Pop'n Music 5 (Import) Secrets FAQ/Track List

by kythlyn **Donate**

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Pop'n Music 5 (Playstation)
Secrets FAQ and Track List

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use. It is free to be distributed FREELY. It may NOT be used
to make money in ANY FORM. I give my permission
for this document to be modified and improved upon in a tasteful
manner as long as my name remains on the document. Most of the
information contained here was either discovered directly
from the game or obtained via one of Konami's Japanese
websites translated through Altavista's Babelfish. I
created this to spare other Pop'n fans the trouble
of deciphering poorly translated Engrish since no other
FAQs were available for this game at the time of writing.
This FAQ was NOT designed to be very in depth. It is
merely to give importers enough information to get the most
out of the game. If you need more in depth information about
the Pop'n Music series in general, there are very detailed
FAQs for other games in the series already available at
GAMEFAQS.

Enjoy.


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SECTION 1: TRACK LIST
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The list below contains all the songs in the game.
It does NOT provide the real names of the songs, but
the name that you will see when selecting stages, which
represents the genre of the music.

Before you begin play, go into the options menu and change
SELECT to SHORT CUT. This will replace the normal Pop'n
Music 5 menu screens with a much more simplified version. It
is unfortunate that we won't be able to enjoy those graphics,
but it is important because in this mode the stage selection
screen is in English instead of Japanese.

Songs with marked with an * are not available by default
and must be unlocked (see secrets section). In addition,
there are specific requirements to play the more
challenging HYPER and EXTRA versions of the songs (once
again, see the secrets section).

Because Pop'n 5 does not clearly divide the challenge rating
of each song into 24 bars like it used to in the previous games
in the series, in this list the number of asterisks represents
the difficulty on a scale of 1 to 5, with 5 being the most difficult.
If a difficulty is not filled in, then that challenge level does not
exist for that song. POWER FOLK 3 is the only song without a Normal
version.
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GENRE	RIVAL	Normal	Hyper	Extra
STAGE 1				
NEWAGE	Karen	*		
ALLEGRIA	Jose	**		
PERCUSSIVE	Mr. KK	**	*****	*****
J-TEKNO 2	Shollkee	**		
POWER ACO	Makoto	**	***	
MONDO POP	Sugi-kun	***		
JODLER	Clara	***	****	****
CIRCUIT	Hayata	**		
IDOL POP	Moe	*	****	
CLASSIC 5	Harmanov	*	*****	*****
BALLADE	Rachel	**	****	
*ONDO	Pop'n All ! Stars	**	***	
*TECHNO KAYO	Pino	**	****	
*EVER POP	Higurashi	**	***	
STAGE 2				
CINEMA	Kevin	**		
US-DANCE POP	Judy	**		
LATIN POP	Olivia	**		
COMIC SONG	Pierre & Jill	***	***	
SAMBA	Nawomi	***		
ROCK OPERA	Grappa	***		
NEO GS	Wacky	***	***	
FRENCH POP	Belle	***		***
SENTAI	Akagi Takayuki	***	****	
AOR	Paul	***	****	
D.I.Y.	Toby-5	**	****	
CRYSTAL	Ageka	***		
SKY	Poet	***		

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*NEWS             Boy              ***  |     |
*LIGHT FUSION     Kika             ***  |***  |*****
*MODERNISM        Mebae            **   |**** |
*TAIYO            Nyami            ***  |**** |*****
*HEART            Judy             ***  |     |


*STAGE 3*


J-RAP             Nyami            **   |**** |
PARA PARA         Tamako           ***  |**** |*****
SOFT ROCK         Rie-chan         ***  |     |
ANIME HEROINE     Space @ Maco     **** |**** |
MUSICAL           Hotaru           **** |     |
HI-TENSION        Lisa             **** |**** |
HEAVY ROCK        Fat Boy          *****|     |
KG                Suit             ***  |**** |****
PURE              Nanako & Soramame ***  |*****|
POWER FOLK 4      Ash              *****|     |
BONUS TRACK remix MZD              *****|     |
POPS remix        MZD              **** |     |
DANCE remix       MZD              ***  |     |
J-TEKNO remix     MZD              ***  |     |
BRITPOP           Donna            **** |     |
HORROR            Smile            **   |     |
SPECIAL ENDING    Rave Girl        **** |     |
CLASSIC 4         Harmanov         **** |*****|
*LESSON           Mimi             *****|     |
*POSITIVE remix   MZD              ***  |     |
*NEO ACO remix    Reo-kun          **** |     |
*GIRLY remix      MZD              **** |     |
*ENKA remix       MZD              **** |*****|*****
*SOUL             Jessica          **** |**** |
*HIP ROCK         Roku (Kanji)     **** |*****|
*TRANCE           Tran             ***  |*****|
*GUNDAM           Nyami            **   |**** |
*CUBAN GROOVE     Vantain          **** |**** |*****
*Funk Rock        Shark            **** |     |


*POWER FOLK 3     Ash                   |     |****


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SECRETS
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1. HOW TO UNLOCK SECRET SONGS VIA TIME RELEASE
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There are 20 Secret Songs in Pop'n Music 5. 19 of them
can be unlocked by methods in this section (see the EXTRA
STAGE part of the Secrets section for the 20th secret song).
In order to unlock them permanently in Arcade Mode, they
must be time released. There is no other way to permanently
unlock them in Arcade Mode. In order to time release
the songs, you must play Arcade Mode. FREE MODE WILL
NOT ADVANCE THE TIMER! The only time the timer
advances is when you are actually playing a song.
Navigating the menus does not count. Watching the staff
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roll does not count. Only actual gameplay counts. Once
enough time has elapsed, the secret songs will start
becoming available in their appropriate stages.

Time Release List:

NEWS           : 2 Hours
HEART          : 2 Hours
CUBAN GROOVE   : 2 Hours
FUNK ROCK      : 2 Hours


EVER POP       : 2 Hours 30 Minutes
TECHNO KAYO    : 2 Hours 30 Minutes


GUNDAM         : 3 Hours
LIGHT FUSION   : 3 Hours


ONDO           : 3 Hours 30 Minutes
MODERNISM      : 3 Hours 30 Minutes


TAIYO          : 4 Hours
TRANCE         : 4 Hours


POSITIVE remix : 4 Hours 30 Minutes
NEO ACO remix  : 4 Hours 30 Minutes


SOUL           : 5 Hours
HIP ROCK       : 5 Hours


GIRLY remix    : 5 Hours 30 Minutes
ENKA remix     : 5 Hours 30 Minutes
LESSON         : 5 Hours 30 Minutes


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2. HOW TO UNLOCK SECRET SONGS VIA SECRET CODES
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There are also 2 methods of temporarily unlocking all
of the songs. One is through secret codes, and the other
is by meeting specific requirements. When you unlock
the songs in this manner, they will only be available
for 1 game in arcade mode, and then they will once again
be locked. However, if you do chose to play the song when
it is unlocked, it will be permanently available in FREE
MODE, whether or not you pass or fail the song. Please
remember though that free mode will not progress the
time release timer to unlock the songs in Arcade Mode.

Because I have not been able to find an accurate translation
of the challenge requirements, I will not attempt to include
them here because there's no point in publishing potentially
bad info. If you want to do the challenges instead of doing
the codes, then visit this roughly translated website which
explains how:

http://babelfish.altavista.com/babelfish/urltrurl?
lp=ja_en&url=http://www.konamistudio.co.jp/pop/../pm5/secret.html

If you don't feel like doing them (as some of them are
VERY difficult), don't feel bad about doing the secret codes
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instead. They serve the exact same purpose and are there
to spare you from the challenges.

The secret codes must be performed on the Title Screen
where you would choose a mode. Hold down SELECT and then
enter the code. If you are successful you will hear a
sound effect. Then when you play in Arcade Mode, the song
will be available one time only on its appropriate stage.

Pop'n Controller

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Left  White  = Button A / Button 1
Left  Yellow = Button B / Button 2
Left  Green  = Button C / Button 3
Left  Blue   = Button D / Button 4
Right Blue   = Button F / Button 6
Right Green  = Button G / Button 7
Right Yellow = Button H / Button 8
Right White  = Button I / Button 9
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LESSON         : 94781362

POSITIVE remix : 4466373721

NEO ACO reimx  : 222122222222213

GIRLY remix    : 133131313122132

ENKA remix     : 98968989687

ONDO           : 28333

TECHNO KAYO    : 1191191119

EVER POP       : 999911112819

MODERNISM      : 444422229999

LIGHT FUSION   : 1977714

TAIYO          : 129889211199

SOUL           : 446673286

HIP ROCK       : 6666661

TRANCE         : 12344329

GUNDAM         : 3992

NEWS           : 778866692233441

HEART          : 2347646221288

CUBAN GROOVE   : 43212468

FUNK ROCK      : 3473479
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3. Special Options
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There are 4 gameplay special options that can be adjusted on the
options menu. They can also be adjusted after entering arcade mode.
To change the options in arcade mode, hold down the select button
on the mode select screen, and press the appropriate keys.

High Speed: The notes scroll faster. There are four levels to this
setting. Press the left or right blue buttons (D and F) to adjust the setting.
The choices are off (slowest), X2, X3 and X4 (fastest).

Mirror: In this mode, the note patterns are completely reversed. The A
row will be on the I row and the I row will be on the A row. B will swap
with H. E will swap with G. D will swap with F. E will remain unchanged.
This can be toggled on and off with the left yellow button (B).

Hidden: In this tricky mode, the notes will actually vanish before the
reach the bottom the the screen, making the game much more challenging.
This can be toggled on and off with the right yellow button (H).

Random: When this is on the note patterns are randomized. Songs that you
thought you mastered can be much more challenging with this on. It can be
toggled on and off the the right white button (I).

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4. Hyper Songs
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To play Hyper Songs either select Hyper mode, or if in Normal mode, hold
down the select button when choosing the song you are going to play. If
a HYPER version is available, the text will change color. Check the song list
to see which songs have HYPER versions.

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5. Challenge Mode and Extra Stage
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In Challenge Mode you have to choose a challenge for each round of play in
order to earn bonus points and hopefully unlock an Extra Stage.
There are a large variety of challenges in various catagories. To switch
between catagories, press the blue buttons (D and F). Then scroll through your
choices with the green buttons (C and G). The number of points you will earn
for the challenge appears on the right side of the screen. You will only get
these points if you both complete the challenge and the stage. You will get
additional points depending on the difficulty of the song you select. If you
earn enough points after 3 stages, an EXTRA STAGE will be playable.

When playing the EXTRA STAGE you're groove bar will be different than usual.
Instead of trying to fill the bar by the end of the level, you will instead
have to prevent the bar from emptying. If at any point your groove bar is empty,
the stage will end in failure. Not only that, but you're high score will NOT be
recorded! So try your best to clear this stage!

There are 11 EXTRA MODE exclusive challenges that only appear if you get enough
points (see the song list to find out which songs are there). These songs are
even harder than the songs in HYPER mode!!  With around 70 points,
3 or 4 of them will be available at the beginning of the list. You'll
need over 100 points to unlock all of them however. Once you've played an
EXTRA STAGE once, whether or not you clear it you will be able to play it in
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EXTRA MODE (which was formally a ???? on the FREE MODE list). There is one song
(the 20th secret song) that is exclusive to this mode: POWER FOLK 3.

Here are a few brief descriptions to help you navigate the menus.

COMBO

MAXCOMBO ### CLEAR : Try to get a combo that is larger than the number shown
                    before the song is over. The choices are 10, 20, 30, 50,
                    100, 125, 150, 175, 200 and 250.

BAD

BAD ## CLEAR : Try to get less than the number of bads shows. The choices are
               100, 75, 50, 20, 15, 10 and 5.

NO BAD   : Do not get any bads or you will not get any bonus points.

ALL GREAT   : Do not get any goods or bads or you will not get any bonus
               points.

ALL GOOD   : Do not get any greats or bads or you not get any bonus points.
               In my opinion this is IMPOSSIBLE.

TECHNICAL

QUICK SPEED : This activates High Speed 2 during certain sections of the
               song. Be warned that if you already have High Speed on from
               your game options that this will stack and be that much
               faster! I recommend turning such options off before trying this.

LATE APPEAR : This activates SUDDEN mode at certain points in the song (the
               notes will appear towards the bottom of the screen).

TURBO SPEED : Just like QUICK SPEED but instead of High Speed 2, it's High
               Speed 4.

FISSION AND : This will add High Speed 2 and a distracting horizontal visual
QUICK SPEED   effect at certain points in the song.

INSIDE   : This activates HIDDEN mode at certain points in the song (the
               notes will vanish towards the bottom of the screen).

EXCITE   : There are 3 levels of this. The higher the levels the more ways
               the game finds to confuse you as you play. This can add a lot of
               challenge, especially at higher levels.

PARTY

FAT POP   : The notes will be much bigger than usual.

MINI POP   : The notes will be much smaller than usual.

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HELL          : When this is active in the game, you'll notice your groove meter
                flashing. During this time correctly played notes will barely
                fill the meter at all, but missed notes will be much more
                devastating.

DANCE FLOOR   : When this is active, your rival will start dancing on the game
                screen, effectively blinding parts of your view.

ROCKET AND    : This will add High Speed 4 and a distracting vertical visual
TURBO SPEED     effect at certain points in the song.

CHARACTER POP: This turns all of the notes into your rival's head. It can be
                tough if you depend on the colors of the notes to guide your
                hands because instead of having blue, yellow, green, red and
                white, there will be only 2 colors depending on the character.

JAMMING**     : With this enabled, whenever you start playing well your rival
                will activate its OJAMA, which is basically some sort of visual
                distractions. Some rivals have REALLY challenging OJAMAs.

              **I believe JAMMING to be the best choice if you're trying to
                unlock an EXTRA STAGE. It is worth 10 points. If you choose
                it all three times while playing stages worth 24 or more
                points each, you should have enough points to play any of the
                11 secret challenges in the EXTRA STAGE.

Wiggle POP    : There are 3 settings for this. When this is on the notes will
                wiggle around as they fall down the screen. You must depend on
                the color of the notes to recognize which button to press. That
                is no easy task, especially on the harder settings when the
                notes also change size as they fall down the screen. The hardest
                setting adds High Speed as well.

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SCORE
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##### CLEAR  : Get more points than the number shown. The choices are 40,000,
                50,000, 60,000, 70,000, 80,000, 85,000, 90,000, 95,000 and
                100,000.

                For 25,000, you need to get LESS than that many points and STILL
                CLEAR THE STAGE.



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6. Instant Give-up
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If for whatever reason you decide that you want to quit playing a
song before it is over, just press start and select.


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7. Omake
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To unlock the various images in the Omake section, play through Challenge mode
over and over again, each time choosing a different player character. You can
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select your character after choosing ARCADE MODE by pressing the yellow buttons
(B and H).


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8. PARTY MODE
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In this mode there will be a bunch of other objects falling down the screen in
addition to the note patterns. You do not have to press the keys for these
objects, but if you do, something will happen. Check the descriptions in the
CHALLENGE MODE section to see some examples of what could happen.


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SECTION 3: Closing
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1. Version Information
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1.00 : First Version
1.01 : Fixed some formatting issues.
1.02 : Minor update.
1.03 : Konami changed the address of the Pop'n site, so I updated the URL.
1.04 : Fixed a typo. ...yes, just a single letter.


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2. Contact Information
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If you want to contact me for any reason, I can be e-mailed at:
gamefaqs AT ari DOT itgo DOT com
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