Maniac : 7

Double
Basic : 3
Trick : 5
Maniac : 7

I tend to like E-Rotic songs in DDR, but outside of DDR, they are not what you might think.

The Centre Of My Heart (Stone Dub Mix) - Rexette
BPM - 128 Bars - 49 Genre - Country

Trivia Q - More than 1/3 of the last part of the song, they keep saying

what?

Single

Basic : 2

Pattern - P Arrow - 1/2

No really THAT hard, mainly a arrow every two beats

Trick : 1

Maniac : 1

Double

Basic : 2

Trick : 1

Maniac : 1

Another trial song for 6th mix.

The Cube - DJ Suwani

BPM - 178 Bars - 71 Genre - Drum & Bass

Triva Q - What does that pattern (the six boxes) supposed to represent?

Single

Basic : 4

Pattern - M Arrow - 1/4 (or 1/16, but not extreme)

Follow the music, which is pretty noticable.

Trick : 6

Maniac : 7

Double

Basic : 4

Trick : 6

Maniac : 7

One of the songs I don't play much.

The Twist (Double Pump Mix) - Celebraty All Staz

BPM - 158 Bars - 57 Genre - 50's

Single

Basic : 3

Pattern - P Arrow - 1/4

You know the score.

Trick : 5

Maniac : 7

Double

Basic : 2

Trick : 5

Maniac : 7

One of the songs I don't play much

Tribal Dance (Almighty Mix)- 2 Unlimited

BPM - 136 Bars - 50 Genre - ??

Single
Basic : 4
Trick : 6
Maniac : 8

Double
Basic : 4
Trick : 5
Maniac : 7

One of the songs I don't play much

3. Diet Mode

Diet mode monitors how much you exercise when you play DDR. You can customize the features by putting your weight (in Kg) and how much Kcals you eaten. Remember, US standard 1 calorie is 1Kcal.* On the options menu you can adjust it more. To review your workout, go to Records and Diet Dairy to see how much you did in a day.

*Factoid of science

A Kcal is 1000 calories. No, you're not fat. A calorie is a measurement of energy needed to heat up one mL of water one degree. (celcius I think) And think, is a 50 calorie (not Kcal) bar going to keep your body, which is 70% water at a constant 35C/98.6F for at least 30 minutes? I think not.

In short, *Food* Calorie is another word for Kilocalorie.

Menu Options

Weight - How much you weight in Kg (2.2lbs=1Kg)
Playtime/Kcal - Sets for either goal time or Kcal.
 Time - How long you want to exercise (must surpass it)
 Kcal - How much Kcal you want to burn off (must surpass it)
Course - General difficulty of songs
 Easy Course - The songs are reduced to very simple
 Diet Course - The songs are reduced to 1/4 beats
 Normal Course - The songs are all normal

Screen

```
[||||||||||||||||]stage[||||||||||||||||]  
< v ^ >
```

3:45

000000001.234Kcal

Basically, it's all the same, except the score has been replaced with a Kcal read out and there's a timer. The Kcal meter will start going as soon as you press an arrow at most times. (not just before or right after the song) So your exercise will be measured even if you're not hitting anything.

4. Lesson Mode

They picked on Alice a lot in this game, she's everywhere. (it used to be Emi)
There are three lessons to do and each one is progressively harder, but it's

easy enough.

Lesson 1 (Baby-Lon)

1. Basics
2. 1/4 beats
3. Left/right every 2/4 beat
4. Up/down
5. Up/down, another way
6. Up/down, feet aligned with up/down arrows
7. Up/right/down and up/left/down drill
8. Song - Let Them Move (N.M.R)

Lesson 2 (Princess-Zukin)

1. Left/right drill
2. Left/right drill
3. Clockwise arrange
4. Jumps
5. Jumps 2
6. Clockwise arrange + Jumps
7. 1/4 then Jump
8. Song - Higher (NM featuring SUNNY)

Lesson 3 (Robo2001)

1. 1/8 step drill
2. Left/Up/Right and vice versa pattern
3. Same as above but with bottom
4. Right/Up/Down/Left and vice versa pattern
5. 1/4 then 1/8 steps
6. 1/4 then 1/8 steps
7. Body moving Technique (spinning)
8. Song - Baby Baby Gimme Your Love (DIVAS)

5. Training

Basically, this allows you to practice any song you have with some adjustments.

There is no game over here either.

Menu

Music Select

Type of Play: Single, Versus, Double

Difficulty: Basic, Trick, Maniac

Mode: Little, Flat, Arrangement, Visibility

Speed: 1-5, I believe it's by 1 digit equals 20% but can't really tell.

Help : 2 (yes they skip 1) Metronome; 3. Song + metronome; 4. Arrow Clap;

5. Song + arrow clap; Metronome + arrow clap; 7. Everything

Metronome is beeps. Clap is when the game makes a clap when you're supposed to hit the arrow for a "Perfect!"

Bar Start: Which bar you want to start at, you cannot start at the end

Bar End: Which bar you want to end at, you cannot end at the beginning

Start: Starts song

Edit: Loads edit data

Exit

End Options

Again - Do song again

Check - Checks judging and timing

Yellow - Perfect!!

Green - Great!
Blue - Good
Purple - Boo!
Miss - Red

If you press select you'll see your timing scale
Yellow - Perfect timing
Blue - Timing is too soon
Purple - Timing is too late
Red - Missed

Menu - Goes back to the menu

6. Edit

You can make your own arrow arrangement with this. Have a little fun, make it a challenge.

Controls

Pad: Move cursor
O: Accept/Place arrow (right)
X: Cancel/Get out of editing field/Place arrow (down)
/\: Place arrow (up)
[]: Place arrow (down)
L1: Change BPM arrow placement
L2: Area start/end
R1: Scroll faster
R2: Area menu
Start: Test song
Select: No use

Main Menu

New Data - Start from scratch or use an official data for a starter
- Select Song
 - Use official Data?
 - Yes
 - Basic, Trick, Maniac
 - No: Start from scratch
Memory Card - Load from Memory Card
Guide - Gives instructions (in Japanese)
Exit

Memory Card Menu

Save - Save data
Load - Load data
Rename - Rename data (you need to give it a name and maybe difficulty)
Exit

In The Editing Field

(names don't appear)

[]New		1P's 2P's	
[]Mem. Card		side side	
[]Quick Save			
[]Recording			
[]Options			
[]Status			
[]Guide			
[]Exit			

Explanations

New - Start a new data

Memory Card - Goes to Memory Card menu

Quick Save - You have to have saved it first, automatically updates it.

(when

chosen)

Recording - Several more options...

- Type: How you want the preview done
- Judge 1: You can play the song on the editing field.
- Judge 2: Actual DDR style
- Over Input: Plays the song and you can place arrows as you go.

Deletes

arrows if you press the same arrow

- Save Input: Plays the song and you can place arrows as you go.

Doesn't

delete arrows

- Watch: Just watches how it goes
- Repeat: Repeats song
- Speed: Adjusts how fast the song is going
- Input SE: Turns on/off those sound effects when doing Input recording.
- Filter Br: Works only with Judge 2. If at 0%, you'll see the editing field. If at 100%, you'll have a blank background.

Options - More options to choose from...

- Input type: How you want to input the arrows
 - Keep: Stays at current position
 - Next: Moves to the next beat once an arrow is placed
- BGM: Plays current song while editing
- Icon Exp: Names the left icons for you
- Language: Japanese or English

Status - Explains everything about the song currently

Guide - Explanation of buttons, in Japanese

Exit

How To's

Place an arrow

Make sure you have a line in either 1P or 2P's side with a box at either end.

Press any of the right button keys to place an arrow and press the same key to delete it.

Place 1/8 or 1/16 beat arrows

Press L/R2 and the arrows in the box will change from red, to blue, then yellow. Red is 1/4, blue is 1/8, and yellow is 1/16. Then just normal edit as you would.

Preview Song Before Actual Launch

Press start, to customize the way you want it, look at "Recording".

Save

Go to the Memory Card option. (the menu help is above)

Area Editing (press R2)

Copy - Copies the current area

Paste - Pastes the copied/cut arrows to where you want it

Cut - Copies but deletes the arrows with it

Delete - Deletes all the arrows

Arrange - Fixes the position of arrows for you

- Left: all arrows go left once
- Right: all arrows go right once

- Mirror: reverses all the arrow positions

Quantize - Not sure exactly what this does

- Fourth: All arrows in that area will become a 1/4 beat arrow
- Eighth: All arrows in that area will become 1/4 and 1/8 beat arrows
- Twelfth: All arrows in that area will become 1/16 beats or similar
- Little: Gets rid of all 1/8 and 1/16 arrows.

Something About Edit

If you edit something, the VERY last possible note is odd. I used Healing Vision -Angelic Mix- and followed the heartbeats at the end, and sometimes I cannot hit the last note (because the game cuts off the controls) and sometimes

I can. But oddly enough, that last note doesn't count! I ranked AA on it but I couldn't touch the last note!

Tibits on song editing

I tend to make hard songs, but I usually know how to create some easy ones. If you want to make either...

Making C Ranking songs (7-9 foot)

- Choose a fast song, this'll make the arrows harder to see (something like Afronova Primeval, PARANOiA Eternal, or Healing Vision -Angelic Mix- works)

Song of Choice: HV -AM- because it's slow, fast, and stops. (slow and stops for like a fraction of the song, but it's fun)

- Use 1/8 arrows most of the song. This really is hard to do if the song is fast.
- Jumps are killer, if you can't hit them at all (for some odd reason), you've made the song too hard or it's your little Combo "stopper".
- 1/8 beats work best on a single foot. But it's boring if the whole song is just one arrow. Maybe a whole bar or two tops.
- If you want a slow song, make it the slower songs.
Song of Choice: Sona Morette Ne Ente
- Use 1/16 arrows most of the song. This really hard to see.
- Jumps are killer, again
- The beat works best for a single foot. But make sure it's not the whole song.
- What works best is the way TaQ arrangements work. Make it go with the song but hard to figure out which part. Otherwise following a sound or lyrics works fine.

Making B Ranking songs (4-6 foot)

- Any song works
- 1/8 arrows kept moderately for fast songs, maybe okay for most of a slow song
- 1/16 are not to be in a fast song, slow songs are kept moderate.
- Jumps are okay 1/4, rarely 1/8
- If you want, make the arrows follow an obvious sound of the music, but if it's 1/16 or 1/8 mostly, don't use it all the way through

Making A Ranking songs (1-3 foot)

- Any song works
- 1/8 are virutally forbidden. Slow songs are kept rarely
- 1/16 are never to be seen.
- Jumps are light
- If you want, make the arrows follow an obvious sound of the music. Kept lightly if mostly 1/8 or 1/16 (means trim it down)

7. Other Menus

DATA BANK

Holds most, if not all, the custom arrow arrangements made by the DDR staff. There are over 2000 and you get more as you complete more songs. You need one block to save the edit data and the appropriate game which it will highlight for you to play.

The games being:

- Dance Dance Revolution
- Dance Dance Revolution 2nd Mix
- Dance Dance Revolution 2nd Mix Club Version
- Dance Dance Revolution 2nd Mix Beat Mania Append
- Dance Dance Revolutoin 3rd Mix
- Dance Dance Revolution 4th Mix
- Dance Dance Revolution Best Hits
- Dance Dance Revolution Extra Mix
- Dance Dance Revolution 5th Mix

ARCADE LINK

You can create an Arcade Link data in this option. Arcade link will allow you to use your DDR 5th mix data to support the arcade version. I'm guessing the only reason is to open up more options or play your edit data.

RECORDS

- Music Records - Best Record for all the songs
- Diet Rankings - Highest Kcal, time, whatever
- Diet Diary - Information on what you did day-by-day

OPTIONS

Several Options to choose from.

SOUND

Sound

- Stereo: If you have two speakers
- Mono: If you have one speaker

Voice

- No Booing: The crowd does not boo, so you won't feel discouraged.
- Off: Turns off announcer and crowd during the song
- On: Everything is on

Timing

- |||
-+0

- I'm not even sure how this works. From what I hear, it's supposed to make the arrows go slightly faster/slower. This doesn't help on judgement.

CONTROLLER

Vibration (Requires Daul Shock)

- No use: Doesn't vibrate

- Button: Same like clapping in training, but not recommended (since it's lengthy, it's not helpful as it just creates a pure vibration throughout harder songs)

- Miss: Only vibrates if you miss

Double Play Use

- Yes: Use vibration on Double Play
- No: Doesn't vibrate on Double Play

Double Play Settings

- A: R1 - Down L1 - Right R2 - Left L2 - Up
- B: R1 - Down L1 - Left R2 - Up L2 - Right
- C: R1 - Down L1 - Up R2 - Left L2 - Right
- D: R1 - Left L1 - Down R2 - Right L2 - Up
- 1: Each player has their own side (1P is 1P, 2P is 2P)
- 2: Allows single player Double Mode (C-pad: 1P Side, Buttons: 2P)
- 3: 2P's O, X, /\, [] are reversed

Controller Settings

- 1P: Will disable certain controls for 1P
- 2P: Will disable certain controls for 2P

MEMORY CARD (Requires PSX Memory Card (PS2 Memory Card incompatible) and 1 block)

Save

- Saves Data

Load

- Loads Data

Edit Use

- Scans memory card for edit data

Auto Save

- Saves automatically when updated

DDR 4th Mix Support

- Supposed to open options

DDR Extra Mix Support

- Supposed to open options

GAME

Difficulty

- 1/Easiest: Miss decreases 10%-30%, Perfects initially increases .25%
- 2/Very Easy: Miss decreases 15%-35%, Perfects initially increases .25%
- 3/Easy : Miss decreases 15%-40%, Perfect initially increases .2%
- 4/Medium: Miss decreases 20%-40%, Perfect initially increases .15%
- 5/Medium-Hard: Miss decreases 25%-40%, Perfect initially increases .1%
- 6/Hard: Miss decreases 30%-55%, Perfect initially increases .05%
- 7/Very Hard: Miss decreases 35%-60%, Perfect initially increases .025%
- 8/Hardest: Miss decreases 40%-75%, Perfect initially increases .025%

Stage

- 3: Three songs before total evaluation
- 4: Four songs before total evaluation
- 5: Five songs before total evaluation

Timer

- On: You'll have 20 seconds to choose whatever
- Off: You have infinite time

Game over

- Arcade: Game stops as soon as your dance gauge reaches 0%
- End of music: Like Beat Mania somewhat. If your dance gauge ever reached

0% during the song by the time of your ranking, it's game over.

Event Mode

- On: You have access to all songs. Long Versions take one stage. You

play

right after total evaluation. Press X anytime during your ranking

to

get out.

- Off: You play the number of songs current. You will not have access to long versions until the second to the last stage.

GRAPHIC OPTIONS

BG Animation

- On: Turns on the animations in the background
- Off: The background stays the same

BG Bright

- 25%-100%: Brightness level of the background

Danger (when you dance gauge is 20% or lower)

- Blinking: DANGER! flashes
- Still: DANGER! stays
- None: No DANGER! display

Arrow

- Arcade: Normal rainbow color rotation
- Note: Red (1/4 beat steps) Blue (1/8 beat steps) Yellow (1/16 beat

steps)

Character Use

- Yes: Allows character selection and character to dance
- No: You will skip character selection and no character will dance

DIET OPTIONS

Measurement

- Regulation:
- Free:
- I have not seen any significance to this option. It could be with the weight/time/Kcal thing but I'm not sure yet.

Calorie Display

- Yes: Displays Kcals burned
- No: Doesn't display Kcals burned

Consecutive Play

- Yes: Choose one song and you'll go to the next one right after the previous
- No: You can choose songs

GALLERY MODE

This mode allows you to see the collected pictures from the game. You get one new one every two songs and there is a total of 227 pictures. You need to play 454 songs just to get every one of them! Don't be bored now, I'm only a third there.

INFORMATION

Updates you with the latest things you've gotten.

8. The Misc. Section

Triva Q Monsters

What was the only mix that featured lyrics? (so you can kareoke to it!)

What was the only mix that had append discs? (like Beat Mania)

What was the only mix not on PSX?

There's a song out there that's supposedly faster than Drop Out, what is it?

The "PARANOiA man" is seen only in one other outfit, which is?

What song was also in Drum Mania and Guitar Freaks? What is the difference between the two songs? (besides the obvious)

There are three songs in Bemani that appear in DDR, Guitar Freaks, and Drum Mania. Their only similarities are the sound effects they share and the name.

What are they?

Luv To Me was also in another game besides Beat Mania, what is it? (and full name of the song)

What is so significant about TaQ's and DJ Taka's genre now?

How To Play If Imported

Dance Dance Revolution 5th Mix has a notorious PS gadget in it's CD, Modchip testing. This means you cannot play if you have a mod. However:

First you need a modchip. You may also need a spring or something to keep the button you see in the top right (facing the controller ports) held.

Well, no one's really enforcing these tricks as far as I'm concerned. (If you want it off, gotta tell me)

- GS modchip test skip code.

1. Place a US or compatible version PSX game that's not copied into the console
2. Turn on the console, leaving the cover open, wait for the original game to stop.
3. Take out the game and put in DDR5th Mix in
4. Enter this code
D017438E-1040
8017438E-1000
5. Run with the cheat on

- Swap Trick for PSX only(follow exactly and you'll get out with minimal damage)

1. Place a US or compatible version PSX game that's not copied into the console
2. Turn on the console, leaving the cover open, wait for the original game to stop.
3. Take out the game and put in DDR5h Mix in
Normally, if you just let it run, after about five seconds in the game, you get a message "Program Terminated. This console maybe modified, please call (some long phone number) for support"
4. Press start game (without cheats or whatever that option is)
5. Play brave this time, as soon as the "Checking Memory Card" message appears,
you HAVE TO STOP the disc and quickly put in the US or compatible in. Let the compatible disc run until the normal warning appears, then switch back.
You have under five seconds to do this process. If the motor starts before you can put

it in and it scratches the middle, no biggy. (the only part that's not read.)

6. Enjoy.

NOT ONLY USING THE GS CODE WILL ONLY LIMIT YOU TO GAME AND DIET MODES, YOUR DATA WILL BE CORRUPTED SOONER OR LATER. HOWEVER, USING THE SWAP TRICK WILL SLIGHTLY DAMAGE THE CD. You're in a bad spot either way. Like niether? Just buy a Japanese PSX off of E-bay or something.

Rewards

I had a problem with the file I used. Not only did I have to restart from 50 songs

the game also lost track of Gallery Mode pictures. (I use that as a song counter)

There maybe a fault, but I'm not sure.

Every 2 Songs: Gallery Mode picture unlocked

5 Songs: Nori Nori Nori

10 Songs: The Centre Of My Heart

15 Songs: Abyss

20 Songs: Sana Morette Ne Ente

25 Songs: Mr. T (Take Me Higher)

30 Songs: On the Jazz

40 Songs: Absolute

45 Songs: The Cube

50 Songs: Look Into the Sky

55 Songs: DXY!

60 Songs: Radical Faith

65 Songs: Electrotuned

70 Songs: Naoki, N.M.R.

75 Songs: Do it Right

80 Songs: Total score

85 Songs: Dive -More Deep and Deeper Style- And Be For You members' biographies

90 Songs: Healing Vision -Angelic Mix-

100 Songs: U-1, 2MB

150 Songs: Total game types played

454 Songs: All Gallery Mode pictures aquired

All songs on Basic complete: Dance Master S-Basic

All songs on Trick complete: Dance Master S-Trick

All songs on Maniac complete: Dance Master S-Maniac

(records how many A's, AA's, and AAA's you got on that mode)

That Little Yellow/Green Thing

In Japan, you place a sticker or something to your car and it tells everyone you're a rookie driver. Or a begginer, so this marks all songs for beginners.

Graphic Problem

Did you know there's a graphic problem in the game? (Could be my Playstation since it's five years old) The resolution in the arcade game was widescreen and the Playstation's resolution is 320X240, which cannot support that. To compensate, the BG had to be squared and they had to cut off the top and bottom

to fit in the game. As you notice, you cannot see the gauge completely or see

"Stage" either. I'm guess PS2 fixes this.

Naoki, U1, N.M.R. and 2MB

You've seen their names, so where do they come from?

Naoki Maeda - Sound programmer, makes most of the songs that don't come from DanceMania. (More likely, most of the "Konami Original"

labeled

songs)

U1 - aSami - Playstation DDR Staff

N.M.R. - Shdwrlm3@yahoo.com confirmed it's Naoki

2MB - Shdwrlm3@yahoo.com confirmed it's U1

Beware!

Songs like PARANOiA Evil, Crafty, Millenium, Revolution, Red and Massive remixes

are all made by those outside of DDR. The only variations of Butterfly in DDR

are normal and Upswing. Don't expect any of those remixes outside of DDR or Dancemania to be on DDR.

How would you know?

Take PARANOiA for example. Crafty (which is a mix of all the PARANOiAs), Millenium

(Drum & Bass version) Revolution (PARANOiA Rebirth on speed) and Massive (Drum & Bass version 2) still use the original or Max versions and flip them in.

PARANOiA Evil is a real good version, but barely, could still tell that the original

was put in, just the artist flipped it around and the beat makes it sound like an

authentic Naoki song. (otherwise, it is one, but I don't care right now)

Getting AA or AAA

A few pointers on getting either of these hard (or not) to get rankings.

Tips for AA

- Practice the song
- Know every keen trick they try to pull. (like a jump in a 1/16 arrow song)
- PARANOiA Eternal's trick: Use one hand (your best) and use it on the arrows or just hit both the up and /\ in a 1/4 rythm

Tips for AAA

- DON'T TRY A MANIAC SONG. Though I got 4 greats doing Healing Vision -Angelic

Mix- before, it's a waste of time doing Maniac songs, or Trick for that matter.

- Easier = better. Well it's obvious
- Faster = better. You don't have to worry about timing that much. As I said,

I got 1 great on Swing It but 2 greats (best) on Remember You.

- Try the beat trick. Hit the arrow that comes next on the beat. Though it's not

recommended because it led me to more greats than just doing it.

- Practice.

The Useless To Know (This could be some challenges)

5th Mix
The Most -
Fastest (achieved) - Insertion (220)
Fastest (averaged) - Afronova Primeval, PARANOiA Eternal (200)
Bars - B4U Glorious Style (119)
BPM Changes (including stops) - Insertion (6)
BPM Changes (excluding stops) - Insertion, Healing Vision (5)
Song Played By author - Healing Vision ~Angelic Mix~
Highest Single Score by author - 53000000's AA ranking Healing Vision
-Angelic Mix-
Accumulated Score by author - 2700000000's last time checked
Combo by author - AA ranking Healing ~Angelic Mix~ Edited version with a 587
(or around) combo
1/8 Beat Arrows In A Row - PARANOiA Eternal (2 bars)
Total Difficulty Foots - Healing Vision ~Angelic Mix~ (20) (5/6/9
difficulties)
Slowest (achieved) - Insertion, Ecstasy, Abyss, Healing Vision ~Angelic Mix~
(0)
Slowest (achieved but still going) - Healing Vision ~Angelic Mix~ (46)
Slowest (averaged) - Sana Morette Ne Ente (90)
Shortest - Sana Morette Ne Ente (39)
Lowest single score by author* - 10000000's AA ranking The Centre Of My
Heart
Least Total Difficulty Foots - The Centre Of My Heart (4)
Awards given - Healing Vision ~Angelic Mix~ (no brainer)

*- I mean I passed it as well, but it'd be too long to fit.

Author's...

Favorite songs- PARANOiA Eteneral, Afronova Primeval, Ecstasy, Abyss,
Insertion, Healing Vision ~Angelic Mix~
Favorite Characters - Rage, Naoki, U1, Emi, Alice, 2MB
Top Three played- Healing Vision ~Angelic Mix~, PARANOiA Eternal,
Afronova Primeval

All the DDR

The Most -
Fastest (achieved) - Drop Out (260)
Fastest (averaged) - Drop Out (260)
Bars - B4U Glorious Style (119)
Oldest Group (since DDR)- SMiLE.dk, Bus Stop, Naoki (all variations)
BPM Changes (including stops) - Insertion (6)
BPM Changes (excluding stops) - Insertion, Healing Vision (5)
Song Played by author - PARANOiA Rebirth
Highest Single Score By author - 53000000's AA ranking Healing Vision
~Angelic Mix~
Highest Accumulated score by author - 200,000,000,000,000,000,000's Playing
3rd
Mix Endless Mode
Highest Combo by author - 700's Playing 3rd Mix Endless Mode
1/8 Beat Arrows in a Row - PARANOiA Eternal (two bars worth)
Total Difficulty Foots - La Seniorita Virtual (24) (7/8/9 difficulties)
Slowest (achieved) - Insertion, Ecstasy, Abyss, Healing Vision ~Angelic Mix~
(0)
Slowest (achieved but still going) - Healing Vision ~Angelic Mix~ (46)
Slowest (averaged) - Sana Morette Ne Ente (90)
Shortest (bars) - Sana Morette Ne Ente (39)
Lowest score by author - 0 (who hasn't?)

Lowest ranking by author and TRIED - Captain Jack ~Grandale Mix~ Double Maniac

(C, equilvilant to C)

Awards Given - Healing Vision ~Angelic Mix~

Author's Challenges

Highest Single Score - 53000000's AA ranking Healing Vision ~Angelic Mix~

Highest Accumulated score - Dan (Redchoco99@aol.com)

253,400,000,000,000,000,000's

Highest Combo - Dan (Redchoco99@aol.com) 1012

5th Only

Highest Single Score - 53000000's AA ranking Healing Vision ~Angelic Mix~

Highest Combo - AA ranking Healing ~Angelic Mix~ Edited version with a 587
(or around) combo

Misc

600+ Note song using a maximum of 50 bars and is POSSIBLE on controller -
Not attanined yet

600+ Note song using a minimum BPM of 190 and is POSSIBLE on controller -
Almost (look at 5th mix Highest Combo)

Author's

Favorite Songs - All PARANOiA's, Afronova, Afronova Primeval, Inserstion,
Abyss, Ecstasy, Healing Vision, Healing Vision ~Angelic
Mix~,

Dead End, Drop Out, Dam Dariram KCP Mix, Furuhata's Theme
Era (Nostal Mix), Orion .78 AMEuro Mix, Orion .78

Civilization

Mix, Holic, DXY!

Favorite Characters - Rage, Naoki, U1, Emi, Alice, 2MB, Disc Being (A and
B)

Devil Zukin (Diet version)

I'm Bored!

Well... This game has good replay value. This game also is still fun
afterwards

but if you're absolutely sick of DDR: Play Something Else.

Answers

Is this song a Konami Original? (Afronova Primeval)

It's quite clear that the logo of origin says "dance" and the rest is
unclear.

Strange, its original was a Konami Original.

This isn't really when Dive was orignally released, what mix was it? (Dive)
Extra Mix originally released Dive in the game.

De-Sire's only song that wasn't Drum & Bass was... (Healing Vision)

Trip Machine Climax, a fun song to do. It's probably my mistake if it is a
D&B.

When does that whack BPM change (110-120-140) occur? (INSERTiON)

Right after the pause, you'll notice the arrows are going funny after
awhile.

Look at all the PARANOiA guys! What other PARANOiA song featured more than one

"PARANOiA man" in the BG? (PARANOiA Eternal)

PARANOiA KCET ~Clean mix~ had at least three in the background.

More than 1/3 of the last part of the song, they keep saying what? (Centre Of

the Heart)

It gets me crazy... "Na-nana-nana-na"

What was the only mix that featured lyrics? (so you can kareoke to it!)

3rd Mix, they took it out because I'm guessing it was totally distracting.

What was the only mix that had append discs? (like Beat Mania)

2nd Mix had a total of two append discs as seen in the Data Bank. Beat Mania Append and Club Version.

What was the only mix not on PSX?

Solo2000 is the only mix on the arcade version. That Drop Out song would've been nice.

There's a song out there that's supposedly faster than Drop Out, what is it?

MAX300 by Omega, supposed to be in DDRMAX. It's what it says, 300. (It's really 150-300-0-300)

The "PARANOiA man" is seen only in one other outfit, which is?

A bicycle helmet in PARANOiA Rebirth.

What song was also in Drum Mania and Guitar Freaks? What is the difference between the two songs? (besides the obvious)

Love This Feelin' was not only a unique song because of that, it was the first

BPM changing song. The only difference is that the GF/DM version doesn't have

that intro ("Check one, check one" part) and is a straight 180 BPM.

There are three songs in Bemani that appear in DDR, Guitar Freaks, and Drum Mania. Their only similarities are the sound effects they share and the name.

What are they?

Hypnotic Crisis (DDR 4th Mix), Hypnotica (GF 1st mix), and Hypnotieque (DM 3rd)

Luv To Me was also in another game besides Beat Mania, what is it? (and full name of the song)

Luv To Me ~Super EuroBeat~ (Not sure) version was released in Para Para Paradise.

What is so significant about TaQ's and DJ Taka's genre now?

They switched off. TaQ was the calm guy, DJ Taka was the hardcore mixer.

9. Credits

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Thanks-

God - God gave us everything, why not?

My friend - for getting me interested in DDR

The Arcade - for having DDR to play

My Bro - for getting the Playstation

Konami (KCET) - The game, what else?

Almighty X (Gamefaqs.com board user) - Finding out how to play this game

Shdwrlm3@yahoo.com - Lending a helping hand with information

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