

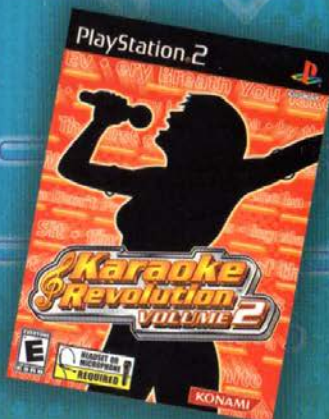
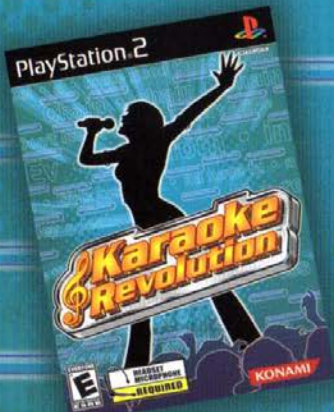


A REVOLUTION OF GAMES



The Next Generation!

Smash hit songs, real music videos and new game modes



The ultimate interactive Karaoke experience

35 songs, new characters, new venues and new game modes

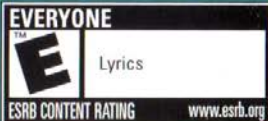
EmuMovies

PlayStation 2

Konami Digital Entertainment - America, 1400 Bridge Parkway, Redwood City, CA 94065

KONAMI® and Dance Dance Revolution® are registered trademarks of KONAMI CORPORATION. DDRMAX Dance Dance Revolution™ and KARAOKE REVOLUTION™ are trademarks of KONAMI CORPORATION. © 1998-2002 KONAMI & Konami Computer Entertainment Tokyo. 1998-2003 KONAMI & Konami Computer Entertainment Tokyo. © 2003 KONAMI. © 2003-2004 KONAMI. Developed by Harmonix Music Systems. Harmonix is a registered trademark of Harmonix Music Systems, Inc.

Licensed by Sony Computer Entertainment America for play on PlayStation 2 computer entertainment systems with the NTSC-U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



KONAMI



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

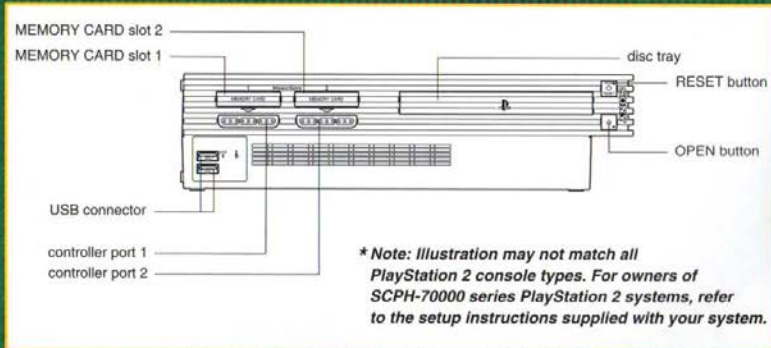
INTRODUCTION	1
GETTING STARTED	2
USING THE CONTROLLER	3
BASIC GAME CONTROLS.....	3
USING THE EYETOY™ USB CAMERA (FOR PLAYSTATION® 2)	4
USING THE DANCE DANCE REVOLUTION™ CONTROLLER	6
HOW TO PLAY.....	8
STARTING THE GAME	8
GAME MODE.....	10
GAME MODE (NONSTOP MODE)	14
GAME MODE (CHALLENGE MODE).....	17
PARTY MODE	20
MISSION MODE.....	24
ENDLESS MODE	27
LESSON MODE.....	29
TRAINING MODE.....	29
EDIT MODE	31
WORKOUT MODE.....	42
RECORDS	44
OPTIONS	45
INFORMATION.....	45
DANCING TIPS AND BEGINNERS GUIDE.....	46
CREDITS.....	47
MUSIC CREDITS	49

INTRODUCTION

Thank you for purchasing Konami's **DANCE DANCE REVOLUTION EXTREME™**. For best results, we recommend that you read through this manual prior to playing the game.

Konami is constantly striving to improve the quality of our products to give our customers the best gaming experiences possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

DANCE DANCE REVOLUTION EXTREME™ is an original game product created by KONAMI CORPORATION and Konami Computer Entertainment Tokyo, Inc. The parties reserve, jointly or individually, the copyrights and other intellectual property rights with respect to this game product.



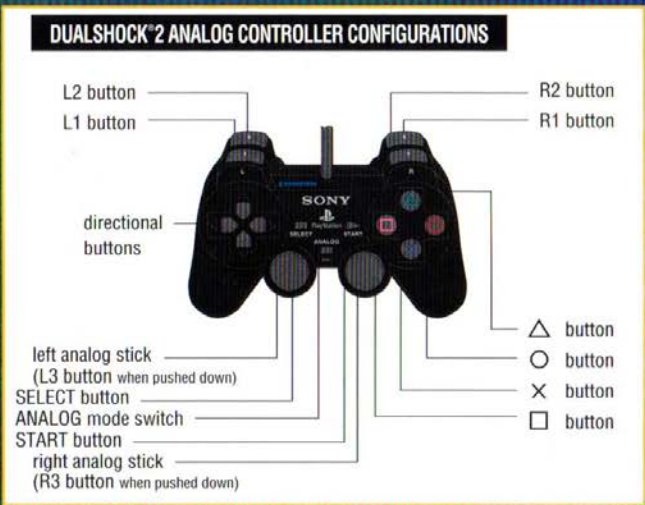
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **DANCE DANCE REVOLUTION EXTREME™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using this software.

MEMORY CARDS

To save game settings and progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same memory card, or from any memory card (8MB) (for PlayStation®2) containing previously saved **DANCE DANCE REVOLUTION EXTREME™** games. For more information on saving and loading, see page 45.

NOTE: **DANCE DANCE REVOLUTION EXTREME™** uses at least 101KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

USING THE CONTROLLER



BASIC GAME CONTROLS

- | | |
|---|------------------------|
| These buttons control up, down, left and right movements | directional buttons |
| Up, Cancel | △ button |
| Right, Confirm Selection | ○ button |
| Down, Confirm Selection | × button |
| Left | □ button |
| These buttons are used in EDIT MODE. See Page 31, EDIT MODE, for details. | L1, L2, R1, R2 buttons |
| Cancel | SELECT button |
| Start Game | START button |
| Resets the current game and returns to the Title Screen. | START + SELECT buttons |

Pressing the SELECT button while pressing the START button during the game will return you to the Title Screen. The red mode indicator on the controller will stay unlit regardless of the setting in the Options Window.

NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to the other sections in this instruction manual for more information.

USING THE EYETOY™ USB CAMERA (FOR PLAYSTATION®2)



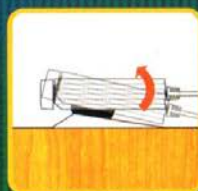
Insert the EYETOY™ USB camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.



Place the camera on top of or immediately below your television and stand back between 5 to 7 feet.



Rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EYETOY™ USB camera (for PlayStation®2) for extra elevation. Alternatively, swivel the camera base around to reposition the camera.



Players of different heights should tilt the angle of the camera for extra convenience. DO NOT move the whole camera, just tilt it gently.



Cover the camera lens to exit the current game.

By all means find a waving style that suits you, but it is recommended to wave with your fingers apart as this creates more motion feedback.

Make sure that there is no movement in the background as background motion may hinder gameplay.

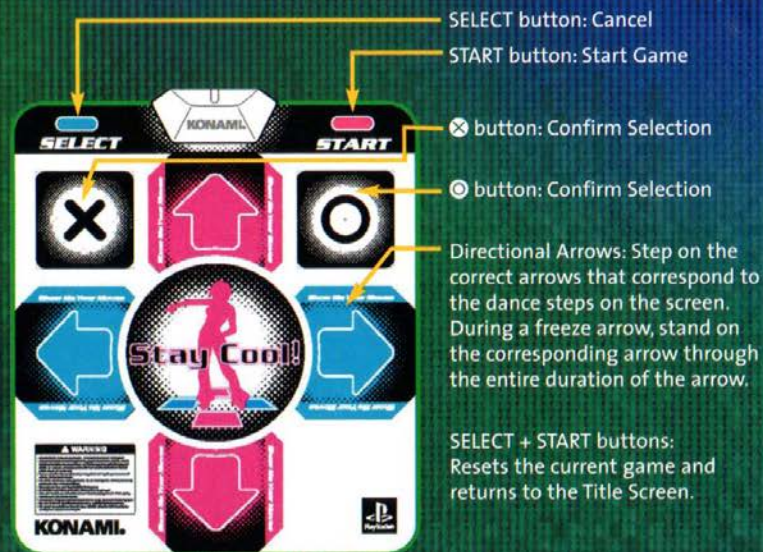
Make sure you have enough room to play. Consider the space around you and watch out for shelves, doors, walls, pets and above all, other people.

USING THE DANCE DANCE REVOLUTION™ CONTROLLER

⚠ CAUTIONS (PLEASE READ BEFORE PLAYING) ⚠

- Please read the manual included with the DDR Controller in addition to this manual before use.
- The DDR Controller should be used with care to avoid injury. Konami will not be liable from injuries resulting from improper use of the DDR Controller.
- Bare feet should be used to operate the DDR Controller. Do not use with shoes or stocking feet.
- Persons with heart and respiratory problems, physical impairments (such as, but not limited to, back, joint, foot, musculature, and circulatory problems) that limit physical activity, are pregnant, or have been advised by their physician to limit their physical activity should not use the DDR Controller.
- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the DDR Controller.
- The DDR Controller should be used on a clean, flat surface. Do not use the DDR Controller on concrete, rock or any surface with sharp or abrasive objects.
- Remove furniture or other objects in proximity to the DDR Controller, and use it in an area with plenty of space, away from walls or windows.
- Keep the DDR Controller away from open flame and other heat sources.
- Do not use the DDR Controller on a wet surface.
- Small children should be monitored at all times when using the DDR Controller.
- The cord for the DDR Controller should be placed properly to avoid risk of tripping persons.
- If two DDR Controllers are being used, make sure the DDR Controllers are far enough apart to avoid injury to players.
- When the DDR Controller is not in use, it should be removed from the playing area and stored properly.
- The DDR Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the DDR Controller. Such actions can void your warranty.
- Audio and video disruptions may occur during game play due to floor vibrations. Adjust the location of the DDR Controller to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.

USING THE DANCE DANCE REVOLUTION™ CONTROLLER



NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to the other sections in this instruction manual for more information.

HOW TO PLAY

DANCE DANCE REVOLUTION EXTREME™ is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the DDR Controller that corresponds to the arrow(s) that appear on-screen. The correct dance arrow must be played when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen. Build up your dance meter and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance meter level drops. If the meter drops to zero, the game will end.



STARTING THE GAME

After the introductory logos are displayed, the Title Screen will appear. Press the or the START button to bring up the MODE SELECT Screen. Select GAME MODE, PARTY MODE, MISSION MODE, ENDLESS MODE, LESSON MODE, TRAINING MODE, EDIT MODE, WORKOUT MODE, RECORDS, OPTIONS, CREDITS or INFORMATION. Enter the selection with the or the START button.



GAME MODE:

This is the main mode for **DDR EXTREME™** and is identical to the style of gameplay and difficulty found in other versions of **DDR™**. Use Game Mode to also access **NONSTOP MODE** and **CHALLENGE MODE** play.

PARTY MODE:

Play different minigames using the **DDR Controller**. Some games use the **EyeToy™** USB camera (for **PlayStation®2**) (sold-separately) and involve your hands-only as well as your hands and feet. There are some minigames that do not require an **EyeToy™** USB camera (for **PlayStation®2**).

MISSION MODE:

Embark on a quest to become the most extreme dancer. There are missions that you must perform one-by-one and achieve the goal in each mission in order to move on. Two-player competitive play is also available. This mode will need to be unlocked before you can access it.

ENDLESS MODE:

This mode allows players to dance to every song in **DDR EXTREME™** as one long continuous nonstop game. This mode will need to be unlocked before you can access it.

LESSON MODE:

This mode enables first-time players of **DDR EXTREME™** to learn the basics in a relaxed setting. This is an excellent tutorial that will help you become a pro.

TRAINING MODE:

This mode allows players to practice and master difficult songs.

EDIT MODE:

This mode allows players to create original dance routines to any song. The dance steps can be saved and re-played in **DDR EXTREME™**. You can also interchange edit data with songs that exist in **DDR EXTREME™**, **DDRMAX2™** (sold separately), **DDRMAX™** (sold separately) and **DDR KONAMIX™** (sold separately).

WORKOUT MODE:

This mode allows you to count the number of calories consumed during play in Game Mode. Access Workout Mode to change your personal Workout Settings, view your historical workout data and toggle whether or not Game Mode tracks your Workout Results.

RECORDS:

This section displays the High Scores for each section.

OPTIONS:

This section allows players to configure various settings to their individual tastes.

CREDITS:

Review the list of people who worked hard to bring you **DDR EXTREME™** and music credits for the game. For additional credit information, see p. 47.

INFORMATION:

This section contains important information about **DDR EXTREME™** and tracks your progress through the game. As you accomplish certain goals and objectives in the game, this section will notify you each time a change to the game has occurred. You may even discover some secrets!

GAME MODE

At the MODE SELECT Screen, highlight GAME MODE and press the **X** or **O** button to select a play style. Select from SINGLE, VERSUS or DOUBLE play mode and confirm the selection with the **X** or **O** button.

SINGLE: One player game.

VERSUS: Two players compete with each other.

DOUBLE: One player uses both the Player 1 and Player 2 controllers.

NOTE: When playing in SINGLE play style, another player can join-in the game by pressing the START button on the unused controller. You cannot join the game when the other player is accessing EDIT DATA from the Select Music screen.

After the style has been selected, select a character you would like to have on-screen during play. Characters that are masked in a silhouette cannot be selected yet until they are unlocked. If you wish to play without any characters, select OFF from the Select Character menu.



GAME MODE (GETTING STARTED)

NOTE: The following section refers to BEGINNER, LIGHT, STANDARD and HEAVY difficulty levels only.

1) SELECT MUSIC

After the play style and character have been selected, the Select Music screen will appear. Use the **←/→** directional buttons on the controller or the **↔/↔** Directional Arrows on the DDR Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made.



While browsing through different songs, you can access the following additional functions. When all adjustments are made, confirm a song selection with the **X** or **O** buttons.

CHANGE DIFFICULTY

Pressing the **↑/↓** directional buttons on the controller or the **↑/↓** Directional Arrows on the DDR Controller will toggle between the BEGINNER, LIGHT, STANDARD, HEAVY and CHALLENGE difficulty settings. CHALLENGE is a special difficulty class (these songs must be unlocked before they appear in GAME MODE). The colors associated with these difficulties are light blue (BEGINNER), yellow (LIGHT), red (STANDARD), green (HEAVY) and purple (CHALLENGE).

BEGINNER: The easiest difficulty level that has an easy-to-follow on-screen dancer to guide the player. First-time players should start at this level. BEGINNER level does not support the DOUBLE play style.

LIGHT: Default difficulty for each song where dance steps follow normal patterns.

STANDARD: Intermediate difficulty where dance steps follow complex patterns.

HEAVY: Strictly for DDR pros. This is the hardest level of difficulty where dance steps follow insane patterns.

CHALLENGE: Strictly for DDR pros. This difficulty class is similar to HEAVY but the dance steps are very tricky and designed to be an added challenge for the most expert of dancers. Not all songs support this difficulty class.

Within these difficulty classifications, a rating bar rates the difficulty of each song. Understanding this rating system is helpful when choosing songs that are appropriate for your skill level.

DIFFICULTY RATING

The rating scale is based on the original Dance Dance Revolution™ rating system and uses a ten point level scale. A higher point scale in a song indicates a harder difficulty (1 point = easiest, 5 points = average, 10 points = hardest). The color of the point scale will change depending on the difficulty level selected. Songs that are rated above 5 points will have the first 5 points shaded darker so that you can easily count the remaining points to determine the total difficulty level.

MUSIC SORTING

The default arrangement for songs is sorted by alphabetical order by song name. By pressing the START button, the songs can be sorted according to default arrangement (---), alphabetical order by letter (ABC), speed of song (BPM), or player's favorites (FAVORITES). Toggle the different sorting classes by repeatedly pressing the START button.



ACCESS EDIT DATA

By selecting "EDIT DATA" from the Select Music screen, you can load customized edit data that was previously saved on a memory card (8MB) (for PlayStation®2). Follow the on-screen instructions to access the edit data on the memory card (8MB) (for PlayStation®2). Once the memory card (8MB) (for PlayStation®2) is accessed, highlight and select the Folder that contains the edit data you wish to load. Press the \times or \odot button to load the selected Folder. If there is edit data inside the selected Folder, a list of the edit data will be displayed. Use the \uparrow/\downarrow directional buttons on the controller or the \uparrow/\downarrow Directional Arrows on the DDR Controller to select the edit data you would like to play. Press the SELECT button to return to the standard Select Music screen. For more information on EDIT MODE, see p. 31.



RANDOM/ROULETTE SELECTION

The default arrangement for the song selection features a RANDOM and ROULETTE option. These options will let you choose songs at random. When RANDOM is selected, the game will automatically choose a song for you. When ROULETTE is selected, the song list will cycle continuously until the player stops the spinning process with the \times or \odot buttons.



NONSTOP MODE

Select NONSTOP to play different courses consisting of 4 pre-selected songs without any breaks between songs. For more information on NONSTOP MODE, see p. 14.

CHALLENGE MODE

Select CHALLENGE to play different courses consisting of pre-selected songs without any breaks between songs. CHALLENGE MODE combines elements of NONSTOP MODE with an added emphasis on accuracy and skill. While there are easier CHALLENGE MODE courses, it is strongly recommended that you first master regular GAME MODE in the LIGHT, STANDARD and HEAVY difficulty classes and familiarize yourself with NONSTOP MODE before attempting this mode. For more information on CHALLENGE MODE, see p. 17.

2) DIFFICULTY MODIFIERS

Difficulty modifiers can be selected for each song by pressing and holding down the \times or \odot buttons when making a song selection. An Options Menu will appear on the screen allowing for various attributes to be adjusted. When playing a two-player game, both players can independently set their own difficulty modifiers at the same time using the same Options Menu. When the desired difficulty modifiers are selected and finalized, highlight EXIT and press the \times or \odot buttons to exit the menu and begin playing the previously selected song.



SPEED: Adjust the scrolling speed of the dance steps by six different speed levels; x1 (default speed), x1.5, x2, x3, x5 and x8. This selection does not affect the playback speed of the music.

BOOST: When this option is turned ON, dance steps will gradually accelerate to the designated speed as they are scrolled. The normal default setting is OFF.

APPEARANCE: The appearance of the dance steps during gameplay can be altered as follows:

- VISIBLE: Dance steps are fully visible at all times (normal default setting).
- HIDDEN: Dance steps will vanish unexpectedly.
- SUDDEN: Dance steps will appear unexpectedly.
- STEALTH: Dance steps are not displayed on-screen at all.

Turn: The dance step patterns can be rearranged as follows:

- OFF: Dance step patterns are not rearranged (normal default setting).
- MIRROR: This mode rotates the dance step patterns 180 degrees.
- LEFT: This mode rotates the dance step patterns 90 degrees to the left. Not available in Double Mode.
- RIGHT: This mode rotates the dance step patterns 90 degrees to the right. Not available in Double Mode.
- SHUFFLE: This mode shuffles the dance step patterns so that it appears in a random order. Not available in Double Mode.

Other: Very fine adjustments to the difficulty can be made as follows:

- OFF: No fine adjustments to the difficulty (normal default setting).
- LITTLE: This mode simplifies the dance step patterns. This is useful in trying to learn songs at harder difficulty levels.
- FLAT: All dance steps are displayed in the same color.
- SOLO: Dance steps are displayed in the same colors as in SOLO MODE on DDR KONAMIX™. When playing a two-player game, if either player selects the SOLO option, the option will apply to both players.
- DARK: The Step Zone will not be displayed during gameplay. Players will only see the scrolling dance steps.

Scroll: The scrolling method of the dance steps during gameplay can be adjusted as follows:

STANDARD: Dance steps scroll from the bottom of the screen to the top.

REVERSE: Dance steps scroll from the top of the screen to the bottom.

Freeze Arrow: The inclusion of freeze arrows in the song's step patterns can be toggled ON/OFF. This setting only affects songs that feature freeze arrows.

Step: The overall difficulty level of the song can be set to BEGINNER, LIGHT, STANDARD, HEAVY or CHALLENGE. Each song does not offer all difficulty classes.

3) BEGIN PLAYING

GAME MODE (NONSTOP MODE)

The NONSTOP MODE contains various courses consisting of 4 pre-selected songs. Most courses offer two difficulty levels (NORMAL and DIFFICULT). Regardless of which course you choose, the songs in that course are played nonstop with no breaks between songs. The NONSTOP MODE is similar to a continuous mix played by a DJ at a local dance club. Select a course by pressing the \leftarrow/\rightarrow directional buttons on the controller or \leftarrow/\rightarrow Directional Arrows on the DDR Controller. The difficulty level can be selected by pressing the \uparrow/\downarrow directional buttons on the controller or \uparrow/\downarrow Directional Arrows on the DDR Controller. Hold down the \odot or \otimes buttons to select difficulty modifiers for the course. For more information on difficulty modifiers, see p. 13. Players of all skill levels can enjoy this mode.

OVERVIEW OF NONSTOP MODE

- 1) NONSTOP MODE contains different courses consisting of 4 pre-selected songs and pre-selected step patterns. Regardless of which course you choose, the songs are played nonstop with no breaks between songs. Before a course is selected, the song list will be displayed.
- 2) Each player has a dance meter that will be carried over through each song.



- 3) Throughout the entire course, the player must prevent the dance meter from reaching zero. When playing a two-player game, if one of the player's dance meters reaches zero, they can continue playing the course as long as the other player successfully prevents their dance meter from reaching zero. However, the player that has the zero dance meter will receive a failing grade at the conclusion of the course.



- 4) If the player successfully completes the NONSTOP MODE course, the Results Screen will tabulate the player's overall performance.
- 5) Courses can be played in SINGLE, VERSUS and DOUBLE play mode.



SCORING OVERVIEW

- 1) NONSTOP MODE scores the player similar to GAME MODE.
- 2) Instead of grading each song separately, an overall letter grade is assessed based on your performance throughout the entire course.
- 3) An evaluation is provided regardless if the player completes the course.
- 4) The score results from NONSTOP MODE courses will be tracked in the RECORDS section. Keep practicing to improve your scores.



NONSTOP ORDER

In the NONSTOP MODE course selection screen, there are three courses marked NONSTOP ORDER 1, NONSTOP ORDER 2 and NONSTOP ORDER 3. These courses will let you create your own NONSTOP MODE courses.



CREATING A COURSE

- 1) Select NONSTOP ORDER 1, NONSTOP ORDER 2 or NONSTOP ORDER 3 and press the START button to begin customizing your course in the Order Course screen.
- 2) In the upper right corner, the course list is displayed. Move the cursor to the stage you wish to customize by pressing the \uparrow/\downarrow directional buttons on the controller or the \uparrow/\downarrow Directional Arrows on the DDR Controller.
- 3) Select the music for each stage by pressing the \leftarrow/\rightarrow directional buttons on the controller or the \leftarrow/\rightarrow Directional Arrows on the DDR Controller.
- 4) You can also set difficulty modifiers, such as song difficulty, for each stage by pressing the \otimes or \odot button.
- 5) Each nonstop course is automatically set to 4 stages in length.
- 6) Unless you customize each stage, the default selection for each stage is ROULETTE.
- 7) When finished making all selections and adjustments, highlight END ORDER from the option screens or press the START button again.
- 8) Press the \odot or \otimes button to begin playing your customized course. You can also hold down the \odot or \otimes button at this point to make difficulty modifier adjustments that will affect the entire course. These adjustments will override any adjustments you made on a song-by-song basis when originally customizing the course.
- 9) When using a memory card (8MB) (for PlayStation®2), your customized courses are saved. You can replay them again or readjust them at any time.



GAME MODE (CHALLENGE MODE)

The CHALLENGE MODE combines elements of NONSTOP MODE with an added emphasis on accuracy and skill. Unlike NONSTOP MODE, which contains courses consisting of 4 pre-selected songs, CHALLENGE MODE contains courses consisting of varying lengths of pre-selected songs. Regardless of which course you choose, the songs in that course are played nonstop with no breaks between songs. However, in CHALLENGE MODE the dance meter is replaced with a lifebar consisting of four units. Throughout the entire course, the player must keep this lifebar above zero units or the game will automatically end. The lifebar will deplete one unit every time a dance step is judged as GOOD, ALMOST or BOO. You must play through the entire course with excellent accuracy and high combo streaks in order to successfully complete the course. Select a course by pressing the \leftarrow/\rightarrow directional buttons on the controller or the \leftarrow/\rightarrow Directional Arrows on the DDR Controller. Difficulty level and difficulty modifiers cannot be adjusted on any course except for your customized courses. While there are easier CHALLENGE MODE courses, it is strongly recommended that you first master regular GAME MODE in the LIGHT, STANDARD and HEAVY difficulty classes and familiarize yourself with NONSTOP MODE before attempting this mode.

OVERVIEW OF CHALLENGE MODE

- 1) CHALLENGE MODE contains different courses with pre-selected songs and pre-selected step patterns. Regardless of which course you choose, the songs are played nonstop with no breaks between songs. Before a course is selected, the song listing will be displayed.
- 2) Each player is given a lifebar consisting of 4 units.
- 3) During the game, the player is judged on accuracy. If the player's timing on a dance step is judged as GOOD, ALMOST or BOO, the player's lifebar will decrease one unit. Please note that although GOOD is an acceptable timing in regular GAME MODE, the lifebar will decrease by one unit in CHALLENGE MODE.
- 4) If the player's timing on a dance step is judged as GREAT!, PERFECT!! or MARVELLOUS!!, the player will not lose any lifebar units and can continue completing songs in the course.
- 5) When the player successfully completes each song, the lifebar will increase by three units before the next song begins. If the player's lifebar was already maximum, no additional units will be rewarded.
- 6) Maintaining a high streak of combos and accurate step timing is absolutely critical to completing CHALLENGE MODE courses.



- 7) At any point in the course, if the player's lifebar falls to zero units, the game will automatically end.
- 8) Courses can be played in SINGLE, VERSUS and DOUBLE play mode.

- 9) When playing a two-player game, if one of the player's game ends, the player must wait until the other player's game ends before starting a new game.



SCORING OVERVIEW

- 1) Each CHALLENGE MODE course counts the total number of steps of all songs in the course.
- 2) At the beginning of each course, the player's score begins at zero. As the player successfully hits the dance steps, the player's score will increase.
- 3) Points are awarded based on the degree of accuracy for each dance step (MARVELOUS!! is worth 3 points per step, PERFECT!! is worth 2 points per step and GREAT! is worth 1 point per step).
- 4) Depending on the player's performance, combo streak, degree of accuracy and how long the player stays in the game, the player's score will continue to increase.
- 5) If the player successfully completes the CHALLENGE MODE course, the Results Screen will tabulate the player's total step accuracy, total points earned and how long the player remained in the course.
- 6) If the player fails to complete the CHALLENGE MODE course, the Results Screen will tabulate the player's total step accuracy and total points earned up to the point when the game ended.
- 7) The score results from CHALLENGE MODE courses will be tracked in the RECORDS section. Keep practicing to improve your scores.



CHALLENGE ORDER

In the CHALLENGE MODE course selection screen, there are three courses marked CHALLENGE ORDER 1, CHALLENGE ORDER 2 and CHALLENGE ORDER 3. These courses will let you create your own CHALLENGE MODE courses.

CREATING A COURSE

- 1) Select CHALLENGE ORDER 1, CHALLENGE ORDER 2 or CHALLENGE ORDER 3 and press the START button to begin customizing your course in the Order Course screen.
- 2) In the upper right corner, the course list is displayed. Move the cursor to the stage you wish to customize by pressing the \uparrow/\downarrow directional buttons on the controller or the \uparrow/\downarrow Directional Arrows on the DDR Controller.
- 3) Select the music for each stage by pressing the \leftarrow/\rightarrow directional buttons on the controller or the \leftarrow/\rightarrow Directional Arrows on the DDR Controller.
- 4) You can also set difficulty modifiers, such as song difficulty, for each stage by pressing the \otimes or \odot button.



- 5) Each challenge course can be set to a maximum of 20 stages in length. If you want a shorter length, highlight the last desired stage, press the \otimes or \odot button to access the option screens, highlight FINAL STAGE and confirm the selection with the \otimes or \odot button.
- 6) Unless you customize each stage, the default selection for each stage is ROULETTE.
- 7) When finished making all selections and adjustments, highlight END ORDER from the option screens or press the START button again.
- 8) Press the \odot or \otimes button to begin playing your customized course. You cannot adjust difficulty modifiers when making the final course selection. Difficulty modifiers must be made when originally customizing the course on a song-by-song basis.
- 9) When using a memory card (8MB) (for PlayStation®2), your customized courses are saved. You can replay them again or readjust them at any time.



PARTY MODE

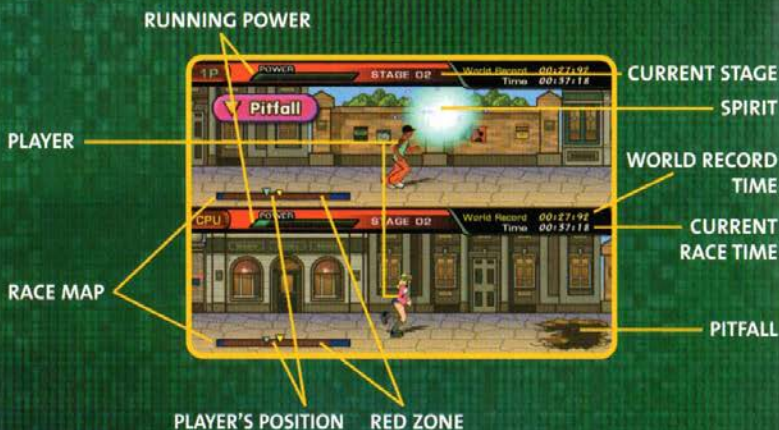
PARTY MODE brings a whole new element of fun and physical interactivity to the traditional DDR gameplay by making you the star of the screen and even letting you use your hands and feet. In addition to playing standard GAME MODE with the EyeToy™ USB camera (for PlayStation®2) (sold separately), PARTY MODE also introduces various minigames that use either the DDR Controller, the EyeToy™ USB camera (for PlayStation®2) or both. PARTY MODE can be played with or without the EyeToy™ USB camera (for PlayStation®2), but some games are only accessible when using an EyeToy™ USB camera (for PlayStation®2).

At the PARTY MODE menu screen, select if you want to "Play without EyeToy™ USB camera (for PlayStation®2)" or "Play with EyeToy™ USB camera (for PlayStation®2)". If you do not have an EyeToy™ USB camera (for PlayStation®2) connected to the console, you will not be able to select this option.

PLAY WITHOUT EyeToy™ USB camera (for PlayStation®2)

There are two minigames available for selection when playing without an EyeToy™ USB camera (for PlayStation®2). Both one player and two player competitive modes are available. When playing a one player game, the player will compete against the CPU.

HYPER DASH & HYPER DASH VERSUS



This is a game where the objective is to reach the goal faster than your opponent. Run faster by quickly pressing the \leftarrow/\rightarrow directional buttons on the controller or the \leftarrow/\rightarrow Directional Arrows on the DDR Controller. If your opponent is ahead of you in the race, you can send them pitfall traps by accumulating spirit. You must run faster in order to accumulate spirit. When your player begins to emit spirit around its body, you can press the \downarrow directional button on the controller or the

\downarrow Directional Arrow on the DDR Controller to send your opponent a pitfall trap. If you are the leading opponent in the race, you can jump over pitfall traps by pressing the \uparrow directional button on the controller or the \uparrow Directional Arrow on the DDR Controller. Jumping will avoid the pitfall obstacles, but you will begin to lose speed. Spirit accumulation and sending pitfall traps can only be done while players are running in the red zone of the race map. Hyper Dash consists of 10 stages to determine the winner. Select Hyper Dash VERSUS to play a two player competitive game.

TIP: Start running before the race countdown begins to build up a speed boost.

FEEDING TIME & FEEDING TIME VERSUS



This is a game where the objective is to feed as many animals as you can with the correct food for each animal during the allotted time. There are four types of animals that must be fed (Cat, Dog, Frog and Rabbit) with the food that corresponds to their daily diet (Fish, Bone, Fly and Carrot). Each food item is mapped to the directional buttons on the controller or the Directional Arrows on the DDR Controller. As the animals stand in line waiting for their food, you must press the correct directional button or Directional Arrow on the DDR Controller to throw them the corresponding food. If you throw the animal the incorrect food, the animal will get angry and refuse to eat for a little while. Bigger sized animals displaying the number 3 need to eat 3 portions of the same food. At the bottom of the screen is a gauge that shows how well you are feeding the animals against your opponent. Win the game by feeding more animals than your opponent before the 60-second timer runs out. Select Feeding Time VERSUS to play a two player competitive game.

TIP: Pay close attention to which food corresponds to the \uparrow/\downarrow , \leftarrow and \rightarrow directions. The food assignments change every time you play the game.

PLAY WITH EyeToy™ USB camera (for PlayStation®2)

There are five different games available for selection when playing with an EyeToy™ USB camera (for PlayStation®2). You will not be able to play these games unless the EyeToy™ USB camera (for PlayStation®2) is connected to the console. For more information on how to use and set-up the EyeToy™ USB camera (for PlayStation®2), see p. 4.

WATCH ME DANCE

Play the GAME MODE of DDR EXTREME™ while watching yourself on the television screen. This game is designed for one or two players and NONSTOP MODE, CHALLENGE MODE and EDIT DATA functions are not available. At the Select Music screen, you can press the START button to display the camera view in full-screen before a song is selected. This enables you to make any necessary adjustments to the EyeToy™ USB camera (for PlayStation®2). Hold down the SELECT button to exit this mode and return to the previous screen.

**HANDS AND FEET**

Experience a whole new physical way to play the GAME MODE of DDR EXTREME™ by using your hands and your feet. This game is designed for one player only and NONSTOP MODE, CHALLENGE MODE and EDIT DATA functions are not available. Dance steps and hand icons will scroll from the bottom of the screen to the top. Move your left and right hands to touch the permanent hand icons near the upper left and upper right of the screen when the corresponding hand icons cross the TOUCH ZONE. Perform the dance steps by following the traditional DDR rules and guidelines. Difficulty modifiers can be selected for each song by pressing the X or O button. Regardless of which difficulty setting the song is set at, there is only one level of difficulty for the hand icons. At the Select Music screen, you can press the START button to display the camera view in full-screen before a song is selected. This enables you to make any necessary adjustments to the EyeToy™ USB camera (for PlayStation®2). Hold down the SELECT button to exit this mode and return to the previous screen.

CLEAN THE SCREEN

Play the GAME MODE of DDR EXTREME™ while using your hands and your body to keep the screen clean. This game is designed for one player only and NONSTOP MODE, CHALLENGE MODE and EDIT DATA functions are not available. While you are dancing and trying to follow along to the dance steps, the screen continues to fill up with graphic overlays that obscure your ability to see the dance steps and Step Zone. You must wave your hands and move your body to wipe off the graphic overlays. However, the graphic overlays will continue to regenerate and you will constantly need to keep the key areas of the screen clear enough to successfully complete the song. Difficulty modifiers, including which graphical overlay will be displayed, can be selected for each song by pressing the X or O button. At the Select Music screen, you can press the START button to display the camera view in full-screen before a song is selected. This enables you to make any necessary adjustments to the EyeToy™ USB camera (for PlayStation®2). Hold down the SELECT button to exit this mode and return to the previous screen.

COCONUT PANIC

This is a game where the objective is to catch as many items falling out of the palm trees as possible during the allotted time. This game is designed for one player only. Press the \leftarrow/\rightarrow directional buttons on the controller or the \leftarrow/\rightarrow Directional Arrows on the DDR Controller to begin shaking the palm trees. The faster you shake the trees, more coconuts will begin to fall. Depending on the circumstances, something other than coconuts may come falling down as well. However, sometimes it might start to rain. If you see a rain shower brewing, press the \uparrow or \downarrow directional button on the controller or the \uparrow or \downarrow Directional Arrow on the DDR Controller at the right moment to take out an umbrella and earn bonus points. Catch as many items as you can and compete for the highest points before the 60-second timer runs out.

MAGICAL BALL



This is a game where the objective is to use your hands and body to propel the ball and break the jelly blocks and gems. Some gems must be hit multiple times before they break. Move onto the next stage after all blocks and gems are cleared. You are given 3 balls per game, but you will lose a ball if your ball escapes through an open hole or bounces outside of the screen. If you can successfully complete a stage without losing any balls, you will earn 1 free ball. Some levels contain treasure chests that may help or hinder your goal. Use the ball to smash open the treasure chest and release the power-up. You cannot save your progress and return to it later, but you can continue from the most recently played stage as long as you do not exit the game and start a new game.

MISSION MODE

Embark on a quest to become the most extreme dancer. There are multiple missions that you must perform one-by-one and achieve the goal in each mission in order to move on. In MISSION MODE, the player is required to complete specific mission objectives while playing pre-selected songs or a part of a song. These missions range from a wide variety of songs, difficulty settings and scenarios. In most cases, the objective is not to play a song from start to finish, but instead, play portions of

songs with various requirements or conditions. MISSION MODE is recommended for advanced players, but there are various missions that can be played and some missions are easier than others. Work your way through each mission and after you have successfully completed several missions, new missions will open up until all missions are passed. You must first unlock MISSION MODE before it is selectable on the main menu.

GETTING STARTED

Select Single or Versus play style. If you select Single play style, you will begin completing missions one-by-one until all missions are completed. When playing in the two player Versus play style, you will set the number of stages to play (1, 3, 5, ∞) as well as the mission's difficulty level (Light, Standard, Heavy). When you have finished making your selections, confirm that the settings are correct and press the \times or \odot button to begin playing. To reconfigure the settings, press the SELECT button to return to the previous screens.



SINGLE PLAY STYLE

- 1) Select Mission: Various panels are displayed on the left side of the screen. Each panel represents one mission. On the right side of the screen is the mission info (name of song, difficulty of steps, the part of the song to be played (portion highlighted in green on the purple bar), mission difficulty level, number of times cleared/number of time played, mission completion status). At the bottom of the screen, the mission conditions are displayed. Use the directional buttons or Directional Arrows on the DDR Controller to move the cursor and select a mission. Highlight the mission number you wish to play and confirm your selection with the \times or \odot button. At first you will only be allowed to choose from a limited number of missions, but as you clear them, new missions will be unlocked.



- 2) Play Mission: Missions are played the same way as a normal game in GAME MODE, but you will be playing pre-selected songs with specific mission objectives. MISSION MODE introduces gameplay that you will never experience in regular GAME MODE and some of the objectives are completely bizarre and fun. For example, some missions cannot be cleared by dancing normally. Be sure to read the mission conditions clearly before starting the game. There are two types of dance meters used in MISSION MODE. One of the meters is the regular dance meter that gauges the accuracy of your steps, and the other meter keeps track of the life you have remaining. If your regular meter reaches



zero during the game, you will fail your mission, regardless of the clear conditions. In addition, the life meter will be depleted if you do not fulfill the clear conditions. If the lifebar reaches zero, you will fail the mission. Be aware that simultaneously pressing three or four directional buttons in MISSION MODE will count as a miss. Holding down the START button will allow you to instantly quit the game, but this will count as failing the mission.

- 3) Results: When you finish playing a mission, the results screen is displayed. In addition to displaying the same statistics showed in normal GAME MODE, the game will determine whether or not you CLEARED or FAILED the mission. If you have CLEARED the mission, you will be returned to the mission selection screen to choose a new mission. If you have FAILED the mission, you will be prompted to RETRY the same mission again or EXIT to the mission selection screen to try a different mission.



VERSUS PLAY STYLE

- 1) Play Mission: Depending on the difficulty selected, the CPU will randomly select the clear conditions and missions. After both players have had a chance to read the mission objective, press the X or O button to start the game. Gameplay is identical to the Single player mode except you will now be competing against your opponent rather than trying to complete all the missions.
- 2) Results: When the mission is done, the results screen will announce the winner as well as the total number of points earned by each player. The player who was able to clear the mission is the winner (awarded 2 points), but if both players clear the mission, the game will be considered a draw (both players awarded 1 point). If both players fail the mission, the player who reached Game Over first is the loser (winner awarded 1 point). If both players reach Game Over simultaneously, the game will be considered a draw and no points are awarded.
- 3) Determining Winner: When the players finish playing through all of the stages set at the beginning of the match, the overall winner is determined by adding up the total number of points earned.



NOTE: Only MISSION MODE results from Single play are saved on the memory card (8MB) (for PlayStation®2). Results from Versus play are not saved.

ENDLESS MODE

Endless Mode lets you play all of the songs in DDR EXTREME™ as one super long continuous nonstop mix. This is the ultimate dance-a-thon and a real test of your dancing skills, endurance and physical stamina. Endless Mode is designed for 1-player only. You must first unlock ENDLESS MODE before it is selectable on the main menu.

SETTING UP THE ENDLESS MODE

- 1) From the Endless Mode menu, select NORMAL COURSE or CUSTOM COURSE.
- 2) When NORMAL COURSE is selected, you can only set the play style (SINGLE or DOUBLE) and difficulty (BEGINNER, LIGHT, STANDARD, HEAVY, CHALLENGE or RANDOM). Additionally, the Endless Mode will not use any difficulty modifiers and will offer a break stage after every five songs played.

NOTE: From the Normal Course menu, you can view your top 3 high scores for SINGLE and DOUBLE by pressing the O button. This information is also tracked in the RECORDS section.

- 3) If CUSTOM COURSE is selected, you can customize the Endless Mode to your individual taste based on the following options:

PLAYER: Select from SINGLE or DOUBLE play style.

LEVEL: Set the difficulty level of the songs in Endless Mode to CHALLENGE, RANDOM, BEGINNER, LIGHT, STANDARD, or HEAVY.

SPEED: Select from x1, x1.5, x2, x3, x5, x8 or RANDOM. Refer to GAME MODE p. 13 for more information on this option.

BOOST: Select from OFF, ON or RANDOM. Refer to GAME MODE p. 13 for more information on this option.

APPEARANCE: Select from VISIBLE, HIDDEN, SUDDEN, STEALTH or RANDOM. Refer to GAME MODE p. 13 for more information on this option.

TURN: Select from OFF, MIRROR, LEFT, RIGHT, SHUFFLE, or RANDOM. Refer to GAME MODE p. 13 for more information on this option.

OTHER: Select from OFF, LITTLE, FLAT, SOLO, DARK or RANDOM. Refer to GAME MODE p. 13 for more information on this option.

SCROLL: Select from STANDARD, REVERSE or RANDOM. Refer to GAME MODE p. 14 for more information on this option.



FREEZE ARROW: Select from ON, RANDOM or OFF. Refer to GAME MODE p. 14 for more information on this option.

BREAK STAGE: Set a rest period between stages from every 1, 2, 3, 4, 5, 6, 7, 8, 9 or 10 stages or no breaks (OFF).

MUSIC ORDER: When MUSIC ORDER is set to ON, the Endless Mode will play songs only from the MUSIC PROGRAM. When MUSIC ORDER is set to OFF, Endless Mode will play all songs.

MUSIC PROGRAM: Specify which songs you want to play in the Endless Mode. A DUALSHOCK®2 analog controller is recommended for setting up a music program. Follow these directions to set your own program:

- 1) The left side of the screen is for SINGLE and the right side is for DOUBLE.
- 2) You can select BEGINNER, LIGHT, STANDARD, HEAVY or CHALLENGE for each song.
- 3) Use the directional buttons to move the cursor and highlight the songs.
- 4) Green Circle: Songs selected to play in Endless Mode for each play style and difficulty setting.
- 5) Black Circle: Songs not selected to play in Endless Mode for each play style and difficulty setting.
- 6) Crossed Out Box: Song does not offer that difficulty setting.
- 7) Quickly page up or page down with the **L2**, **R2** buttons.
- 8) Highlight all songs in a vertical row with the **L1** button. Check/Uncheck all songs in a vertical row with **L1** + **X** button.
- 9) Highlight all songs in a horizontal row with the **R1** button. Check/Uncheck all songs in a horizontal row with **R1** + **X** button.
- 10) Toggle all songs checked/unchecked with the **○** button.
- 11) Check/Uncheck a specific song with the **X** button.
- 12) When finished making all selections and adjustments, press the **△** button to return to the previous menu.
- 13) Select PLAY to begin playing your music program.

NOTE: From the Custom Course menu, you can view your top 3 high scores for SINGLE and DOUBLE by pressing the **○** button. This information is also tracked in the RECORDS section.



LESSON MODE

The LESSON MODE is your first step in becoming a professional DDR EXTREME™ player. This easy-to-use tutorial will teach you valuable DANCE DANCE REVOLUTION™ techniques while helping you learn the basic, intermediate and advanced dance steps. Even if you are not a beginner, there are many techniques that you can learn in the LESSON MODE to improve your performance on harder songs.

- 1) There are eight sections in each of the three lessons.
- 2) As you play each section of a lesson, a check mark is placed next to that section indicating that you have practiced that lesson.
- 3) If the on-screen lesson instructor believes you have passed that section, the check mark will become a crown.
- 4) After you have collected crowns for sections 1-7, you will be able to practice section 8. Section 8 is the final test in each lesson and covers all the techniques and skills you learned in sections 1-7.
- 5) Move onto the next lesson after passing all sections in the previous lesson.

When you have mastered all of the lessons, you will be prepared to take on the BEGINNER or LIGHT level of difficulty in GAME MODE. Press the SELECT button to exit LESSON MODE.



TRAINING MODE

The TRAINING MODE is designed to help you practice any songs featured in DDR EXTREME™. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice the entire song or concentrate on a specific portion of a song that gives you the most trouble.



TRAINING MENU SETTINGS:

SELECT MUSIC: Select the song you wish to practice. The song that is currently displayed on the screen will be the song you will practice.

PLAYER: Select from SINGLE, VERSUS or DOUBLE.

STEP: Select BEGINNER, LIGHT, STANDARD, HEAVY or CHALLENGE difficulty. Each song does not offer all difficulty classes.

ASSIST: This setting helps you learn the timing and rhythm needed to hit the arrows correctly by using handclaps or a metronome as your guide. There are six different assist functions in total.

SELECT OPTION: Adjust the following difficulty modifiers:

SPEED: Choose from x1, x1.5, x2, x3, x5 or x8 (refer to GAME MODE p. 13 for more information).

BOOST: Choose from ON or OFF (refer to GAME MODE p. 13 for more information).

APPEARANCE: Choose from VISIBLE, HIDDEN, SUDDEN, or STEALTH (refer to GAME MODE p. 13 for more information).

TURN: Choose from OFF, LEFT, MIRROR, RIGHT, or SHUFFLE (refer to GAME MODE p. 13 for more information).

OTHER: Choose from OFF, LITTLE, FLAT, SOLO or DARK (refer to GAME MODE p. 14 for more information).

SCROLL: Choose from STANDARD or REVERSE (refer to GAME MODE p. 14 for more information).

FREEZE ARROW: Choose from ON or OFF (refer to GAME MODE p. 14 for more information).

BAR START: When practicing a portion of a song, use this setting to choose the starting point.

BAR END: When practicing a portion of a song, use this setting to choose the ending point.

START: Use this command to start playing the sequence marked by the BAR START and BAR END settings. Before starting, you can use the \leftarrow/\rightarrow directional buttons or \leftarrow/\rightarrow Directional Arrows on the DDR Controller to change the range of the sequence to be played. Begin playing by pressing the START, \odot or \otimes buttons.

LEFT DIRECTIONAL BUTTON: Play the entire song from start to finish.

RIGHT DIRECTIONAL BUTTON: Play the portion of the song identified by the BAR START and BAR END settings.

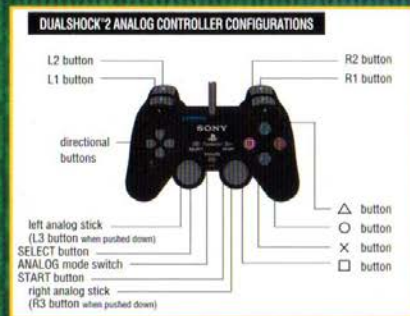
EDIT: Load data created in EDIT MODE so you can practice your own creations.

EXIT: End Training Mode.

EDIT MODE

EDIT MODE enables you to create a custom designed dance routine for any song featured in DDR EXTREME™. Dance routines can be saved to a memory card (8MB) (for PlayStation®2) for future playback or editing. Additionally the dance routines can be used in GAME MODE and TRAINING MODE. If the same song exists on DDR EXTREME™, DDRMAX2™, DDRMAX™ or DDR KONAMIX™, you can interchange the edit data between those games (refer to Using Edit Data in DDR EXTREME™/DDRMAX2™/DDRMAX™/DDR KONAMIX™ p. 40 for more information).

NOTE: A DUALSHOCK®2 ANALOG CONTROLLER IS REQUIRED WHEN CREATING EDIT DATA IN EDIT MODE.



CONTROLS:

L1 button: Change cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit.

Green: 1/12th unit (1/12th units can not be selected unless activated in Sequence Menu first).

L2 button: Places area mark. Placing two marks in different sections determines the editable area. Hold down the button to erase all area marks.

R1 button: Press to quickly scroll through the sequence.

R2 button: Displays the Area Menu.

\uparrow/\downarrow directional button: Scroll sequence data / Change items in the Select Menu / Places or deletes corresponding arrows during recording.

\leftarrow/\rightarrow directional button: Switch between 1P side or 2P side / Switch menus / Changes the menu select content / Places or deletes corresponding arrows during recording.

SELECT button: Access Sequence Menu.

START button: Begin recording. Hold down to stop the recording session.

Δ button: Places \uparrow arrows / Deletes \uparrow arrows that already exist / Cancels command selection.

\odot button: Places \leftarrow arrows / Deletes \leftarrow arrows that already exist.

○ button: Places → arrows / Deletes ← arrows that already exist / Confirms command selection.

✕ button: Places ↓ arrows / Deletes ↑ arrows that already exist / Confirms command selection.

ANALOG mode button: Enables the use of left/right analog sticks.

left analog stick: Increases scroll speed in the sequence (red mode indicator should be lit).

right analog stick: Changes width of the sequence (red mode indicator should be lit).

MAIN MENU

New Data: Create a new edit file.

Load: Load edit data saved in the Edit Library.

Library Manager: Manage edit data saved in the Edit Library.

Outside Manager: Manage edit data that is saved outside of the Edit Library on the memory card (8MB) (for PlayStation®2), such as edit data files from DDR KONAMIX™.

Guide: View an on-screen tutorial about controls in EDIT MODE.

Exit: End EDIT MODE and return to the Main Menu.



EDIT LIBRARY (GETTING STARTED)

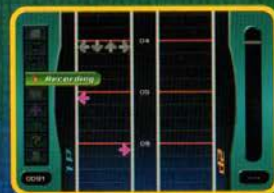
In order to use EDIT MODE and create edit data files, an Edit Library is required. The Edit Library is a convenient organizational/management system of all edit data files stored on the memory card (8MB) (for PlayStation®2). The Edit Library is created on a memory card (8MB) (for PlayStation®2) the first time the EDIT MODE is accessed. Only one Edit Library can be created per memory card (8MB) (for PlayStation®2). Within the Edit Library, up to five different Edit Library folders can be created. Each folder can contain a maximum of 30 different edit data files (for a total of 150 edit data files). Additionally, edit data can be transferred and exported using the Input/Output functions. Review the sections on Library Manager and Outside Manager on pp. 35-39 for further information.



EDIT MENU:

New Data: Create a new edit file. A memory card (8MB) (for PlayStation®2) is needed to save files.

Save & Load: Open menu to save and load files.



Quick Save: Quickly saves any changes/modification to the currently saved file.

Recording: Accesses Recording Option Menu / While in the work area, press the START button to begin recording.

The following settings can be changed in the Recording Option Menu:

PLAY TYPE: Select from WATCH, OVER INPUT, SAVE INPUT, JUDGE 1 and JUDGE 2.

REPEAT: Set loop play ON/OFF.

INPUT SE: Turn the sound effect for entering/erasing an arrow during recording ON/OFF.

FILTER BRIGHT: Adjusts how much of the Edit Screen is viewed during playback of a song (only available on JUDGE 2 setting).

OPTIONS:

INPUT TYPE: You can set whether the cursor stays in place (KEEP) or moves to the next line after placing an arrow (NEXT).

BGM: Turns background music ON/OFF during editing.

ICON EXPL: Turns Edit Menu icon explanation ON/OFF.

STATUS: View information on the current file, such as the song name and total number of steps.

Library Manager: Manage edit data saved in the Edit Library. The Library Manager offers many different functions for edit data files, such as copying, renaming, changing, deleting, and saving. Additionally, edit files can also be outputted to the Outside Manager. Refer to Library Manager p. 35 for more information.

Outside Manager: Manage edit data that is saved outside of the Edit Library on the memory card (8MB) (for PlayStation®2), such as edit data files from DDR KONAMIX™. Additionally, edit files can also be inputted to the Library Manager. Refer to Outside Manager p. 38 for more information.

Guide: View an on-screen tutorial about controls in EDIT MODE.

Exit: End EDIT MODE and return to the Main Menu.

AREA MENU (R2 BUTTON):

COPY: Copies the selected area to the Clipboard. The Clipboard stores data temporarily in memory for pasting (see PASTE).

PASTE: Places the data stored on the Clipboard beginning at the cursor.

CUT: Deletes the selected area and temporarily stores the data in memory for pasting (see PASTE).

UNDO: Immediately after RECORDING, up to three previous operations/tasks can be undone. This allows you to correct your mistakes.



DELETE: All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.

REVERSE: Arrows in the selected area will be rearranged by the following options:

MIRROR: All arrows (↑/↓/←/→) will be reversed.

UP/DOWN: Only ↑/↓ arrows will be reversed.

LEFT/RIGHT: Only ←/→ arrows will be reversed.

QUANTIZE: This function is helpful in adjusting the placement of the arrows with the timing of the music. Arrows can automatically be matched to fit the 4th, 8th, or 12th note. Additionally, you can delete all 1/8, 1/12, and 1/16 units by selecting LITTLE from the QUANTIZE menu.

NOTE: Most commands cannot be used until two area marks have been set.

SEQUENCE MENU (SELECT BUTTON):

PLAYER (MENU): Three different types can be set while editing (SINGLE, COUPLE and DOUBLE).

ZOOM: Set the view magnification to OFF, 2X or 4X. When TRIPLE is set to "ON," the ZOOM is OFF, 2X or 3X.

TRIPLE: Record arrows in 12th note positions. 12th note arrows cannot be arranged into tempos outside of 12th note timing.

FREEZE ARROW: Turn the option to enter freeze arrows ON/OFF during recording. When this option is set to ON, regular arrows cannot be placed in the edit file.

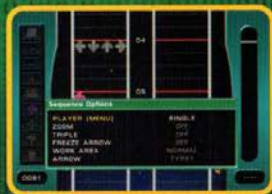
The length of the freeze arrow can be adjusted by aligning the cursor at the beginning point of the freeze arrow and holding down the corresponding arrow input button (△, ○, ×, □) while pressing the ↑/↓ directional button.

To delete a freeze arrow, hold down the corresponding arrow input button (△, ○, ×, □) while pressing the ↑/↓ directional button from the beginning to the end of the freeze arrow. Freeze arrows can also be deleted by positioning the cursor in between the beginning and end of the freeze arrow and pressing the corresponding arrow input button (△, ○, ×, □).

NOTE: To input a freeze arrow when not recording, hold down the desired arrow input button (△, ○, ×, □) and wait until the arrow color turns bright green. Continue holding the desired arrow input button (△, ○, ×, □) and press the ↑/↓ directional button to adjust the desired length of the freeze arrow.

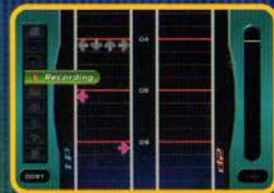
WORK AREA: Two types of step arrangement can be selected. NORMAL (1P and 2P sides are divided) and DOUBLE (1P and 2P sides are combined).

ARROW: Change the type of arrow displayed.



GETTING STARTED (EDIT MODE)

- 1) After accessing the EDIT MODE for the first time, an Edit Library is created on a memory card (8MB) (for PlayStation®2).
- 2) Select New Data.
- 3) Select a song.
- 4) Select a play style (Single, Couple, Double).
- 5) Decide if Konami sample data will be used (If YES is selected, the game will import the song's default step patterns to get you started with the re-editing process).
- 6) Begin placing arrows to create a new edit.
- 7) Save the edit data by selecting Save & Load from the Edit Menu.
- 8) Choose an empty slot in the Edit Library folders to save the data.
- 9) Create a name for the edit data file.
- 10) Saved edit data can be re-edited after loading the data (Select Load from the EDIT MODE Main Menu).
- 11) When re-editing a previously loaded file, the QUICK SAVE function will overwrite the existing data and store any changes/updates to the file.
- 12) Once a saved edit data file is ready for use, the edit data can be played in other sections of the game, such as GAME MODE and TRAINING MODE.
- 13) Edit data must be saved in the Edit Library before it can be used in GAME MODE or TRAINING MODE.
- 14) Edit data outputted by the Outside Manager cannot be used until the files are inputted and saved in the Library Manager. Refer to Outside Manager p. 38 for more information.



LIBRARY MANAGER

The Library Manager organizes all edit data files and offers many different functions for managing the edit data.

- 1) The Library Manager organizes 30 different edit data files saved on the memory card (8MB) (for PlayStation®2) in a Folder. A maximum of five different Folders can be created (for a total of 150 edit data files).



- 2) To access Library Manager functions on any edit data file, highlight the appropriate edit data file and press the **○** or **✕** buttons twice. The Library Manager Menu will appear. Refer to Library Manager Menu on this page for more information.
- 3) When there is more than one Folder, switch between Folders using the **L1**, **L2**, **R1** and **R2** buttons. Subsequently, Folders can be deleted by selecting "FOLDER DELETE" on the desired Folder that is to be removed.
- 4) It is possible to COPY and CHANGE edit data files in different Folders. For example, data saved in the 12th spot of Folder 1 can be exchanged with data saved in the 25th spot of Folder 5.
- 5) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.

LIBRARY MANAGER MENU

COPY (creates duplicate edit data files)

- 1) After choosing an edit data file, open the Library Manager Menu and select COPY from the menu using the **○** or **✕** buttons.
- 2) Select an empty position in the Folder to copy the data. Data is successfully copied as long as data with the same name does not already exist in the Folder. If there is already data with the same name, save the edit data file under a different name.

RENAME (renames edit data files)

- 1) After choosing an edit data file, open the Library Manager Menu and select RENAME from the menu using the **○** or **✕** buttons.
- 2) Confirm that you wish to rename the file and adjust the file name accordingly on the RENAME Screen.
- 3) When you are finished adjusting the name, select "END" from the RENAME Screen and confirm the name change.
- 4) The name cannot be changed to a name that already exists.

CHANGE (moves/exchanges edit data files to a different position)

- 1) After choosing an edit data file, open the Library Manager Menu and select CHANGE from the menu using the **○** or **✕** buttons.
- 2) Select an empty or filled position in the Folder.

- 3) Data is successfully moved/exchanged as long as data with the same name does not already exist. If there is already data with the same name, the edit data file must be renamed first.
- 4) For easier convenience, files can be moved/exchanged without accessing the CHANGE function.
 - a. Highlight the edit data file and press the **○** or **✕** buttons to select the data.
 - b. Highlight the empty or filled position in the Folder and press the **○** or **✕** buttons.
 - c. The edit data file is moved/exchanged.

OUTPUT (reformats edit data files and outputs them from the Edit Library)

- 1) After choosing an edit data file, open the Library Manager Menu and select OUTPUT from the menu using the **○** or **✕** buttons.
- 2) Data is successfully outputted as long as data with the same name does not already exist on the memory card (8MB) (for PlayStation®2). If there is already data with the same name, the data must be renamed before outputting.
- 3) Outputted data is organized in the Outside Manager and stored on the memory card (8MB) (for PlayStation®2) in the original PlayStation® memory card format.
- 4) This process enables you to use edit data files created in DDR EXTREME™ with DDR KONAMIX™. Refer to Using Edit Data in DDR EXTREME™/DDRMAX2™/DDRMAX™/DDR KONAMIX™ p. 40 for more information.

NOTE: This feature only works with the same songs that exist in each game.

DELETE (removes edit data files)

- 1) After choosing an edit data file, open the Library Manager Menu and select DELETE from the menu using the **○** or **✕** buttons.
- 2) An on-screen message will prompt you to confirm the file deletion. Please be sure that the correct data has been selected before deleting.
- 3) If you accidentally delete the incorrect file, you can still retrieve the original file as long as you have not saved the changes to the Edit Library. Exit EDIT MODE and re-enter EDIT MODE to load the memory card (8MB) (for PlayStation®2).

SAVE (saves changes to the Edit Library)

- 1) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.
- 2) Updates and changes to the Edit Library can be saved by accessing the Library Manager Menu or by selecting "SAVE" on the main Library Manager Screen.

CANCEL (closes Library Manager Menu)

- 1) Selecting CANCEL from the Library Manager Menu will close the menu and return to the main Library Manager Screen.

OTHER LIBRARY MANAGER FUNCTIONS**FOLDER CREATE (creates new Folders)**

Use the **L1**, **L2**, **R1** and **R2** buttons to switch from the existing Folder to a NEW FOLDER Screen. Select FOLDER CREATE on the screen menu to create a new Folder.

FOLDER DELETE (removes existing Folders)

Use the **L1**, **L2**, **R1** and **R2** buttons to switch from the existing Folder to the desired Folder that you want to remove. Select FOLDER DELETE on the screen menu to delete the appropriate Folder. Any edit data files stored in the Folder will also be deleted.

NOTE: It is not possible to delete a folder in Library Manager when only one Folder exists. If you wish to delete this folder, access the PlayStation®2 console browser for the memory card (8MB) (for PlayStation®2) and delete the Edit Library data file. However, the next time you access EDIT MODE, the game will create a new Edit Library.

OUTSIDE MANAGER

The Outside Manager organizes all edit data files that were outputted from the Edit Library or edit data files that are stored on the memory card (8MB) (for PlayStation®2) in the original PlayStation® memory card format.

- 1) The Outside Manager organizes edit data files saved on the memory card (8MB) (for PlayStation®2).
- 2) 20 different edit data files can be displayed on one list. Use the **L1**, **L2**, **R1** and **R2** buttons to switch between lists. The maximum number of lists and edit data files depends on the amount of available space on your memory card (8MB) (for PlayStation®2).



- 3) To access Outside Manager functions on any edit data file, highlight the appropriate edit data file and press the **○** or **×** buttons. The Outside Manager Menu will appear. Refer to Outside Manager Menu p. 38 for more information.
- 4) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.

OUTSIDE MANAGER MENU**INPUT (reformats edit data files and inputs them to the Edit Library)**

- 1) After choosing an edit data file, open the Outside Manager Menu and select INPUT from the menu using the **○** or **×** buttons.
- 2) Data is successfully inputted as long as data with the same name does not already exist in the Edit Library. If there is already data with the same name, the data must be renamed before inputting.
- 3) Inputted data is saved temporarily into the Edit Library. After inputting the data, save the adjustments on the memory card (8MB) (for PlayStation®2) in order for the changes in the Edit Library to become permanent.
- 4) This process enables you to use edit data files created in DDR KONAMIX™ in DDR EXTREME™. Refer to Using Edit Data in DDR EXTREME™/DDR MAX2™/DDRMAX™/DDR KONAMIX™ p. 40 for more information.

NOTE: This feature only works with songs that exist in both games.

RENAME (renames edit data files)

- 1) After choosing an edit data file, open the Outside Manager Menu and select RENAME from the menu using the **○** or **×** buttons.
- 2) Confirm that you wish to rename the file and adjust the file name accordingly on the RENAME Screen.
- 3) When you are finished adjusting the name, select "END" from the RENAME Screen and confirm the name change.
- 4) The name cannot be changed to a name that already exists.

OTHER OUTSIDE MANAGER FUNCTIONS**STATUS ON/OFF (displays information on edit data files)**

Set the STATUS to ON to view the song name and play style information of the highlighted edit data file. It may take a brief moment for the information to be displayed when there are many edit data files stored in the Outside Manager.

Set the STATUS to OFF to display the data name only. This reduces the time required to read each edit data file and allows for faster loading times.



USING EDIT DATA IN DDR EXTREME™/DDRMAX2™/DDRMAX™/DDR KONAMIX™

DDR EXTREME™ can share edit data files with DDRMAX2™, DDRMAX™ and DDR KONAMIX™ and vice-versa by utilizing the INPUT and OUTPUT functions offered in the Library Manager and Outside Manager (in EDIT MODE).

The following instructions will help you share/transfer/use edit data created in one game with another game. The process is slightly different depending on which game created the original edit data file.

DDR EXTREME™ => DDR KONAMIX™

To use edit data created in DDR EXTREME™ with DDR KONAMIX™, refer to the following instructions:

- 1) Access the Library Manager (in EDIT MODE) and OUTPUT the selected data to your memory card (8MB) (for PlayStation®2).
- 2) Copy the edit data from the memory card (8MB) (for PlayStation®2) to a PlayStation® game console memory card by using the PlayStation®2 console browser screen.
- 3) You can now use the copied edit data in DDR KONAMIX™.
- 4) Refer to the DDR KONAMIX™ instruction booklet for more information on using edit data.

NOTE: This function only works with songs that exist in both games.

DDR KONAMIX™ => DDR EXTREME™

To use edit data created in DDR KONAMIX™ with DDR EXTREME™, refer to the following instructions:

- 1) Copy the edit data from the PlayStation® game console memory card to the memory card (8MB) (for PlayStation®2) by using the PlayStation®2 console browser screen.
- 2) Access Outside Manager (in EDIT MODE) and INPUT the edit data from the memory card (8MB) (for PlayStation®2) into the Edit Library.
- 3) You can now use the copied edit data in DDR EXTREME™.
- 4) Refer to Using Edit Data in DDR EXTREME™ p. 41 for more information.

NOTE: This function only works with songs that exist in both games.

DDR EXTREME™ => DDRMAX™/DDRMAX2™

To use edit data created in DDR EXTREME™ with DDRMAX™/DDRMAX2™, refer to the following instructions:

- 1) Access the Library Manager (in EDIT MODE) and OUTPUT the selected data to your memory card (8MB) (for PlayStation®2).

- 2) You can now use the outputted edit data in DDRMAX™/DDRMAX2™.

NOTE: This function only works with songs that exist in both games.

DDRMAX™/DDRMAX2™ => DDR EXTREME™

To use edit data created in DDRMAX™/DDRMAX2™ with DDR EXTREME™, refer to the following instructions:

- 1) Access Outside Manager (in EDIT MODE) and INPUT the edit data from the memory card (8MB) (for PlayStation®2) into the Edit Library.
- 2) You can now use the inputted edit data in DDR EXTREME™.

NOTE: This function only works with songs that exist in both games.





USING EDIT DATA IN DDR EXTREME™ GAME MODE

The Edit Library must be loaded at the Select Music screen before edit data files can be used in GAME MODE.

- 1) Select EDIT DATA at the Select Music screen with the  or  buttons to access the FOLDER load menu.
- 2) Choose the appropriate Folder to load with the  or  buttons.
- 3) Confirm/cancel loading the appropriate Folder.
- 4) When the loading is completed, the available songs with edit data files are displayed on the screen.
- 5) Highlight the appropriate song you wish to play and confirm the song selection with the  or  buttons. Hold down the  or  buttons to access difficulty modifiers.
- 5) Press the SELECT button to exit EDIT DATA and return to the normal Select Music screen.

TRAINING MODE

Follow these instructions to use edit data in Training Mode:

- 1) At the Training Mode Menu, highlight "Edit" and press the  or  buttons to access the Library Manager.
- 2) Highlight the appropriate edit data file and press the  or  buttons to select the file.
- 3) Confirm/cancel loading the edit data.
- 4) When the loading is completed, the edit data file will be ready for practice in the Training Mode.
- 5) All Training Mode adjustments can be made prior to practicing the song. Refer to Training Mode p. 29 for more information.

WORKOUT MODE

DDR EXTREME™ provides a great workout that boosts your strength and endurance while building muscle tone. You first access WORKOUT MODE to setup your weight and to confirm that you want to track your workout results when playing the game. WORKOUT MODE tracks how many calories you have burned, but it does not track the calories burned from playing DOUBLE play style or from the upper-body hand movements. The main WORKOUT MODE menu contains WORKOUT SETTING, TODAY'S WORKOUT RESULTS, WORKOUT RESULTS and WORKOUT DIARY.

NOTE: As a general rule, songs with faster tempos are more complicated and will give you a greater workout than songs with slower tempos.

WORKOUT SETTING (GETTING STARTED)

When you access the Workout Setting, the game will prompt you for a memory card (8MB) (for PlayStation®2). Using a memory card (8MB) (for PlayStation®2) will save your workout progress and personal data. You can also access advanced functions, such as graphing your workout results over a period of time. If you wish to play without loading or using a memory card (8MB) (for PlayStation®2), simply cancel the load when prompted on the screen. After you have made all of the necessary adjustments in Workout Setting, exit Workout Mode and begin your workout in GAME MODE or PARTY MODE (Watch Me Dance, Hands and Feet or Clean the Screen).

WORKOUT MODE:

Turn Workout Mode to ON so that the game will track the number of calories burned in GAME MODE and PARTY MODE (Watch Me Dance, Hands and Feet or Clean the Screen) on the results screen. The game will also begin storing your workout records in Workout Results and Workout Diary. If you wish to stop tracking the calories, toggle this setting to OFF.

WEIGHT:

Enter your weight.

WORKOUT STEP:

When the WORKOUT STEP is turned ON, the step patterns of the songs will be easier. This setting is designed to provide a low-impact aerobic workout.



GAME OVER:

When this setting is set to OFF, the game will allow you to continue dancing until the end of the song even if the dance meter runs out. When this setting is set to ON, the game will automatically end when the dance meter runs out.

TODAY'S WORKOUT RESULTS

While playing GAME MODE or PARTY MODE (Watch Me Dance, Hands and Feet or Clean the Screen), the number of calories burned for each song is displayed in the bottom left corner (when playing on two player side, the information is displayed in the bottom right corner). If you are using a memory card (8MB) (for PlayStation®2) to save your workout records, when you return to the WORKOUT MODE menu and select TODAY'S WORKOUT RESULTS, you can review more data pertaining to your workout. The following information is tracked while you workout:

STATISTICAL DATA:

Cumulative Calories Burned: The total amount of calories burned in today's workout session.

Number Of Songs Played: The total amount of songs played in today's workout session.

Average Calories Burned: The average calories burned per song based on your cumulative calories and number of songs played in today's workout session.

COMPARATIVE DATA:

JOGGING: Your workout results in today's workout session will be converted into the equivalent of Jogging.

JUMPING ROPE: Your workout results in today's workout session will be converted into the equivalent of Jumping Rope.

SWIMMING: Your workout results in today's workout session will be converted into the equivalent of Swimming.

WORKOUT RESULTS

While playing GAME MODE or PARTY MODE (Watch Me Dance, Hands and Feet or Clean the Screen), the number of calories burned for each song is displayed in the bottom left corner (when playing on two player side, the information is displayed in the bottom right corner). If you are using a memory card (8MB) (for PlayStation®2) to save your workout records, when you return to the WORKOUT MODE menu and select WORKOUT RESULTS, you can review more data pertaining to your workout.



The following information is tracked while you workout:

Cumulative Calories Burned: The total amount of calories burned in all workout sessions completed over a period of time.

Number Of Songs Played: The total amount of songs played in all workout sessions over a period of time.

Average Calories Burned: The average calories burned per song based on your cumulative calories and number of songs played for all workout sessions.

COMPARATIVE DATA:

JOGGING: Your workout results will be converted into the equivalent of Jogging.

JUMPING ROPE: Your workout results will be converted into the equivalent of Jumping Rope.

SWIMMING: Your workout results will be converted into the equivalent of Swimming.

WORKOUT DIARY

If you are using a memory card (8MB) (for PlayStation®2) to save your workout results, **WORKOUT DIARY** enables you to see a graphical representation of your workout results. This is an excellent way to chart your progress and success with the **WORKOUT MODE** over a long period of time.

RECORDS

In this section, you can see the High Scores obtained in **GAME MODE** (Letter Grade, Maximum Number of Combinations, Score), High Scores obtained in **NONSTOP MODE** (Letter Grade, Maximum Number of Combinations, Score), High Scores obtained in **CHALLENGE MODE** (Total Time Played, Stage Cleared, Number of Total Misses, Maximum Number of Combinations, Total Points Earned), High Scores obtained in **ENDLESS MODE** (Score, Maximum Number of Combinations, Stages Cleared), and your High Scores obtained in **Hands and Feet mode** (Letter Grade, Maximum Number of Combinations, Score). In addition, whenever you achieve a full combo on a song, a "★" mark will be displayed. Follow the on-screen instructions and menus to access additional information.

NOTE: **WORKOUT MODE** results and records are tabulated in the **WORKOUT MODE** menu. **MISSION MODE** statistics are tabulated in **MISSION MODE**.



OPTIONS

The **Options Mode** contains a variety of settings that you can configure to suit your personal tastes. Press the **↑/↓** directional buttons or the **↑/↓** Directional Arrows on the **DDR Controller** to cycle through the desired options and press the **←/→** directional buttons or the **←/→** Directional Arrows on the **DDR Controller** to change settings. After all settings have been adjusted, highlight **EXIT** and press the **X** or **○** buttons to confirm the settings and return to the previous menu. Cancel a selection with the **SELECT** button. Refer to the on-screen instructions for further information.

The following are options available in the **Options Menu**:

SOUND OPTIONS: Adjust sound settings.

CONTROLLER SETTINGS: Adjust the controller settings.

SAVE/LOAD: Save/Load/Auto Save system data settings.

GAME OPTIONS: Adjust game settings.

GRAPHIC OPTIONS: Adjust graphic settings.

EXIT: Return to **MODE SELECT** Screen.



INFORMATION

This section contains important information about **DDR EXTREME™** and tracks your progress through the game. As you accomplish certain goals and objectives in the game, this section will notify you each time a change to the game has occurred. You may even discover some secrets!

NOTE: When new information is available, the word "NEW" will appear on the **MODE SELECT** Screen next to the word "INFORMATION." Additionally, the word "NEW" will appear inside the **INFORMATION** section next to any item that has not been read by the player.



DANCING TIPS AND BEGINNERS GUIDE

Follow these special tips to become a pro player.

- You are not penalized for hitting incorrect dance steps. You are only penalized for not hitting the correct dance steps. Use this technique to your advantage by positioning yourself in advance to perform complex dance patterns.
- Avoid returning to the center while playing. Learn to move around the entire DDR Controller and utilize both feet when possible.
- To execute certain dance patterns, it is sometimes easier to pivot your body and face different directions rather than always looking forward at the screen.
- Practice, practice, practice!! At first you may feel discouraged by failing easy level songs, but eventually you will succeed.
- There are hidden songs, modes and other items that can be unlocked by playing the game. DDR EXTREME™ uses a special system for unlocking something new. You can influence how fast the game unlocks something new by the number of songs played in GAME MODE, reaching high scores, good player performance, earning high letter grades and playing other modes, such as NONSTOP MODE or CHALLENGE MODE. Pay attention to INFORMATION to see if any new items have been unlocked. In addition, NONSTOP MODE and CHALLENGE MODE courses may give you a sneak-peek at hidden songs before they are unlocked.
- Don't forget the Beginner difficulty, Lesson Mode and Training Mode. These are key to learning how to play and mastering difficult songs.
- Remember to use difficulty modifiers, such as LITTLE or SHUFFLE, so that songs at higher difficulties become easier to learn or more fun to play. Also, if you are having difficulty with freeze arrows, turn off the FREEZE ARROW difficulty modifier.
- If you have trouble passing certain songs, remember that you can create your own dance steps for every song in EDIT MODE. This will allow you to enjoy every song in DDR EXTREME™. Over time you can learn how to pass the original version of the song.
- You can learn valuable dance tips and advice from other DANCE DANCE REVOLUTION™ players.
- In some cases, increasing the speed of the arrows will make certain songs easier to play and improve your timing skills.

CREDITS

HOME VERSION CREDITS

DIRECTOR

Yasumi Takase

PROGRAMMER

Nishibori Taquashi
Yukihiro Yamazaki
Kidai Suzuki
Manabu Hazama
Norio Suzuki
Naohiro Yamamoto
Kota Wakasa
Tomohiro Maeyama
Akifumi Mizobe

DESIGNER

Yoshiko Wada
Yumi Yoshida
Keiko Yamazaki
Yukiko Nozaki
Tatsuma Minami
Motomi Minowa
Keiko Takaki
Rieko Komatsubara
Yukiko Satake

SOUND DIRECTOR

U-ASAMI

SOUND DESIGNER

Atsushi Sato
Tomoo Sekine

SOUND PROGRAMMER

Atsumi Miyazawa

SOUND PRODUCT

MANAGEMENT

Nobuhiko Matsufuji
Imohore imai

PRODUCT DESIGNER

Mai Kitazawa

VIDEO EDITOR

Morio Kishida
Kazuya Maruyama

PRODUCTION SUPPORT

Toru Hagihara
Masaaki Harada

Norio Kawamoto

Masahiro Sato
Kazutoshi Sugai
Takao Yamagisi
Hiroyuki Tomita
Motoki Kaneko
Shino Horikoshi

DEVELOPMENT SUPPORT

Tetsuya Hiyoshi
Kaz Nirasawa
Shuji Takahashi
Yoko Ishioka
Akira Yamaoka
Atsushi Tsujimoto
Naomi Hara
Hideyuki Shin
Shinya Aoyama
Natsuko
Yuko

Tomohisa Koike
Morio Kishida
Shingo Yuri

Sachiko Sugawara
Minako Asano
Takayoshi Tanaka

AKT

Hironami Ishizu

Sota Fujimori
Hideki Tanaka
On Board Entertainment

PRODUCER

Hiroataka Ishikawa

EXECUTIVE PRODUCER

Michihiro Ishizuka

ORIGINAL ARCADE CREDITS

DIRECTOR

Inubushi Takashi

CO-DIRECTOR

Narita Yoshihiko

DESIGNER

Takeuchi Yoko
Yonezawa Kanako
Moroe Tomochika
Kakahara Asami

PROGRAMMER

Ohashi Takahiro

SOUND MANAGER

Takeyasu Hiroshi

SOUND PRODUCER

Maeda Naoki

SOUND ENGINEER

Goshima Akira

PRODUCT DESIGN MANAGER

Muraki Hiroyuki

PRODUCT DESIGNER

Oshio Michiyo

TECHNICAL WRITER

Minoda Hideaki
Sudo Mika

HARDWARE DESIGNER

NAKANO TSUYOSHI

MECHANICAL DESIGNER

Atobe Koki

SPECIAL THANKS

Takahashi Kazuya
Togami Kenji
Tada Takao
Shikama Hideaki
Ishikawa Takayuki
Uchida Tomoyuki
Kageyama Tadao
Nozaki Mitsuhiro
Saito Hajime
TaQ
BeForU
King Opal
Matsushita Yoshinori
Yokoyama Eiichi
beatmanialDX team
Guitafreaks & drummania
team
pop'n music team
ALL Dance Dance Revolution
series staff
ALL BEMANI series staff

PRODUCER

OTA YOSHIIHIKO

EXECUTIVE PRODUCER

TANAKA FUMIAKI

KONAMI CORPORATION**EXECUTIVE CORPORATE OFFICER**

Kazumi Kitaue

GENERAL MANAGER

Tetsuya Hiyoshi

INTERNATIONAL PRODUCT MANAGER

Kaz Nirasawa

LICENSING

Yoko Ishioka

QA

RMC

KONAMI DIGITAL ENTERTAINMENT - AMERICA**PRESIDENT**

Tommy Gotsubo

CHIEF OPERATING OFFICER

Geoff Mulligan

SENIOR VICE PRESIDENT-SALES & MARKETING

Catherine Fowler

VICE PRESIDENT-OPERATIONS

Linda Stackpoole

VICE PRESIDENT-PRODUCTION

Kurt Busch

SENIOR DIRECTOR OF MARKETING

Rick Naylor

ASSOCIATE DIRECTOR OF MARKETING

Brad Schlachter

GENERAL COUNSEL

Nick Lefevre

PRODUCT MANAGER

Jason Enos

DIRECTOR OF MARKETING COMMUNICATIONS

Cherrie McKinnon

ASSOCIATE DIRECTOR OF PUBLIC RELATIONS

Marc Franklin

ASSOCIATE MANAGER OF PUBLIC RELATIONS

Peter Nguyen

ASSOCIATE DIRECTOR OF CREATIVE SERVICES

Monique Catley

PRODUCTION COORDINATOR, CREATIVE SERVICES

Lee Allison Verdeckberg

GRAPHIC DESIGNER

Philip Travisano

PRODUCT WEBSITE

Mike Dobbins

DIRECTOR OF PRODUCT SUPPORT GROUP

Takeshi Minagawa

PRODUCER

Ken Ogasawara

QA MANAGER

Michael Klug

QA ASSISTANT MANAGER

Tsuyoshi Arayashiki

QA SENIOR LEAD

Keith Matejka

LEAD TESTER

John Saito

TESTERS

Jackie Jaszka

Mel Baltazar

CONSUMER SERVICES

Luke Robichaux

PACKAGING & MANUAL DESIGN

Price Design

LOGO DESIGN

Konami Corporation

SPECIAL THANKS:

All CVG, Konami TYO and AM Bemani staff, Cary Au, Mel Baltazar, Henry Bilbao @ HB Productions, Maimoona Block, Daniel Castillo, Michael Chan, Alan Cheng, Jean Chung, Chris Clark, Ritche Corpus @ Logitech, Randy Eckhardt, Sota Fujimori, Shawn Green, Becki Hanan, Duane Harden, Tetsuya Hiyoshi, Shoichiro Hirata, Patty Hubbard @ On Board Entertainment, Hirotaka Ishikawa, Takayuki Ishikawa, Yoko Ishioka, Yasushi Kawasaki, Danny Ko, Jason Ko, Kevin Lo, Barbara Loo, Naoki Maeda, Gerald Martin, Natalie Martin, Michael McHale, Takeshi Minagawa, Kaz Nirasawa, Mike Ngo, Ken Ogasawara, Kaz Okido, Linda Osher, Yoshihiko Ota, Rachel Reyes, Brett Robinson, Matt Robinson, Yasuhiro Shitan, Brad Smith, Shuji Takahashi, Yasumi Takase, Hiroshi Takeyasu, Tracey Thompson, Kathie Tompkins, U1-ASAMI, Kumi Watabe, WaveGroup, Akira Yamaoka, Everyone @ KDE-A, the E3 dancers, anyone else involved in this project that was accidentally left out and to all Bemani fans in North America for supporting Konami's music games. Funk Boogie...

MUSIC CREDITS**BELIEVE**

(Brian Higgins, Paul Barry Stephen Torch)

© XENOMANIA MUSIC (NS) AND RIVE DROITE MUSIC LTD (PRS)

ALL RIGHTS ON BEHALF OF XENOMANIA MUSIC ADMINISTERED BY WARNER/CHAPPELL MUSIC LTD ALL RIGHTS RESERVED. USED BY PERMISSION.

BIZARRE LOVE TRIANGLE

(Stephen Morris, Peter Hook, Bernard Sumner, Gillian Gilbert)

© 1987 BE MUSIC (PRS)

ALL RIGHTS ON BEHALF OF BE MUSIC (PRS) ADMINISTERED BY WB MUSIC CORP. (ASCAP). ALL RIGHTS RESERVED. USED BY PERMISSION.

Diving

Performed by 4 Strings (from the 4 Strings album "Believe")

Courtesy of Ultra Records, Inc.

Words and Music by Carlo Resoort and Jan Loechel

©2002 UNIVERSAL -POLYGRAM INTERNATIONAL PUBL., INC. on behalf of C.R. MUSIC (ASCAP)

©MusicAllstars/CR Music/A La Carte Music/Face To Face Music International Rights Secured. Not for broadcast transmission.

All rights reserved. DO NOT DUPLICATE

© Spinnin' Records, for USA: Ultra Records

DO ME

(Kenneth Gamble, Leon Huff)

© WARNER-TAMERLANE PUBLISHING CORP. (BMI)

ALL RIGHTS RESERVED. USED BY PERMISSION.

Don't Clock Me

Performed by Popula Demand feat. The Get Fresh Girls

Written by Stephanie Lynn Riley/Clay Edward Dixon

Licensed courtesy of Mercer Street Music

ENTER THE DRAGON

(Lalo Shifrin)

©1973 (RENEWED)WARNER-TAMERLANE PUBLISHING CORP. (BMI)

ALL RIGHTS RESERVED.

USED BY PERMISSION.

Go West

Performed by Pet Shop Boys

Licensed courtesy of TOSHIBA-EMI LIMITED

© © Can't Stop Music

Used by permission and all rights reserved

Highs Off U (Scorccio XY Mix) / 4 REEEL

© Scorccio Music Publishing 2003

Written by Mark Summers (100%)

© Scorccio Records 2003 (www.scorccio.com)

Produced and Remixed by Mark Summers

BUS STOP

Kick The Can

Sound Recording courtesy All Around The World Productions Ltd. UK
© Penny Street Music Limited / Bucks Music Limited**Kids In America**

Performed by Kim Wilde

Licensed courtesy of TOSHIBA-EMI LIMITED

Words & Music by Marty Wilde and Ricky Wilde

© RAK PUBLISHING LTD. and RICKIM MUSIC PUBLISHING CO., LTD.

LADIES' NIGHT

(George Brown, Robert Bell, Ronald Bell, James Taylor, Earl Toon, Dennis Thomas, Claydes Smith, Meekaaeel Muhammad)

© 1979 WARNER-TAMERLANE PUBLISHING CORP. (BMI),

SECOND DECADE MUSIC CO. (BMI) AND WB MUSIC CORP. (ASCAP)

ALL RIGHTS ON BEHALF OF ITSELF AND SECOND DECADE MUSIC CO.

ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP.

ALL RIGHTS RESERVED. USED BY PERMISSION.

LIKE A VIRGIN

Billy Steinberg (ASCAP) 50%, Tom Kelly (ASCAP) 50%

Sony/ATV Tunes LLC (ASCAP) 100%

MIRACLE by ST. JENARO

© & © LARGE-IT

IT'S A MIRACLE

By George O'Dowd, Jon Moss, Michael Craig, Roy Hay and Phil Pickett

© 1983 EMI VIRGIN MUSIC LTD. and 19 MUSIC LTD.

All rights for EMI VIRGIN MUSIC LTD. Controlled and Administered in the United States by EMI VIRGIN MUSIC INC. (ASCAP)

All Rights Reserved. International Copyright Secured. Used By Permission.

Courtesy of 19 Music Ltd. All rights for the World o/b/o administered by 19 Music Ltd.

Administered by BMG Music Publishing International. All rights for the U.S. administered by BMG Songs, Inc. (ASCAP)

Move Your Feet

performed by Junior Senior

produced under license from Atlantic Recording Corp.

by arrangement with Warner Strategic Marketing

© 2003 Atlantic Recording Corp.

Written by Junior

Taken from the album "D-D-Don't Don't Stop the Beat"

Crunchy Tunes

Music (Bostick Radio Edit)

Performed by Darude

Courtesy of Stargate Music Oy/16 Inch Records and Blue Chip Records, Inc.

Written by Ville Virtanen, Jaakko Sakari Salovaara

Courtesy of BMG Music Publishing Finland. All rights for the U.S. administered by BMG Songs, Inc. (ASCAP)

THE NEVER ENDING STORY Power Club Vocal Mix

DJ AC-DC

(Giorgio Moroder, Keith Forsey)

© 1991 WB MUSIC CORP. (ASCAP) & NEUE CONSTANIN FILM

ALL RIGHTS ON BEHALF OF NEUE CONSTANIN FILM

ADMINISTERED BY WB MUSIC CORP. (ASCAP)

ALL RIGHTS RESERVED. USED BY PERMISSION.

CAPTAIN JACK

"Only You"

Music: Udo Niebergall, Eric Sneo, Diko

Lyrics: Udo Niebergall, Eric Sneo, James Walls

Published by Peermusic (Germany) GMBH/ Beatdisaster Publishing
International Rights Secured.

Not for broadcast transmission.

All rights reserved. DO NOT DUPLICATE.

WARNING: "It is a violation of Federal Copyright Law to make copies of this Videogame, synchronize this Videogame with video tape or film, or to print this Videogame in the form of standard music notation without the express written permission of the copyright owner".

"Planet Rock" (Sword Fish Radio Edit)

performed by Paul Oakenfold VS Afrika Bambaataa & the Soul Sonic Force

courtesy of Tommy Boy Music

By arrangement with Warner Strategic Marketing © 2001 Tommy Boy Music

Publisher: Bambaataa Music

Writers: Bambaataa Aasim, John Miller, Ellis Williams, Robert Allen, Arthur Baker, John Robie

BT - "Simply Being Loved (Somnambulist)"

Courtesy of Netzwerk Productions

Words and Music by Brian Transeau

Copyright © 2003 Songs of DreamWorks (BMI)/Embrace The Future Music (BMI)

Worldwide rights for Songs of DreamWorks and Embrace The Future Music administered by

Cherry River Music Co. (BMI)

All Rights Reserved

Used By Permission

THE REFLEX

Performed by Duran Duran

Courtesy of Capitol Records under license from EMI Film & Television Music

Words and music by Simon Le Bon, Andy Taylor, Roger Taylor and Nick Rhodes

© 1983 EMI MUSIC PUBLISHING LIMITED

THERE YOU'LL BE Speed remix

DJ SPEEDO FEAT ANGELICA

There You'll Be

Written by Diane Warren

© 2001 Realsongs (ASCAP)

All Rights Reserved

Used By Permission

WAITING FOR TONIGHT

(Michael Garvin, Maria Christenson, Phil Temple)

©1997 CONNOTATION MUSIC (BMI), MICHAEL GARVIN MUSIC (BMI),
DENOTATION MUSIC (SESAC), SWEET WOO MUSIC (SESAC), ANNOTATION
MUSIC (ASCAP) AND SOULSPIN MUSIC (ASCAP)

ALL RIGHTS ON BEHALF OF CONNOTATION MUSIC AND MICHAEL GARVIN
MUSIC ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP.

ALL RIGHTS ON BEHALF OF DENOTATION MUSIC AND SWEET WOO MUSIC
ADMINISTERED BY W.B.M. MUSIC CORP.

ALL RIGHTS ON BEHALF OF ANNOTATION MUSIC AND SOULSPIN MUSIC
ADMINISTERED BY WB MUSIC CORP.

"Wonderland (UKS Mix)"

Performed by X-Treme

Licensed courtesy of TOSHIBA-EMI LIMITED

"Wonderland" by Jon Lind, Allee Willis and Agostino Carollo

©2000 Big Mystique Music (ASCAP), EMI BLACKWOOD MUSIC INC, IRVING MUSIC, INC., EMI
MUSIC PUBLISHING ITALIA SRL

All Rights for EMI MUSIC PUBLISHING ITALIA SRL and IRVING MUSIC, INC. in the U.S. and
CANADA Controlled and Administered by EMI BLACKWOOD MUSIC INC(BMI)

- Contains elements of "Boogie Wonderland" by Jon Lind and Allee Willis

©1979 Big Mystique Music (ASCAP), EMI Blackwood Music Inc, Irving Music, Inc.

All rights reserved.

Copyright Secured.

Used By Permission.

Y.M.C.A.

Performed by Village People

Words and Music by J.Morali, H.Belodo and VWillis.

© © Can't Stop Music

Used by permission and all rights reserved

WARRANTY

Konami Digital Entertainment - America warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami Digital Entertainment - America
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a

KONAMI

Insider

Go to www.konami.com/usa to register your KONAMI games and get exciting news and information from KONAMI.

When you register your game you will be automatically entered into monthly drawings to win FREE games!