

Pop'n Music 2 (Import) FAQ

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Pop'n Music 2
Dreamcast & Playstation FAQ
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0.0 Revision History

V0.5 - 10/01/99 - Bare bones version, soon after release.

V0.8 - 02/15/01 - Pre-Release! Expect typos or grammar problems from it.
- General setup added, for all modes.

V0.9 - 04/16/01 - Initial Release! General information tweaked.
- Secrets confirmed and finished thanks to Konami Studios.
- Layout updated to newest versions.

V1.0 - 06/??/01 - Coming Very Soon!

Coming Soon:

-more detailed marathon info.

-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 nine different buttons, each represented by a distinct color. These

colors come in sets of two, moving outward from the inside (aside from the red center

button).

By default, these nine buttons are layed out on the controller just as they are on the game screen. This applies to the arcade, and there is also a special "pop'n controller" which acts as this at home. Otherwise, you can simply use the buttons on your control pad to play in any setup you choose. The standard layout of the buttons is as follows, in these three diagrams. This applies to the controller, as well as their order from left to right when playing. The first image below is of the buttons being "lettered" as they are in the config screens. The second one is of them "numbered" as they are when codes are being entered. The third is of their "colors" onscreen, which are used to make the game easier to play (abbreviated for red, blue, green, yellow, and white):

B D F H	2 4 6 8	Y B B Y
A C E G I	1 3 5 7 9	W G R G W

There is a column above each of these nine buttons, colored repectively. During gameplay, small bubbles (called "popkuns") will move slowly from the top of that "column" toward the bottom where the buttons are. There is a straight line at that point at the bottom. The basic premise is to hit the correct colored button whenever the popkuns in that particular column hit the bottom line. For each pop that you hit, a certain musical note or sound will be played in the song. You are basically helping to complete the song properly, and make pop music. This is a similar premise used in the "Bemani" series of games from Konami, where you must hit all the notes properly. You have a "rhythm level" meter which increases as you do well in the song. It will decrease, however, as you miss the popkuns. When the song concludes, the meter must be in the red zone of bars (closer to the top) in order for you to "pass" the stage.

You must listen to the rhythm of the song as well, because the simple sight of the popkuns can't always tell you exactly when to hit each button perfectly. And whenever a scale of notes is used, it will usually flow back and forth from one side to another. The pops in the song that represent musical notes will generally follow the tempo of the song (which can be heard distinctly). In the tougher variants of a song, however, the pops may come at more sparatic moments to create sound effects. Either way, knowing and listening to a song will help you greatly with performing the pops. There will also be times to hit multiple pops at a single moment. These are very important to identify and learn. There will usually never be more than four popkuns to press at the exact same time, and there are typically never more than two at once (since you only have two hands, with limited capabilities). However, the notes can go extremely quickly, to the point where you must carry multiple percussion parts at one

time.

-Pop Rank. Each time you press a button, the game will keep track of how close to the exact popkun you were. The three ranks are listed in order from best to worst. "Great" is right on the beat, exactly. "Good" is close to the beat, but not perfect. "Bad" is far off from the beat, or just missing it altogether. Each of these three possibilities yields more points than the one before it. At the end of the song, you see how many of each rank you received overall when executing the song's pops. Not only that, but it will show how many of each pop rank you received for each of the nine buttons separately. These are tabulated towards your score.

-Score. You receive a score at the end of the level, depending on how well you did. Better pop ranks get you more points per pop. At the end of a stage, you are given your "stage score" as well as your "total score" so far. Whenever you play a level, the maximum possible score will always be 100000 points. If you achieve all greats for the pops, you will get a perfect score. 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 max combo for each) in the records section. This also gives an incentive to play again, to earn high or perfect scores on every level variant.

-Song Difficulty. Each song in the game has a difficulty level associated with it. In addition, there are special variants of certain songs (each with more pops and difficulty, see other sections). Each song has a different difficulty assigned to it. You can see the difficulty level below each song genre/title that you can select when playing. The difficulty level itself is indicated by how many colored bars you will see lined up on the meter (from left to right). A song can range in difficulty from one (1) to twenty-three (23) bars. These bars are separated into four colors which show their range of difficulty. The first five are green, the next six are yellow, then six orange, then six red. This adds to a total of twenty-three bars for the hardest songs (which will have a full bar of all four colors).

2.0 Options Menu

The Options Menu in Pop'n Music is completely in English, and therefore it should be self-explanatory in most any case. However, some options may be earned through fulfilling certain objectives or might be difficult to understand. *The "shortcut" option is only available for Playstation. It removes the graphics from most game menus, and replaces them with text (to help

eliminate a lot of the loading time). Dreamcast has plenty of free memory, and does NOT really have loading time to begin with... so it does not have/need this option. *As for the "controller" menu, it is only present on Dreamcast. It manages and automatically detects all four controllers (and their types or vibration options); and eliminates the later "vibration" choices seen below on the options menu. When you wish to save and load your game, there is a separate choice from the game's main menu. The full set of menu options is as follows:

- Game Level: 1-4

- Button Mode: 5Button/7Button/9Button

- Random: On/Off

- Hidden: On/Off

- Mirror: On/Off

- Select: Normal/ShortCut *(PSX)

- Vibration 1P: BeatSync/Miss/Button/NoUse *(PSX)

- Vibration 2P: BeatSync/Miss/Button/NoUse *(PSX)

- Controller *(DC)
 - Controller [A]: Normal/ArcadeStick/Pop'nController/-
 - Controller [B]: Normal/ArcadeStick/Pop'nController/-
 - Controller [C]: Normal/ArcadeStick/Pop'nController/-
 - Controller [D]: Normal/ArcadeStick/Pop'nController/-
 - Vibration [A]: NoUse/Miss/BeatSync/Button
 - Vibration [B]: NoUse/Miss/BeatSync/Button
 - Vibration [C]: NoUse/Miss/BeatSync/Button
 - Vibration [D]: NoUse/Miss/BeatSync/Button

- Key Config
 - Player: 1P/2P/3P*/4P*
 - Default Type: I-VII
 - Setup
 - Exit

- Sound
 - Sound Mode: Stereo/Monaural
 - BGM Volume: 1-5
 - SE Volume: 1-5
 - BGM Test
 - SE Test
 - Exit

- Option Reset
 - Wish to Continue: Yes/No

- Exit

This is simply for saving and loading your game, as one might have guessed. It is separated into its own section, however, under the options on the game's main menu. With "Auto Save" turned on, the game will save data to your memory card after each time you complete Arcade mode. It will also do so after changing the options, or when exiting any mode in which pertinent things were changed. There's also an option for "Download" which will save the newest version of the special Pop'n minigame and utility to either your Dreamcast's "VMU" or Sony's "Pocketstation." In this particular game, however, they moved that option into the "Original" section (where Free mode and such is found, from the main menu). *The choice for "VM Sound" is only available on Dreamcast, and it will activate the beep of the memory card whenever data is saved or loaded. The menu options are as follows:

- Save
 - Want to Save: Yes/No
 - Overwrite Old Data: Yes/No
- Load
 - Want to Load: Yes/No
- Auto Save: On/Off
- VM Sound: On/Off *(DC)
- Download
 - Want to Proceed: Yes/No
- Exit

3.0 Arcade 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 mode," by pressing the "blue" buttons. This determines what type of setup the game will use. "Normal" mode is what you play usually, while each special mode will have its own subsection later in this file. You then select your character, if you wish, by pressing the "yellow" buttons. Change the character's color by pressing the "green" buttons. There is a "default player character" for each of the game mode choices. However, you may also change your player character to that of anyone whose stage you have already completed. The play mode choices (with their respective player character) are as follows:

Beginner	:	Nyami&Mimi
Normal	:	Mary
Excite	:	The King
Party	:	Mimi

Your standard game will involve playing Three stages, and the game's songs are divided

up
among these three. Therefore, there are specific songs which can be played on each stage,
and
each stage tends to have harder songs than that before it. For the complete list of songs,
refer to that later section of this file. Otherwise, your next selection is "stage
select."

Each of the game's songs is sorted by its "genre" name (although the song title and artist
are
also given, but only when the stage itself loads up). For each stage, you are given the
list of
genres, along with a character that represents that stage (those with an asterick next to
them
are secret stages). The numbers on the right are the difficulty of each stage:

-Stage 1:

IDOL GIRL	Judy	12
MASARA	Karli	05
NEO ACO	Sugi-kun	16
MELLOW	Sanae-chan	09
POPS	Rie-chan	10
RAP	Kraft?	08
J-TEKNO	MZD	06
FANTASY	MZD	05
URBAN POP	Mrs. Wilson	08
NEW WAVE	Sylvie	07
* CUTE	Anzu	05
* AKIBA	Shollkee	12

-Stage 2:

DIGI ROCK	Timer	16
VISUAL	Yuli	13
ENKA	S.B. Taro	18
EURO QUEEN	Koko	15
J-POP	Pretty	14
FUSION	Pretty	16
AFRICA	Pretty	14
LATIN	MZD	07
DANCE	Judy	12
REGGAE	MZD	13
DISCO QUEEN	Koko	18
BONUS TRACK	Sanae-chan	14
RAVE	Rave Girl	20
CANDY POP	Cindy	13
* NEW FOLK	Flower	15
CLASSIC 2	Hamanov	18
* LIVE	Poppers	11

-Stage 3:

HEAVY METAL	Dami-yan	23
GIRLY	Rie-chan	22
ANIME HERO R	Hiroshi Jingu	16
POP RAP	Kraft?	20
* LOUNGE	Reo-kun	14
* J-R&B	Tourmaline	13
TECHNO'80	Pretty	19
CLASSIC	Pretty	22
TECHNO POP	Kraft?	14

ANIME HERO	MZD	16
SPY	MZD	23
DISCO KING	MZD	22
* SEXY GIRLS	May-Fa	21
CARIB	Olivia	16
FUNNY	Boy	14
* J-GARAGE POP	Kelly	17
* AVANTGARDE	Edward	23

3.1 Beginner Mode

This mode contains the "easy" variations of some of the game's songs. This is for those who are new to the game, or who want to practice with all nine buttons for the first time. There are separate records kept for your best beginner mode scores in the records tables (along with the standard ones). However, not all of the game's songs are available in this mode. It consists of two stages rather than three. Before these, you will play a "Lesson" stage which shows you how to play. This stage can be skipped by holding the "start" button (as well as "select" if on Playstation). Otherwise, the game plays as normal. The stages, with their songs and characters, are as follows:

-Stage 1:

IDOL GIRL	Judy	12
MASARA	Karli	05
NEO ACO	Sugi-kun	16
MELLOW	Sanae-chan	09
POPS	Rie-chan	10
RAP	Kraft?	08
J-TEKNO	MZD	06
FANTASY	MZD	05
CANDY POP	Cindy	13
CLASSIC 2	Hamanov	18

-Stage 2:

DIGI ROCK	Timer	16
VISUAL	Yuli	13
POP RAP	Kraft?	20
EURO QUEEN	Koko	15
LATIN	MZD	07
TECHNO POP	Kraft?	14
DANCE	Judy	12
REGGAE	MZD	13
DISCO QUEEN	Koko	18
CARIB	Olivia	16
FUNNY	Boy	14

3.2 Excite Mode

This mode is a takeoff on the normal game mode. The selection of songs, high scores, and all normal aspects of gameplay are handled the same way. In this mode, however, it shakes up the popkuns a bit. During most of the song (everything but the intro and outro) the game will go into excite mode, and randomly shuffle the popkuns back and forth as they are falling. You can see them move back and forth, and they will position themselves before they hit bottom. But still, it adds quite a bit of challenge to the gameplay, especially in the faster parts with lots of jumbled notes. The screen will shake and the background will change when excite time starts, for reference.

3.3 Party Mode

This mode is a takeoff on the normal game mode. The selection of songs, high scores, and all normal aspects of gameplay are handled the same way. In this mode, however, there's a lot more going on in the gameplay. During the stage, numerous special popkuns will be mixed in with the normal notes of the song. They all have specific looks, so they won't get easily confused with the normal notes. However, when you hit one of these "party popkuns," an opponent will execute their attack on you (called "ojama"). Sometimes it's a minor thing that will add some variety, while other times it will make the level much harder. Each special effect only lasts for a short time, however, so you're not stuck when you get one. These special popkuns do NOT effect your score in any way, either, so it is just for fun and challenge.

3.4 Hyper Mode

This mode contains the "expert" variations of some of the game's songs. This is for those who are veterans of the game, and who want a new and much higher level of difficulty. There are separate records kept for your best hyper mode scores in the records tables (along with the standard and beginner ones, three records for some songs). However, not all of the game's songs have hyper variants. You must access the hyper mode versions by playing the normal arcade/free modes. Remember, this will only work when you play on "nine button" mode. Highlight a song that has a hyper version, then hold down either the "start" button (for Dreamcast) or the "select" button (for Playstation) and the song's name will glow in rainbow colors. When you select the

song, you will hear a special sound that confirms it being the hyper version. The songs with hyper mode variants are as follows:

-Hyper Songs:

URBAN POP	Mrs. Wilson	23
CUTE	Anzu	23
AFRICA	Pretty	23
CLASSIC 2	Hamanov	23
TECHNO'80	Pretty	23
CLASSIC	Pretty	23
SEXY GIRLS	May-Fa	23
J-GARAGE POP	Kelly	23
AVANTGARDE	Edward	23

4.0 Song List and Info

Dif.	Genre	Song Title	Artist
14	AFRICA	Con Te Sabi 2119	Hamba Un Aa
12	AKIBA	E.C.M.	Papehina meets Haya-P
16	ANIME HERO	The Theme Of Gambler Z	Naramcha feat. Ryo
16	ANIME HERO R	Habatake, Za Gureeto Gyanburaa	Mizuki Ichiro feat.
23	AVANTGARDE	Bee's Eye	Waldeus Von Dovjak
14	BONUS TRACK	Sure Chigau Nihito	Apresmidi
13	CANDY POP	Give Me Your Pain	Haya-P & Maru
16	CARIB	Uruwashi no Kaadigan	Akko's
22	CLASSIC	Chaos Age	Waldeus Von Dovjak
18	CLASSIC 2	R.C.	Waldeus Von Dovjak
05	CUTE	Torikaeshite Yaru! ~Again My Lovely Day~	Akko's
12	DANCE	Hi-Tekno	Hi-Tekno
16	DIGI ROCK	Rose ~Koibitoyo, Barairo ni Somare	Broke
22	DISCO KING	Funky Town '75	JV & The Sexy Machine
18	DISCO QUEEN	What I Want	The Richie Sisters
18	ENKA	Oedo Hana Fubuki	Takata Kouri
15	EURO QUEEN	What I Want (Euro Mix)	The Richie Sisters
05	FANTASY	Monde Des Songe	Bikke
14	FUNNY	Pulse	319
16	FUSION	Crossover 12	319
22	GIRLY	Love Is Strong To the Sky	Saori
23	HEAVY METAL	I'm On Fire	AD/DA
12	IDOL GIRL	Love Fire	Nagasawa Yurika
17	J-GARAGE POP	Miracle Moon (Otsukisama ga Chuukeikyoku)	Togo Project feat.
14	J-POP	Life	Haya-P & Maru
13	J-R&B	Sayonara	Anna
06	J-TEKNO	Quick Master	Act Deft
07	LATIN	El Pais Del Sol	Senorita Rica
11	LIVE	Theme Of Staff Roll ~special mix~	Kimagure Poppers
14	LOUNGE	Cherry & Raquel	The Ebisu Singers
05	MASARA	Suteki no Tabuura	Taban King
09	MELLOW	Hikari no Kisetsu	Anna
16	NEO ACO	(Fly Higher Than) The Stars	Sugi & Reo
15	NEW FOLK	Hashire Bun! Bun!	Wagamama 7

07	NEW WAVE	Don't Disturb	Color Essence
20	POP RAP	Smile the Night Away	Scotty D.
10	POPS	I Really Want To Hurt You	Sugi & Reo
08	RAP	Young Dream	Little Fingers
20	RAVE	E-Motion	e.o.s.
13	REGGAE	Baby, I'm Yours	Lisa-T
21	SEXY GIRLS	Sabishikute Loneliness	Wonders
23	SPY	Spicy Piece	Original Soundtracks
19	TECHNO'80	Water Melon Woman	Nanatek
14	TECHNO POP	Electronic Fill	Windslope
08	URBAN POP	Prism Heart	Sana
13	VISUAL	White Birds	Violent Age

5.0 Free Mode

Free mode does just what it says. In here, you can freely play any songs which you have already "completed" in Arcade mode. You do not need to have "passed" them, either. So long as you have fully played a song in Arcade mode, pass or fail, you will now be able to play it any time you want in free mode. You need not worry about failing, fulfilling requirements, or anything else. It's just for fun, after you've earned the right. First you choose your game mode, character, and stage just as in Arcade mode. You play one song at a time, and after each one you are given these choices:

- Continue
- Stage Select
- Mode Select

5.1 Survival Mode

This mode is not available from the start. See the secrets section for more information. Once it is unlocked, however, you are treated to a set of nonstop courses that were setup by Konami. There are Eight standard courses (as well as Two random courses), with five stages each. Your objective is to clear them all without failing. You do not get a break between stages, you must play them straight. Your "rhythm level" meter works differently as well. Instead of building up and down and completing a level with a large bar, it now starts off as "full." Whenever you make a "bad" pop, you lose one bar on the meter. Once the meter runs empty, you lose. Simple as that. As long as you retain a single bar on the meter, until the end, you will pass.

As a special bonus, each course you complete will be marked with stars next to each stage. Completing a course will also remove hidden tiles from a mosaic graphic that is shown in the ending (each tile shows a face of someone you must beat in a course song). Once you have completed each course once, the mosaic will be shown in full (and contains four cute

comics

that star the pop'n characters). Each course has its own title (and theme) with the following

songs in it:

-Beginner Course

- RAP
- FANTASY
- LATIN
- MASARA
- NEW WAVE

-Best Five Course

- J-TEKNO
- POPS
- BONUS TRACK
- NEO ACO
- ENKA

-Girls Course

- POPS
- MELLOW
- BONUS TRACK
- IDOL GIRL
- GIRLY

-Get the Rhythm Course

- HEAVY METAL
- DIGI ROCK
- VISUAL
- DISCO KING
- SPY

-Yokohama Course

- TECHNO'80
- CLASSIC 2
- FUNNY
- CLASSIC
- FUSION

-Dance Course

- DANCE
- EURO QUEEN
- DISCO KING
- DISCO QUEEN
- RAVE

-Pops Course

- J-POP
- TECHNO POP
- URBAN POP
- POP RAP
- CANDY POP

-Kids Course

- FANTASY
- TECHNO POP
- ANIME HERO
- AFRICA
- ANIME HERO R

-Random Beginner Course

- Beginner Song
- Beginner Song
- Beginner Song
- Beginner Song
- Beginner Song

-Random Course

- Normal Song
- Normal Song
- Normal Song
- Normal Song
- Normal Song

5.2 Marathon Mode

This mode is also unavailable when you begin the game. See the secrets section for more information. This is another nonstop mode that is added to this home version of the game. However, unlike survival, this is going in for the longhaul. There are Three different marathons, each of which offers the full song list in their respective category. "Beginner" marathon makes you play Eighteen Beginner difficulty song versions. "Half" marathon makes you play Eighteen of the Normal game songs. "Full" marathon takes you through all the game's thirty-seven standard songs in normal mode, and is the longest of all. To make it fair, you can take as long of a break as you wish between stages. Each stage will wait at the song title screen, and won't start until you press the "red" button.

There is also a reward for completing each of the marathon courses. For completing the beginner marathon, you will gain access to the secret song genre "AKIBA." For completing the half marathon, you will gain access to "LIVE." And for completing the full marathon, you will gain access to "AVANTGARDE." In addition to these, you will be given a secret clue that tells you how to earn one of the secret songs like J-GARAGE POP. Your score is accumulated over the course of the marathon, and you high scores for these marathons are stored in the game's "records" section.

6.0 Training Mode

Training mode is the place to sharpen your skills on any level that you have accessed, without fear of losing. When choosing to "start" the level, you can play a chosen segment (called "phrase") or just the full song. When choosing phrase, the first selection is the starting point, while the second selection is the ending point. "Auto" will play the level's notes for you automatically. "Repeat" will set the chosen segment on a constant loop. When choosing "Speed" on Playstation, you have five choices. Five is the standard, and will play the song. The other four are slower, but will remove the BGM when playing. On Dreamcast, the

normal

speed is zero. It can go down all the way to sixty-four levels of slowness. Better yet, the song itself will play in slow-motion with whatever speed it is set to. The menu options are as follows:

- Start
- Music Select
- Setting
 - Speed: 1-5 (PSX) ; 0-64 (DC)
 - Phrase: All/Segment
 - Auto: On/Off
 - Repeat: On/Off
 - Exit
- Exit

7.0 Records

This menu keeps a list of your high scores for each game mode. It also has a section with records for all of the game's specific stages, in order (called "Chart"). You can also view high scores for each variant of songs with beginner or hyper versions on the same pages. It keeps track of your high scores for each song on their own page. Once you've earned Marathon mode, it will keep your high score for each of the three marathons. The menu options are as follows:

- Beginner
- Normal
- Excite
- Party
- Chart
- Marathon
- Exit

8.0 Disc Change

This mode is used to switch between later versions of Pop'n Music. The second game (Pop'n Music2) is what is known as a "key disc." In order to play any games in the series (after part two) you must load up the PnM2 game first. After that, you use "disc change" to swap to part three, or part four, and so on. These later games can not boot on their own, and must be switched out from the key disc. Once you have switched the first time, you can switch again as many times as you wish before powering down the console (like switching to part three, and

then
to part four, then back to part three). When the screen prompt comes up, you can open the lid
and switch games. Once you have closed it, press "start." On Dreamcast, you will first be asked
"Do you wish to switch discs?" to which you sat yes or no. Afterwards, switch the disc and close the lid... then press start.

9.0 Game Secrets and Hidden Options

-Experience. Most of the secrets to be earned in this game are received once you have played enough hours in the standard arcade modes of play. The game internally keeps count of
how many hours you have played, and there is no way to view that total number itself. Also, the
counter will ONLY count time that you have spent actually playing the songs. It will not count
time for just leaving the system sitting... or for sitting in the song selection menus. For the
most part, you will "time-release" a new secret song for every hour or so after a certain point
in the game. You may also play secret songs by fulfilling requirements, but that will only make
them appear that one specific time. If you want permanent access to all the secret songs at
once, it's all about the time-release. In the end, you will have forty-six (46) songs total.

-Secret Songs, Earned. The usual way to play the secret songs is by fulfilling certain requirements as you play the stages in Arcade mode. This may be a "minimum score" on one stage,
or it may be to choose a particular "player character" for yourself at the start. If you fulfill the listed requirements (while playing stages one and two) then the secret stage will
be available for selection in stage three. This is for that one time, however, and the song
will not be selectable when you return next time. The songs are as follows, with their requirements listed below them:

CUTE

- clear beginner mode once
- this will unlock permanently*

NEW FOLK

- player character is CS Original
- stage 1 is NEW WAVE

SEXY GIRLS

- stage 1 is URBAN POP
- stage 2 is either EURO/DISCO QUEEN

J-R&B

- complete a stage where the first digit of the great, good, & bad counts is either:
3-3-3, 5-5-5, or 7-7-7

LOUNGE

- stage 1 is NEO ACO, and
must score 80% or more greats
- stage 2 must score 85% or more greats

J-GARAGE POP

- player character is Rave Girl
- stage 2 is RAVE
- stages 1&2 must score 85% or more greats

AKIBA

- clear beginner marathon
- this will unlock permanently*

LIVE

- clear half marathon
- this will unlock permanently*

AVANTGARDE

- clear full marathon
- this will unlock permanently*

-Secret Songs, Codes. The secondary (and easier) method to earn secret songs is to input a code. This, as with the "fulfillment" method, is only for playing the song in that one run of Arcade mode. The song will not be selectable next time you play. There are codes for only two of the songs, as these were the only two secret songs available in the original arcade version of Pop'n2. To input these, simply follow the button numbering that was demonstrated in the "game mechanics" section of this file. Input the code when you are on the main title screen, quickly and without stopping, and you will hear a special sound when it is completed correctly. Then select arcade mode and play until that particular stage (in the case of JR&B, you must hold down the "2" button as you select arcade mode, which is why that number shows up in parenthesis in the code below):

J-R&B	86639641 (2)
LOUNGE	242424246

-Secret Songs, Time-Release. For every certain amount of time you log in playing the normal arcade game modes, you will earn a new secret song by time-release. Some songs are the secret ones from the arcade, while the others were added as secret songs for the consumer version of this game. This is the only method which can release these songs as PERMANENTLY playable at any time (and all at once). Once you have logged in enough game hours, you will eventually have access to all of the game's forty-six normal and secret songs at any time you want, without the need to unlock them anymore. The songs, along with their required time, are as follows:

CUTE	2:00
NEW FOLK	2:30
SEXY GIRLS	3:00
J-R&B	4:00
LOUNGE	4:30
J-GARAGE POP	5:00
AKIBA	6:00
LIVE	6:30
AVANTGARDE	7:00

-Hyper Mode. You can not play the hyper versions of the game's songs right from the start.

If you try to do so too early, nothing that was explained in the hyper section will work properly. You must first "complete" each song in the game at least one time (pass or fail).

This includes all of the standard songs, as well as each secret song EXCEPT for: Akiba, Live, and Avantgarde. Once you have played through all of the game's songs at least once (aside from those three), you will then be able to select hyper versions of the songs. It's sort of a reward or a last specialty to earn in the game, for longtime players. See the dedicated section for more information.

-Survival Mode. This mode is not available from the start of the game. Its section in "Original" mode will appear with question marks until you have unlocked it. In order to do so, you must log in one hour (1:00) of play time. It will then be time-released, much as with the secret songs above.

-Marathon Mode. This mode is not available from the start of the game. Its section in "Original" mode will appear with question marks until you have unlocked it. In order to do so, you must complete each of the game's thirty-seven "standard" songs at least one time (pass or fail). After this point, the question marks in original mode will be replaced with the word Marathon.

-Easier Buttons, All Modes. When you first gain access to either "marathon" or "survival" mode, you are only allowed to play them with nine-buttons. Even if your options menu says otherwise, these modes will always run with nine-button mode set on. Therefore, it can be tough for beginning players. However, once you have logged in FIVE hours of gameplay on "time-release" (like with the secret songs), you will then be allowed to use any numbers of buttons on those special "original" modes (even five or seven buttons).

-High Speed, Survival. When you are choosing a survival course, you can change between the two levels of high speed popkuns. This will separate the popkuns and make them fall at a faster rate. However, you are still hitting the pops at the same time that you normally would. This just offers a different and distinguished way to view them. When you have highlighted a course, press either the "start" button (for Dreamcast) or the "select" button (for Playstation)

and it
will change the color of the word "survival" that is seen on the menu. If the word changes
to
green, it is on "quick" speed (2X). If you press it again, the word will change to red,
and be
on "turbo" speed (4X).

10.0 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 ^_^ Steffanee... 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~

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