DDRMAX
Dance Dance Revolution
™

EmuMovies

KONAMI
®
www.konami.com

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

Thank you for purchasing Konami's DDRMAX DANCE DANCE REVOLUTION™. 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.

DDRMAX DANCE DANCE REVOLUTION™ is an original product jointly developed by Konami and Konami Computer Entertainment Tokyo, Inc. All copyrights, property and other rights are jointly and solely held by both companies.

GETTING STARTED
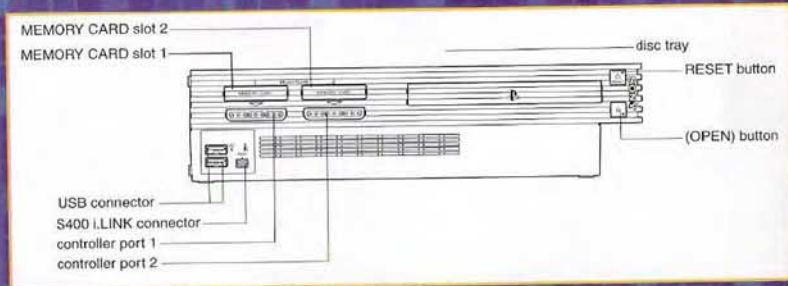
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **DDRMAX DANCE DANCE REVOLUTION (DDRMAX)™** 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 **DDRMAX DANCE DANCE REVOLUTION (DDRMAX)™** games. For more information on saving and loading, see page 29.

NOTE: **DDRMAX DANCE DANCE REVOLUTION (DDRMAX)™** uses at least 87KB 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

DUALSHOCK®2 Analog Controller Configuration
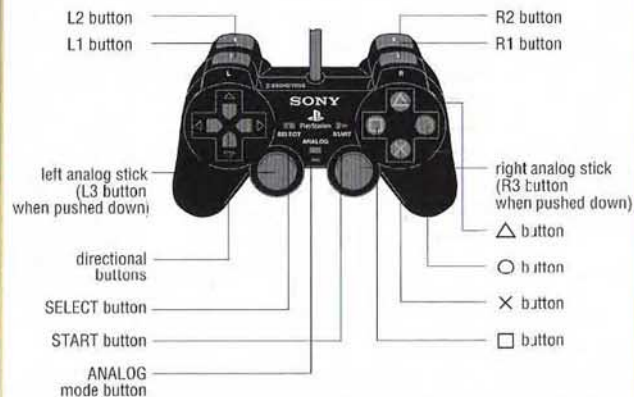
BASIC GAME CONTROLS

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 18, 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. You can turn the DUALSHOCK®2 analog controller vibrations ON and OFF in the Options Menu. The red mode indicator on the controller will stay unlit regardless of the setting in the Options Window.

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

SELECT button: Cancel

START button: Start Game

❌ button: Confirm Selection

◉ button: Confirm Selection

Directional Arrows: Step on the correct arrows that correspond to the dance steps on the screen. During a freeze arrow, stand on the corresponding arrow through the entire duration of the arrow.

SELECT + START buttons: Resets the current game and returns to the Title Screen.

HOW TO PLAY

DDRMAX DANCE DANCE REVOLUTION (DDRMAX)™ 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 Dance Dance Revolution™ 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.

DANCE METER
STEP ZONE
FREEZE ARROWS
ARROWS
MODE DISPLAY
SCORE
DIFFICULTY MODIFIER

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, WORKOUT MODE, LESSON MODE, TRAINING MODE, EDIT MODE, OPTIONS, RECORDS, or INFORMATION. Enter the selection with the ⊗, ◎ or the START button.

GAME MODE:
This is the main mode for DDRMAX™ and is identical to the style of gameplay and difficulty found in the arcade versions.

WORKOUT MODE:
This mode adds fitness goals while counting the number of calories consumed during play. You can also track workout results over a period of time.

LESSON MODE:
This mode enables first-time players of DDRMAX™ 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 DDRMAX™. You can also interchange edit data with songs that exist in both DDRMAX™ and DANCE DANCE REVOLUTION KONAMIX™ (sold separately).

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

RECORDS:
This section displays the High Scores for each section.

INFORMATION:
This section contains important information about DDRMAX™ 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 ⊗, ◎ or the START button to select a play style. Select from SINGLE, VERSUS or DOUBLE play mode and confirm the selection with the ⊗, ◎ or the START button.

SINGLE: One player game.

VERSUS: Two players compete with each other.

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

After the style has been selected, select a difficulty level using the directional buttons. Select from LIGHT, STANDARD, HEAVY or ONI difficulty and confirm the selection with the ⊗, ⊚ or the START button. The ONI difficulty can be accessed by pressing the right directional button after the HEAVY difficulty.

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

STANDARD: Intermediate difficulty where dance steps follow complex patterns. Some songs do not have unique steps for DOUBLE STANDARD, however you can use EDIT MODE to make new steps for any difficulty level.

HEAVY: Strictly for DDR pros. This is the hardest level of difficulty where dance steps follow insane patterns. Some songs do not have unique steps for DOUBLE HEAVY, however you can use EDIT MODE to make new steps for any difficulty level.

ONI: The ultimate DDR challenge. This difficulty mode presents a new style of gameplay that is an enhanced nonstop challenge mode. Only players who have mastered the LIGHT, STANDARD and HEAVY difficulty levels should attempt this mode. For more information on the ONI MODE, see p. 12.

GAME MODE (GETTING STARTED)
NOTE: The following section refers to LIGHT, STANDARD and HEAVY difficulty levels only.

1) SELECT MUSIC

After the play style and difficulty level have been selected, the Select Music Screen will appear. Use the left/right directional buttons on the controller or the left/right 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 ⊗ or ⊚ buttons.

CHANGE DIFFICULTY
Double-tapping on the up/down directional buttons or up/down Directional Arrows on the DDR Controller will toggle between the LIGHT, STANDARD and HEAVY difficulty settings. The colors associated with these difficulties are yellow, red and green respectively.

Within the three difficulty classifications, a foot rating and groove radar rates the difficulty of each song. Understanding these two rating systems is helpful when choosing songs that are appropriate for your skill level.

FOOT RATING
The foot rating scale is the original DANCE DANCE REVOLUTION™ rating system based on a ten foot scale. The higher number of feet in a song indicates a harder difficulty (1 = easiest, 5 = average, 10 = hardest). The color of the foot rating will change depending on the difficulty level selected.

GROOVE RADAR
The groove radar is a graphical representation of a song's difficulty based on the following five attributes:

STREAM: Overall density in the dance step patterns.

CHAOS: The degree of irregularity/ complexity in the step patterns.

FREEZE: The number of freeze arrows in the step patterns.

AIR: The number of jumps (i.e. player's airtime) in the step patterns.

VOLTAGE: The degree of maximum density in the dance step patterns.

Each song is calculated with these five attributes, plotted on a pentagonal chart and graphed. The resulting graph occupies a specific area size on the pentagonal chart. As a general rule, when the overall area size increases, the difficulty of the song increases.

MUSIC SORTING

The default arrangement for songs is sorted by color (green songs = default songs available, yellow songs = hidden songs (hidden songs must be unlocked before they appear), red songs = secret songs (secret songs must be unlocked before they appear).

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 Top 30 favorites (BEST). Toggle the different sorting classes by repeatedly pressing the START button.

ACCESS EDIT DATA

By pressing the SELECT button, you can load customized edit data that was previously saved on a memory card (8MB) (for PlayStation®2). Follow the on-screen instructions to load the edit data. After the loading is completed, press the SELECT button to return to the song selection. Songs that have customized edit data are marked with a memory card icon next to the song name. To play the song with the customized edit data, highlight the song and press the SELECT button. The edit file(s) will be available for selection. Confirm the selection with the ⊗ or ◉ buttons. For more information on EDIT MODE, see p. 18.

RANDOM SELECTION

The default arrangement for the song selection features a ROULETTE option. This option will let you choose songs at random. When this option is selected, the entire song list will cycle continuously until the player stops the spinning process with the ⊗ or ◉ buttons. As the cycling process begins to slow down, pressing the directional buttons or Directional Arrows on the Dance Dance Revolution™ Controller may influence which song is selected. Try using this option to access songs that you have not unlocked yet!

2) DIFFICULTY MODIFIERS

Difficulty modifiers can be selected for each song by pressing and holding down the ⊗ or ◉ 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 ⊗ or ◉ 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 **DANCE DANCE REVOLUTION KONAMIX™**. When playing a two-player game, if either player selects the SOLO option, the option will apply to both players.

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 LIGHT, STANDARD or HEAVY.

3) BEGIN PLAYING

GAME MODE (ONI MODE CHALLENGE)

The ONI MODE introduces a new gameplay challenge that combines elements of nonstop mode from previous **DANCE DANCE REVOLUTION™** games with an added emphasis on accuracy and skill. It is strongly recommended that you first master LIGHT, STANDARD and HEAVY mode before attempting this mode.

OVERVIEW OF ONI MODE

1) ONI 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 in the shape of a battery icon. The lifebar consists of 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 BAD, 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 ONI MODE.

4) If the player's timing on a dance step is judged as GREAT or PERFECT!!, 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 one unit before the next song begins. If the player's lifebar was already maximum, no additional units will be rewarded.

6) In some rare cases, the lifebar may increase by two units or completely refill to maximum before very difficult songs begin.

7) Maintaining a high streak of combos and accurate step timing is absolutely critical to completing ONI MODE courses.

8) At any point in the course, if the player's lifebar falls below zero units, the game will automatically end.

9) Courses can be played in SINGLE, VERSUS and DOUBLE play mode.

10) 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 ONI MODE course counts the total number of steps of all songs. The total accumulation of hitting all dance steps in any ONI MODE course with a full combo and PERFECT!! accuracy represents 100%.

2) At the beginning of each course, the player's score begins at 0%. As the player successfully hits the dance steps, the player's score percentage will increase.

3) Depending on the player's performance, combo streak, degree of accuracy and how long the player stays in the game, the player's score percentage will continue to increase and get closer to the value of 100%.

4) If the player successfully completes the ONI MODE course, the Results Screen will tabulate the player's total step accuracy and total percentage.

5) If the player fails to complete the ONI MODE course, the Results Screen will tabulate the player's total step accuracy and total percentage earned up to the point when the game ended.

6) The score results from ONI MODE courses will be tracked in the RECORDS section. Keep practicing to improve your scores.

NOTE: Completing ONI MODE courses may offer additional rewards, such as unlocking hidden songs.

WORKOUT MODE

DDRMAX™ provides a great workout that boosts your strength and endurance while building muscle tone. In the Workout Mode, you can attach a personal fitness goal while playing the game. This mode tracks how many calories you have burned. All you have to do is set your weight and the type of workout.

When you access the Workout Mode, 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 the Workout Mode without loading or using a memory card (8MB) (for PlayStation®2), simply cancel the load when prompted on the screen.

WEIGHT:
Enter your weight (the default measurement is pounds "lbs").

WORKOUT MENU & GOAL:
Choose between no setting, calories burned or play time fitness goal in the MENU setting and designate the calories burned and play time in the GOAL setting.

COURSE SELECTION:
There are three different workout programs that are available. The greater number of stars, the more vigorous of a workout you will receive during each song.

DATE:
If you wish to track date information, input the correct date. If you are using a memory card (8MB) (for PlayStation®2), you can access a workout diary to track your results over a period of time.

OK:
When you are finished making adjustments, highlight OK and press the ⊗ or the START button to begin selecting songs.

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

2) WORKOUT RESULTS:
At the conclusion of your individual song workout or your workout program, the results are tabulated on a special screen. The remaining workout goal is displayed in the upper left corner (when playing on two-player side, the information is displayed in the upper right corner). In addition, the following information is tracked while you workout:

STATISTICAL DATA:
CALORIES BURNED: The amount of calories burned on each song.

ACCUMULATION: The total amount of calories burned in the current workout.

OVERALL ACCUMULATION: When using a memory card (8MB) (for PlayStation®2), you can see the total calories you have burned throughout all workout programs.

OVERALL AVERAGE: When using a memory card (8MB) (for PlayStation®2), you can see the total average calories you have burned throughout all workout programs.

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.

NOTE: Pressing the ◉ button during the Workout Results Screen will bring up other statistical and graphical data regarding your workout. Follow the on-screen instructions and commands for additional assistance.

LESSON MODE

The Lesson Mode is your first step in becoming a professional **DANCE DANCE REVOLUTION™** 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 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 **DDRMAX™**. 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:

MUSIC SELECT: 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 LIGHT, STANDARD or HEAVY difficulty.

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.

SPEED: Use this setting to change the tempo of the songs. There are five settings available, with 5 being the default regular speed.

SELECT OPTION: Adjust the following difficulty modifiers:

> **SPEED:** Choose from x1, x1.5, x2, x3, x5 or x8 (refer to Game Mode p. 11 for more information).

> **BOOST:** Choose from ON or OFF (refer to Game Mode p. 11 for more information).

> **APPEARANCE:** Choose from VISIBLE, HIDDEN, SUDDEN, or STEALTH (refer to Game Mode p. 11 for more information).

> **TURN:** Choose from OFF, LEFT, MIRROR, RIGHT, or SHUFFLE (refer to Game Mode p. 11 for more information).

> **OTHER:** Choose from OFF, LITTLE, FLAT or SOLO (refer to Game Mode p. 12 for more information).

> **SCROLL:** Choose from STANDARD or REVERSE (refer to Game Mode p. 12 for more information).

> **FREEZE ARROW:** Choose from ON or OFF (refer to Game Mode p. 12 for more information).

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

LAST BAR: 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 First Bar and Last Bar settings. Before starting, you can use the left and right directional buttons to change the range of the sequence to be played. Begin playing by pressing the START, ⊙ or ✗ 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 DDRMAX™. 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 both DDRMAX™ and DANCE DANCE REVOLUTION KONAMIX™, you can interchange the edit data on both games (refer to Using Edit Data in DDRMAX™/DANCE DANCE REVOLUTION KONAMIX™ p. 26 for more information).

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

CONTROLS:

DUALSHOCK®2 Analog Controller Configuration

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.

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

←/→ 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.

△ button: Places ↑ arrows / Deletes ↑ arrows that already exist / Cancels command selection.

◻ button: Places ← arrows / Deletes ← 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.

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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 DANCE DANCE REVOLUTION 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. 22-26 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, load or rename 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.

SPEED: Select the desired playback speed from 1-5 (1 slowest/5 regular).

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).

OPTION:

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, moving, and erasing. Additionally, edit files can also be outputted to the Outside Manager. Refer to Library Manager p. 22 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 **DANCE DANCE REVOLUTION KONAMIX™**. Additionally, edit files can also be inputted to the Library Manager. Refer to Outside Manager p. 25 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.
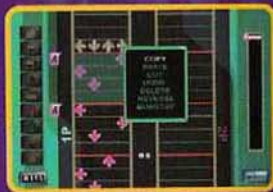
DELETE: All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.

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: Arrows can automatically be matched to fit the 4th, 8th, or 12th note. This function is helpful in adjusting the placement of the arrows with the timing of the music.

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

SEQUENCE MENU (SELECT BUTTON):

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

ZOOM: Set the view magnification to OFF, 2X or 4X.

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 up/down directional button.

To delete a freeze arrow, hold down the corresponding arrow input button (△, ◎, ✕, ▢) while pressing the up/down 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 up/down 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 Library Manager before it can be used in GAME MODE or TRAINING MODE.

14) Edit data saved in the Outside Manager cannot be used until the files are inputted and saved in the Library Manager. Refer to Outside Manager p. 25 for more information.
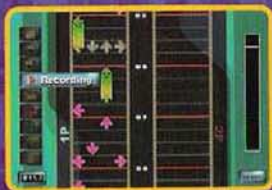
LIBRARY MANAGER

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 p. 23 for more information.

3) When there is more than one Folder, switch between Folders using the L1 and R1 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 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 to the Outside Manager)

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 in the Outside Manager. 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 **DDRMAX™** with **DANCE DANCE REVOLUTION KONAMIX™**. Refer to Using Edit Data in **DDRMAX™/DANCE DANCE REVOLUTION KONAMIX™** p. 26 for more information.

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

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 and R1 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 and R1 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 from there. 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 Library Manager 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 and R1 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. 26 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 Library Manager)

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 Library Manager. 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 **DANCE DANCE REVOLUTION KONAMIX™** in DDRMAX™. Refer to Using Edit Data in DDRMAX™/DANCE DANCE REVOLUTION KONAMIX™ p. 26 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 is 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 DDRMAX™/ DANCE DANCE REVOLUTION KONAMIX™

DDRMAX™ can share edit data files with **DANCE DANCE REVOLUTION 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 both games with the other game. The process is slightly different depending on which game created the original edit date file.

DDRMAX™ => DANCE DANCE REVOLUTION KONAMIX™

To use edit data created in **DDRMAX™** with **DANCE DANCE REVOLUTION 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 **DANCE DANCE REVOLUTION KONAMIX™**.

4) Refer to the **DANCE DANCE REVOLUTION KONAMIX™** instruction booklet for more information on using edit data.

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

DANCE DANCE REVOLUTION KONAMIX™ => DDRMAX™

To use edit data created in **DANCE DANCE REVOLUTION KONAMIX™** with **DDRMAX™**, 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 **DDRMAX™**.

4) Refer to Using Edit Data in **DDRMAX™** p. 27 for more information.

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

USING EDIT DATA IN DDRMAX™

GAME MODE

The Edit Library must be loaded at the Song Selection Screen before edit data files can be used in Game Mode.

1) Press the SELECT button at the Song Selection Screen and choose FOLDER SELECT with the ◉ or ✖ buttons.

2) Choose the appropriate Folder to load with the ◉ or ✖ buttons.

3) Confirm/cancel loading the appropriate Folder.

4) When the loading is completed, press the SELECT button to return to the Song Selection Screen.

5) Songs that have edit data files are identified with a special yellow memory card icon.

6) Highlight the appropriate song you wish to play and press the SELECT button to choose the edit data.

7) Confirm the song selection with the ⊙ or ⊗ buttons. Hold down the ⊙ or ⊗ buttons to access difficulty modifiers.

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. 16 for more information.

RECORDS

In this section, you can see the High Scores obtained in GAME MODE (Letter Grade, Maximum Number of Combinations, Stage Score), High Scores obtained in ONI MODE (Percentage, Maximum Number of Combinations, Time Length, Number of Stages Cleared, Number of Misses), your total cumulative Workout Results (Calorie Consumption, Exercise Equivalent, Number of Songs Played), and your Workout Chart. Follow the on-screen instructions and menus to access additional information.

OPTIONS

The Options Mode contains a variety of settings that you can configure to suit your personal tastes. Press the up/down directional buttons to cycle through the desired options and press the left/right directional buttons to change settings. After all settings have been adjusted, highlight Exit and press the ⊗ 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.

CONTROL SETTINGS: Vibration settings, Double Play controller settings, and Dance Dance Revolution™ Controller settings.

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

GAME OPTIONS: Adjust game settings.

GRAPHIC OPTIONS: Adjust graphic settings.

WORKOUT OPTIONS: Adjust Workout settings.

Exit: Return to MODE SELECT Screen.

INFORMATION

This section contains important information about DDRMAX™ 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 Dance Dance Revolution™ 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 that can be unlocked by playing the game. The hidden songs will appear based on various criteria, including number of songs played and player performance. Pay attention to INFORMATION to see if any new songs have been unlocked. In addition, ONI MODE courses may give you a sneak-peek at hidden songs before they are unlocked.

- Don't forget the Lesson and Training Modes. These modes 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 DDRMAX™. Over time you can learn how to pass the original version of the song.

- Remember to play DANCE DANCE REVOLUTION™ in the arcades to gain experience in playing both versions of the game. You can also 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.

SELECTED ARTIST PROFILES

Name: Scott Dolph
Artist Name(s): Scotty D.
Age: 32 years old
Time at Konami?: Over 4 years
First Konami Project: Hideo Kojima interview for a UK magazine and Mystical Ninja.
Favorite Instrument: I do not play instruments, but I love doing Karaoke.
Favorite Music Style: Danceable tunes.
Favorite Music Producer or Artist: Earth, Wind & Fire
Favorite Bemani song you have written: I believe the lyrics to DROP THE BOMB are quite powerful and deep for a DDR track.
Songs created in DDRMAX: DROP THE BOMB, MIDNITE BLAZE
Favorite song(s) in DDRMAX and why?: I still have to go with my own song DROP THE BOMB.
What do you think about the success of DDR in North America so far?: I happen to be the one who persuaded management in Japan to launch the DDR series for the console in the US. I knew American gamers would enjoy this concept and I'm glad I was correct.
How did you first get involved making Bemani music?: I was asked to write lyrics to a Bemani song 3 years ago and I was even asked to rap. I enjoyed it a lot and those who heard the song enjoyed it too.
Did you always like Bemani-style music or did you like those dance styles after you started making songs?: I have always been a big fan of dance music - disco, soul, techno, trance, etc. Given the opportunity to work on DDR tunes was a dream come true.
Do you feel limited as an artist because of the game design and mechanics of DDR?: I would like to write lyrics of more mature content, but I would not want to boost up the rating of this game just because of my lyrics.
You have written lyrics and sung on many DDR/Bemani songs. Did you first create the lyrics and then music was composed to fit the lyrics or was there a different process involved? How much studio recording time is involved to complete one song?: I am always given the music first. I listen to it once and the concept of my lyrics pop up in my mind. Then I start writing the lyrics and I'm usually done in 3 hours or less. Spending too much time on thinking does not help. It's pure inspiration. It takes about 2 to 3 hours in the studio to record the voices. Then the engineers spend more time to finish up everything. I do not stick around until everything is done. I leave the studio when the voices are done. Then a few days later I hear the completed track, and I am greatly surprised by how professionally done the final version is.
Do you have any comments or words to players?: I remember the first few times when I played DDR. I was embarrassed. But as I got better, the fact that people were watching me did not stop me a bit. Then the time came when I was asked to write lyrics and rap for DDR. That moment when I evolved from PLAYER to RAPPER & LYRICIST is one I will never forget. I hope you all play the game and dance like you've never danced before and evolve from PLAYER to ULTIMATE DANCER. Enjoy!

Name: Sota Fujimori
Artist Name(s): SOTA, System S.F.
Age: 26 years old
Time at Konami?: 4 years
First Konami Project: Gungage
Favorite Instrument: Synthesizer
Favorite Music Style: I enjoy everything except country & ENKA (Japanese style of blues/country).

Favorite Music Producer or Artist: Ryuichi Sakamoto, Yellow Magic Orchestra, and recently, I am into System F.
Favorite Bemani song you have written: I can't decide because I like all of my songs.
Songs created in DDRMAX: Do It Right (Harmonized 2Step Mix), DROP THE BOMB -System S.F. Mix-, Dynamite Rave-Down Bird SOTA Mix-, Kind Lady, Look To The Sky, Look To The Sky (True Color Mix).
Favorite song(s) in DDRMAX and why?: I really love Groove 2001 written by Sho-T because it has a Big Beat style which DDR has never had before.
What do you think about the success of DDR in North America so far?: I am extremely happy with the success of the game. Since it was such a popular game in Japan, I am hoping that it will be a big hit in the U.S. as well. Be sure to use a DDR Controller when you play this game. Playing with the normal controller is just not the same experience.
How did you first get involved making Bemani music?: I had always wanted to make dance music in a video game. Finally, my wish came true when the director called me up. Now, here I am.
Did you always like Bemani-style music or did you like those dance styles after you started making songs?: I have always liked dance music. This is the type of work that gives me the most enjoyment.
What else do you still want to accomplish as an artist with DDR/Bemani songs that you have not done so far?: I would like to continue challenging the music style and sound of DDR songs by incorporating new genres.
Have you ever considered using famous artists or a DJ to make a new remix of one of your songs for a future Bemani game? Who would you like to have remix the song?: Recent trance artists such as System F, Vincent De Moor, Rank 1 or Barthezz would be great for a remix project. I would also like to have Konami sound artists such as Akira Yamaoka (Silent Hill series) and Sho-T (Beatmania series) remix some of my songs as well.
Have you ever thought about making dance music for official release (i.e. for DJs and consumer use)?: Yes!! If I could have such a chance, I will make sure not to disappoint anyone.
What kind of hardware and mixing software do you use to compose your songs?: I use various synthesizers and a Macintosh to compose songs. The sequencer software is VISION, however, I need to be updating it very soon.
What was the most difficult/challenging situation that you have experienced working on Bemani/DDR games?: Since the gameplay time is fixed from the beginning, it is often difficult to make songs fit into the proper length.
When you are making a song, do you ever think about what some of the steps might be like or do you already know from the beginning that this song is going to be designed to be a difficult song for players, etc?: No. I never think about the steps in advance because the step data is created after the music and the step difficulty is adjusted in the end.
Do you feel limited as an artist because of the game design and mechanics of DDR?: Not really. I have also been involved with other various projects, such as action and RPG titles, so I still have the opportunity to explore other music styles outside of dance music.
You have made a big impression on players with your beutiful trance song Look To The Sky and your cool house song Kind Lady, but for this project, you have created some new exclusive remixes (including a new version of Look To The Sky). What was it like working on the new remixes and do you have any songs planned for the future?: I am scheduled to make a new version of Kind Lady and a new remix of Do It Right. Look To The Sky is my personal favorite song as well, and I think I will be making a new remix in the future. Please look forward to it.
Do you have any comments or words to players?: I really enjoy making music for DDR. I hope you enjoy the game and the music.

Name: Shoichiro Hirata
Artist Name(s): Sho-T
Age: 33 years old
Time at Konami?: 7 years
First Konami Project: I think it was Konami Links
Favorite Instrument: Fender Rhodes
Favorite Music Style: I really enjoy house and R&B.
Favorite Music Producer or Artist: Some of my recent favorite artists include, Filur and Lisa Loeb (although her genre/style is completely different from mine). Also, I like Hikaru Utada a lot as well. She is a very talented singer/songwriter in Japan.
Favorite Bemani song you have written: Share My Love
Songs created in DDRMAX: Groove 2001, Share My Love
Favorite song(s) in DDRMAX and why?: I love all the songs!

What do you think about the success of DDR in North America so far?: I am happy about the success. The universal feeling of moving your body to music is something that everyone can enjoy and I suppose this partly explains the success.

How did you first get involved making Bemani music?: I was involved in making songs for Beatmania IIDX and other Bemani games.

Did you always like Bemani-style music or did you like those dance styles after you started making songs?: Actually, dance music was my strong point and I had always been thinking about finding a way to utilize that skill in video games as well.

What else do you still want to accomplish as an artist with DDR/Bemani songs that you have not done so far?: I would like to create songs with different music styles and genres.

Have you ever considered using famous artists or a DJ to make a new remix of one of your songs for a future Bemani game? Who would you like to have remix the song?: I would like to work with Armand Van Helden or Satoshi Tomiie.

Have you ever thought about making dance music for official release (i.e. for DJs and consumer use)?: Of course! I always think about it and I will keep trying to achieve that goal.

What kind of hardware and mixing software do you use to compose your songs?: For the sequencing software, I use Logic Audio. Other than that, I use many synthesizers. My favorite one is MIDI MINI!

What was the most difficult/challenging situation that you have experienced working on Bemani/DDR games?: Although this is a recurring theme, it is tough to make the dance song short and cool at the same time, where the most pleasing part of dance music is the repetition. The other difficulty is how I can get the best of both worlds by making the music cool from an arrangement perspective while also making it fun as a video game.

Can you briefly describe the initial process/steps of how you determine the direction for a new song?: Usually I select a rhythm and begin to assemble the song accordingly.

When you are making a song, do you ever think about what some of the steps might be like or do you already know from the beginning that this song is going to be designed to be a difficult song for players, etc?: Basically, I am not conscious about the steps or difficulty when I am in the process of writing a song. However, when I write a song, I sometimes think to myself "If this kind of gimmick is used, it would make the song fun to play in the game." or "With this type of step, it would be so cool."

Do you feel limited as an artist because of the game design and mechanics of DDR?: No. It is always exciting!

Many fans really enjoy the songs you have created for DDR/Bemani series because they have a cool urban sound. Have you enjoyed urban music growing up or what inspired you to make this type of music?: Basically, I like creating UK-style sounds. However, when I was a student, I really loved "New Jack Swing" (we call it R&B now) and I was thinking about how I could make that groove feeling too. Artists like Teddy Riley, Jam & Lewis and Chuckii Booker were my life back then.

Do you have any comments or words to players?: I am so happy that video game music gets attention like this!

Name: Takayuki Ishikawa
Artist Name(s): dj TAKA
Age: 27 years old
Time at Konami?: 3 years
First Konami Project: Beatmania IIDX
Favorite Instrument: Piano
Favorite Music Style: Trance
Favorite Music Producer or Artist: I would say Satoshi Tomiie for now.
Most Favorite Bemani song they have ever written: ABSOLUTE
Songs created in DDRMAX: Gradiusic Cyber AMD G5 Mix, Abyss, Logical Dash
Favorite song(s) in DDRMAX and why?: MAX 300. I think this is a new music sound which only could have been created through DDR.

What do you think about the success of DDR in North America so far?: I think it clearly demonstrates the achievement of NAOKI who is the music producer.

How did you first get involved making Bemani music?: When the dj simulation video game Beatmania was at its highest peak, Konami brought me in as a specialist of crazy styles of music.

Did you always like Bemani-style music or did you like those dance styles after you started making songs?: I have always liked this music, but ever since I got involved with the Bemani project, I have enjoyed the music so much more.

What else do you still want to accomplish as an artist with DDR/Bemani songs that you have not done so far?: I have accomplished all sorts of things, however, I am sure there are many things left to attempt. I would like to meet the requests of fans and I look forward to that opportunity.

Have you ever considered using famous artists or a DJ to make a new remix of one of your songs for a future Bemani game? Who would you like to have remix the song?: Oh definitely! I would like to work with Satoshi Tomiie.

Have you ever thought about making dance music for official release (i.e. for DJs and consumer use)?: If there was an opportunity, I would love to do that.

What kind of hardware and mixing software do you use to compose your songs?: I use Logic and PRO TOOLS.

What was the most difficult/challenging situation that you have experienced working on Bemani/DDR games?: If the music style and BPM is mild for the dance floor, then the player will get bored when they play the song in the game. However, if the music style and BPM is quick and drastic, then the song will begin to lose the dance music characteristics. Finding the right balance is difficult.

Can you briefly describe the initial process/steps of how you determine the direction for a new song?: I just make music however I feel like at the moment.

When you are making a song, do you ever think about what some of the steps might be like or do you already know from the beginning that this song is going to be designed to be a difficult song for players, etc?: Sometimes I think about it. It really depends upon the track.

DO YOU FEEL LIMITED AS AN ARTIST BECAUSE OF THE GAME DESIGN AND MECHANICS OF DDR?: Just because there are limitations does not mean you cannot overcome them. That's the way I see it.

FROM YOUR ARTIST NAME, ARE YOU ACTUALLY A DJ? IF YES, WHAT DO YOU SPIN AND HAS THAT KNOWLEDGE HELPED YOU IN CREATING DDR/BEMANI SONGS?: Although I play and occasionally perform, it is not my profession. The "dj" part of my artist name is named after my respect to the people who supported me and to the great game Beatmania which gave me a chance to express my musical tastes.

DO YOU HAVE ANY COMMENTS OR WORDS TO PLAYERS?: All of my songs in this game were written several years ago and some of the music styles are not really up to date. However, while you listen to these tracks and start to have some interests in them, I would really like you to listen to my recent tracks as well.

NAME: Toshiyuki Kakuta
ARTIST NAME(S): L.E.D.
AGE: 29 years old
TIME AT KONAMI?: 3 years
FIRST KONAMI PROJECT: Beatmania append GOTTA MIX
FAVORITE INSTRUMENT: There is a synthesizer called VIRUS made by a German manufacturer called Access.
FAVORITE MUSIC STYLE: Overall, I enjoy the dance/techno genre, especially goa and psychedelic trance.
FAVORITE MUSIC PRODUCER OR ARTIST: As to my favorite artists, there are so many artists that I enjoy but I love artists like Joujouka, Sasha and Asian Dub Foundation.
FAVORITE BEMANI SONG YOU HAVE WRITTEN: Although I basically love all the tracks I have written, the song The Shining Polaris, which is inclued in this game, is one of my most favorite tracks.
SONGS CREATED IN DDRMAX: Overblast!!, The Shining Polaris
FAVORITE SONG(S) IN DDRMAX AND WHY?: Stomp To My Beat & I Was The One. Stomp To My Beat has a great rhythm structure and the sampling usage is really cool. I bought his album as well. As for I Was The One, the combination of the nice beat and beautiful vocals in this track is really excellent. I think this is a quality GARAGE track.
WHAT DO YOU THINK ABOUT THE SUCCESS OF DDR IN NORTH AMERICA SO FAR?: I am so happy to know that the video game players in North America love our video games and music.
HOW DID YOU FIRST GET INVOLVED MAKING BEMANI MUSIC?: Sir Hiroyuki Togo found me and I got involved in the Beatmania project. That was the initial starting point.
DID YOU ALWAYS LIKE BEMANI-STYLE MUSIC OR DID YOU LIKE THOSE DANCE STYLES AFTER YOU STARTED MAKING SONGS?: I have always enjoyed dance music, especially techno and trance. In my private life, I often go to clubs on the weekends.
WHAT ELSE DO YOU STILL WANT TO ACCOMPLISH AS AN ARTIST WITH DDR/BEMANI SONGS THAT YOU HAVE NOT DONE SO FAR?: I am hoping that Bemani songs will spread around the world so that all kinds of people will love them.
HAVE YOU EVER CONSIDERED USING FAMOUS ARTISTS OR A DJ TO MAKE A NEW REMIX OF ONE OF YOUR SONGS FOR A FUTURE BEMANI GAME? WHO WOULD YOU LIKE TO HAVE REMIX THE SONG?: My favorite artists, such as Sasha, Juno Reactor, Tsuyoshi and Junior Vasquez make great remixes and all of their works are so cool. It would be fantastic to work with them on a remixed version of one of my songs.
HAVE YOU EVER THOUGHT ABOUT MAKING DANCE MUSIC FOR OFFICIAL RELEASE (I.E. FOR DJS AND CONSUMER USE)?: Absolutely! I would like to dance to the tracks that I have created.
WHAT KIND OF HARDWARE AND MIXING SOFTWARE DO YOU USE TO COMPOSE YOUR SONGS?: As to the sequencing software, I use Cubase and for recording, I mostly use Pro Tools. As to synthesizers, I use Nova by Novation (which I recently obtained). I also use VIRUS by Access (my favorite) and A5000, a sampler by YAMAHA. 90% of my tracks are created by these three machines.

WHAT WAS THE MOST DIFFICULT/CHALLENGING SITUATION THAT YOU HAVE EXPERIENCED WORKING ON BEMANI/DDR GAMES?: A day before the recording with a musician, my machine went down for some reason and I had to work all night to fix it. Somehow, I managed to fix it at the last moment, but it really made me anxious and worried that the recording would not go on.

CAN YOU BRIEFLY DESCRIBE THE INITIAL PROCESS/STEPS OF HOW YOU DETERMINE THE DIRECTION FOR A NEW SONG?: In most cases, I make the decision according to how I feel at that time. There are times when I get to write a track involving a genre or style which other staff members are not working on.

WHEN YOU ARE MAKING A SONG, DO YOU EVER THINK ABOUT WHAT SOME OF THE STEPS MIGHT BE LIKE OR DO YOU ALREADY KNOW FROM THE BEGINNING THAT THIS SONG IS GOING TO BE DESIGNED TO BE A DIFFICULT SONG FOR PLAYERS, ETC?: As to Beatmania tracks, I create them while having some thoughts on the music notes in my mind. As to the step data in DDR, I just let the step creator handle it according to their personal judgment.

DO YOU FEEL LIMITED AS AN ARTIST BECAUSE OF THE GAME DESIGN AND MECHANICS OF DDR?: I would say there is pretty much no constraints. If I had to pick something, the length of the song might create some limitation to the music content (i.e. trance music) since it needs to be less than 2 minutes.

MANY TRANCE/HARD TECHNO FANS REALLY ENJOY THE SONGS YOU HAVE CREATED FOR THE DDR/BEMANI SERIES. HAVE YOU ALWAYS ENJOYED TRANCE MUSIC GROWING UP OR WHAT INSPIRED YOU TO MAKE THIS TYPE OF MUSIC?: Yes, I have always been a big fan of dance music ever since I was a student. Since I had so much more free time when I was a student, I went to clubs all the time - even on weekday nights. I also went to rave porties held at resort places. When I create tracks, many things inspire me. Other artists inspire me as well. There are times when the sound generated from a synthesizer inspires me too. However, in most cases, I create a track while playing the rhythm in a loop to work out the different phrases.

DO YOU HAVE ANY COMMENTS OR WORDS TO PLAYERS?: It is my great honor knowing that players in North America are going to experience and enjoy the dance tracks that I created. Thank you.

NAME: Naoki Maeda
ARTIST NAME(S): Ω, 8bit, 180, 190, 190', 200, BLUE DESTROYERS, d-complex, D.J.RICH feat.TAILBROS, DE-SIRE, DIVAS, FACTOR-X, KTZ, Luv UNLIMITED, mitsu-O!, N&S, N.M.R, NAOKI, NAOKI 190, NAOKI underground, NM, NO.9, NW260, RE-VENGE, Stone Bros., UZI-LAY, etc.
FAVORITE INSTRUMENT: Piano, electric guitar and synthesizer.
FAVORITE MUSIC STYLE: Dance & Club music, rock, ballad, R&B, etc.
FAVORITE MUSIC PRODUCER OR ARTIST: PRODUCERS: Dallas Austin, William Orbit, Rodney Jerkins, Jimmy Jam & Terry Lewis, BABYFACE ARTISTS: Christina Aguilera, Toni Braxton, Underworld, Limp Bizkit, SASH!, Ian Van Dahl, The Brilliant Green, Hikaru Utada, etc.
FAVORITE BEMANI SONG YOU HAVE WRITTEN: DESTINY, CANDY♥, BALLAD FOR YOU, La'more et la liberte. I love these four songs now.
SONGS CREATED IN DDRMAX: AM-3P, Baby Baby Gimme Your Love, Brilliant 2U (Orchestra-Groove), Broken My Heart, Candy★, Dynamite Rave - Down Bird SOTA Mix-, ECSTASY, exotic ethnic, Healing Vision, INSERTION, Let The Beat Hit 'Em (Beatmania IIDX Version), Let The Beat Hit 'Em (Classic R&B), Love Again Tonight (For Melissa Mix), Matsuri Japan, MAX 300, MY SUMMER LOVE, PARANOIA EVOLUTION, Paranoia Max (Dirty Mix) (Club Version), Remember You, Secret Rendezvous, Silent Hill, Trip Machine Climax, true... (Trance Sunrise Mix)
FAVORITE SONG IN DDRMAX AND WHY?: Remember You. I have made as many ballads as I have made dance music tracks, but I think this is a great song that can express a feeling of whirling around yourself.
WHAT DO YOU THINK ABOUT THE SUCCESS OF DDR IN NORTH AMERICA SO FAR?: It is a great honor that many video game players love this game. I think the active passion of the DDR creators has traveled across the ocean to new fans and players.

HOW DID YOU FIRST GET INVOLVED MAKING BEMANI MUSIC?: When the DDR project originally started, I was brought on the project as a music artist for dance music styles.

DID YOU ALWAYS LIKE BEMANI-STYLE MUSIC OR DID YOU LIKE THOSE DANCE STYLES AFTER YOU STARTED MAKING SONGS?: Ever since the beginning of the DDR project, I have always created music with the philosophy that music expresses almost all of the emotions and sensitivity that I have to share. This way of thinking resulted in my songs representing different music styles, such as EURO BEAT, TRANCE, ROCK, BALLAD, LATIN, POP, WORLD, CLASSIC etc. My goals in the music creation process are to be conscious of "the times," cover a wide variety of music styles and create music that will leave my personality. Dance music plays an important role in introducing my music as well as my individuality.

WHAT ELSE DO YOU STILL WANT TO ACCOMPLISH AS AN ARTIST WITH DDR/BEMANI SONGS THAT YOU HAVE NOT DONE SO FAR?: To spread R&B and BALLAD sounds and to produce major artists for the mass market.

HAVE YOU EVER CONSIDERED USING FAMOUS ARTISTS OR A DJ TO MAKE A NEW REMIX OF ONE OF YOUR SONGS FOR A FUTURE BEMANI GAMES? WHO WOULD YOU LIKE TO HAVE REMIX THE SONG?: In the dance music compilation series called "Dancemania" from Toshiba-EMI, there have been about five of my songs that have been remixed. They were remixed by artists with a true style influence. As to the remix of "true..." by Riyu Kosaka, my special request of having the song remixed by a European trance artist came true, eventually releasing as a single CD for the mass market. Generally speaking, however, I do not have any particular requests about remixes of my songs. In video game music, I always enjoy listening to the remixes of my tracks done by 2MB.

HAVE YOU EVER THOUGHT ABOUT MAKING DANCE MUSIC FOR OFFICIAL RELEASE (I.E. FOR DJs AND CONSUMER USE)?: Actually, it is true that I have had such a wish. I have always had a strong desire to work fully on music for use outside of video games.

WHAT KIND OF ELECTRONIC AND MIXING SOFTWARE DO YOU USE TO COMPOSE YOUR SONGS?: As to the tools, there are way too many to list. However, my favorite synthesizer is SIRIUS and the sequence software I use is LOGIC PLATINUM 5.

WHAT WAS THE MOST DIFFICULT/CHALLENGING SITUATION THAT YOU HAVE EXPERIENCED WORKING ON BEMANI/DDR GAMES?: Although there are all sorts of difficulties, working on songs with a lot of vocal tracks is always a challenge. Vocal direction is very important and can ultimately make the song sound good or bad. This is especially critical with R&B songs since that style requires giving many directions to the vocalist and compiling all of the vocal tracks after the recording.

CAN YOU BRIEFLY DESCRIBE THE INITIAL PROCESS/STEPS OF HOW YOU DETERMINE THE DIRECTION FOR A NEW SONG?: The basis in determining the music direction is tied to understanding the times and changing styles as music tastes change.

WHEN YOU ARE MAKING A SONG, DO YOU EVER THINK ABOUT WHAT SOME OF THE STEPS MIGHT BE LIKE OR DO YOU ALREADY KNOW FROM THE BEGINNING THAT THIS SONG IS GOING TO BE DESIGNED TO BE A DIFFICULT SONG FOR PLAYERS, ETC?: As to the difficult step tracks such as songs by Re-venG, DE-SIRE, PARANOiA series, and MAX300, I am conscious of the step data arrangement to some extent during the music development.

DO YOU FEEL LIMITED AS AN ARTIST BECAUSE OF THE GAME DESIGN AND MECHANICS OF DDR?: The fact that BPM is largely related to the game play experience can set some limitations on adapting other music genres for the game. Also, the average song length of 90 seconds sets up some limitations in music development as well.

YOU ARE CREDITED AND RESPONSIBLE FOR CREATING ALMOST EVERY BEMANI/DDR SONG. IS THAT A LOT OF PRESSURE AND RESPONSIBILITY FOR YOU AND DO YOU FEEL LIKE YOU MIGHT RUN OUT OF NEW IDEAS?: As of July 2002, I think I have written around 100 songs for Bemani games. However, I don't see any signs of running out of new music ideas. For me to be alive, feel and experience all sorts of things, music will play a vital part of my life. As long as I exist in this world, my music will be closely linked with my activities and I will never stop playing music.

DO YOU HAVE ANY COMMENTS OR WORDS TO PLAYERS?: DDR fuses music and video games together to create a whole new interactive experience. As a musician, it is my passion to incorporate the music styles found throughout the music industry into a video game. I want to challenge 20th century notions and views of music by continuing to be aggressive with incorporating music in new and innovative ways in the Bemani series. Overall, I am very positive about the future of Bemani and I look forward to evolving the DDR series further to create endless enjoyment and entertainment. Thank you very much for your support!!

Name: Atsushi Sato
Artist Name(s): Caramel.S
Age: 29 years old
Time at Konami?: 6 years
First Konami Project: Mitsumete Night
Favorite Instrument: MUSIC MAN "Luke" Guitar
Favorite Music Style: AOR, Smooth Jazz and Fusion Style Music.
Favorite Music Producer & Artist: David Foster, Steve Lukather and many more!
Songs created in DDRMAX: So In Love

FAVORITE SONG IN DDRMAX AND WHY?: Share My Love & ORION.78(Civilization Mix). Although Share My Love is Sho-T's song, I am the one playing the acoustic guitar in the song and I also made the rhythm. The time spent in the recording studio for this song was very fun as well. As for ORION.78 (Civilization Mix), I love Okinawa and Okinawa cuisine and the concept of this song is cool. The music is really interesting and I love the arrangement of the tune.

WHAT DO YOU THINK ABOUT THE SUCCESS OF DDR IN NORTH AMERICA SO FAR?: I am so happy!

HOW DID YOU FIRST GET INVOLVED MAKING BEMANI MUSIC?: U1-ASAMi approached me one day and that was it.

DID YOU ALWAYS LIKE BEMANI-STYLE MUSIC OR DID YOU LIKE THOSE DANCE STYLES AFTER YOU STARTED MAKING SONGS?: Up until now, I was so swamped with other projects that I didn't have time to think about it. Now I am finally able to be involved with this project! :)

WHAT ELSE DO YOU STILL WANT TO ACCOMPLISH AS AN ARTIST WITH DDR/BEMANI SONGS THAT YOU HAVE NOT DONE SO FAR?: Rock'n Roll!

WHAT KIND OF HARDWARE AND MIXING SOFTWARE DO YOU USE TO COMPOSE YOUR SONGS?: VisionDSP, Pro Tools, KORG, Roland, E-MU, Kurzweil Synthesizers and more!

WHAT WAS THE MOST DIFFICULT/CHALLENGING SITUATION THAT YOU HAVE EXPERIENCED WORKING ON BEMANI/DDR GAMES?: To create music that game players will enjoy from the bottom of their hearts.

CAN YOU BRIEFLY DESCRIBE THE INITIAL PROCESS/STEPS OF HOW YOU DETERMINE THE DIRECTION FOR A NEW SONG?: I think about the melody and a rough rhythm.

WHEN YOU ARE MAKING A SONG, DO YOU EVER THINK ABOUT WHAT SOME OF THE STEPS MIGHT BE LIKE OR DO YOU ALREADY KNOW FROM THE BEGINNING THAT THIS SONG IS GOING TO BE DESIGNED TO BE A DIFFICULT SONG FOR PLAYERS, ETC?: To some extent (with laugh).

SO IN LOVE IS THE FIRST DDR/BEMANI SONG YOU HAVE EVER CREATED. DO YOU HAVE ANY PLANS TO CREATE ANY NEW SONGS IN THE FUTURE?: If there is going to be a new DDR project, I would love to make a new song.

Name: Hiroyuki Togo

Artist Name(s): Togo Project feat. Sana

First Konami Project: Metal Gear Solid

Favorite Instrument: Acoustic Guitar

Favorite Music Style: Bossanova, 60's & 70's pop, Hawaiian Slack-Key Guitar Sound, Latin Music

Favorite Music Producer or Artist: Keisuke Kuwata, John Lennon, Shiina Ringo

Favorite Bemani Song You Have Written: NaHaNaHa vs. Gattchoon Battle (for Beatmania)

Songs Created in DDRMAX: Sana Mollete Ne Ente

Favorite Song in DDRMAX and Why?: Since I have been mainly involved in Beatmania series, I am not really knowledgeable about DDR.

What Do You Think About the Success of DDR in North America So Far?: I am hoping that it will keep prospering in the future. It will be even better if other Bemani games are also accepted in the U.S. market.

How Did You First Get Involved Making Bemani Music?: I got picked to be in charge of the home version of Beatmania and that was the start.

Did You Always Like Bemani-Style Music or Did You Like Those Dance Styles After You Started Making Songs?: During the 1970's, I was deeply engrossed with dance music by radio and cassette. In the 1980's, I was really into disco. From the 1990's and onward, I have been listening to music from the persepective of a music creator and I have been developing video game music. However, I am not as enthusiastic about recent dance music as I used to be.

What Else Do You Still Want to Accomplish as an Artist with DDR/Bemani Songs That You Have Not Done So Far?: I feel rather regretful that it seems Bemani games have become games for core game players in Japan. I would like the Bemani series to be widely popular in the U.S.

Have You Ever Considered Using Famous Artists or a DJ to Make a New Remix of One of Your Songs for a Future Bemani Games? Who Would You Like to Have Remix the Song?: As a producer in Japan, I respect Yasuharu Konishi (former PIZZICATO FIVE). Although I had a chance to work with him on the Beatmania project, I have not had a chance to have him remix my song. I would like to make a hit song that someone would be interested in remixing.

Have You Ever Thought About Making Dance Music for Official Release (I.E. for DJs and Consumer Use)?: Of course! However, I am not so interested in recent dance music.

What Kind of Hardware and Mixing Software Do You Use to Compose Your Songs?: As to the software, I mainly use Pro Tools. As to hardware, I do not have a specific preference and use different equipment depending upon the situation.

What Was the Most Difficult/Challenging Situation That You Have Experienced Working on Bemani/DDR Games?: To satisfy both conditions of making the music fun for a video game and enjoyable to hear.

Can You Briefly Describe the Initial Process/Steps of How You Determine the Direction For a New Song?: I await the answer and revelation from heaven!

When You Are Making a Song, Do You Ever Think About What Some of the Steps Might Be Like or Do You Already Know From the Beginning That This Song Is Going to Be Designed to Be a Difficult Song For Players, etc?: Since this song Sana Mollete Ne Ente was created for Beatmania, I never thought about DDR step data.

Do You Feel Limited as an Artist Because of the Game Design and Mechanics of DDR?: Although this might be my own assumption, I would think slow-paced (slow tempo) songs are difficult to play.

What Inspired You to Become a Musician When You Were Growing Up?: It was like falling in love the first time when you are a teenager.

Do You Have Any Comments or Words to Players?: The song Sana Mollete Ne Ente is written with Japanese lyrics. To really enjoy and comprehend the song, you must be able to understand Japanese and you also must be a fan of Bemani games. However, even if you do not know the meaning of the lyrics, I am sure you will enjoy the Latin twist rhythms in this song.

Name: U1-ASAMi

Artist Name(s): U1-ASAMi

Age: 30 years old

First Konami Project: Medal machines for children

Favorite Instrument: Human voice (vocals)

Favorite Music Style: Techno and Trance

Favorite Music Producer or Artist: Myself

Favorite Bemani Song You Have Written: I don't have any favorites.

Songs Created in DDRMAX: Cutie Chaser (MORNING MIX), Healing Vision (Angelic mix), LOVE THIS FEELIN', MIDNITE BLAZE, ORION.78 (Civilization Mix)

Favorite Song in DDR MAX and Why?: All of the songs play an important role in the overall product.

What Do You Think About the Success of DDR in North America So Far?: Cool.

How Did You First Get Involved Making Bemani Music?: A demand for music was needed and I was there to help.

Did You Always Like Bemani-Style Music or Did You Like Those Dance Styles After You Started Making Songs?: Establishing music game style is one of my musical achievements.

What Else Do You Still Want to Accomplish as an Artist with DDR/Bemani Songs That You Have Not Done So Far?: I have not accomplished anything yet.

Have You Ever Considered Using Famous Artists or a DJ to Make a New Remix of One of Your Songs for a Future Bemani Game? Who Would You Like to Have Remix the Song?: I would like all the creators who like my music to remix my songs.

Have You Ever Thought About Making Dance Music for Official Release (I.E. for DJs and Consumer Use)?: YES.

What Kind of Hardware and Mixing Software Do You Use to Compose Your Songs?: As for software, I use LOGIC AUDIO 5 PLATINUM, PRO TOOLS, ReBirth RB-338 V2.0 and GOLD NATIVE. As for hardware, I use equipment by Yamaha (O2R, TG77), Korg (T3ex, TRITON-Rack), Roland (JD-800, JV-2080, TR909, TR808, TB303), Studio Electronics (SE-1), Oberheim (OB.Mx), Novation (BassStation Rack, DrumStation Rack), Sony (V77), Ensoniq (DP/4), Apple (Power Macintosh G4-450MHz), and Sonolas (Studio I/O).

Do You Feel Limited as an Artist Because of the Game Design and Mechanics of DDR?: To create the best sound performance within the limitation of game design and mechanics is the art of finding the right expression method to make video game music.

Many Fans Get Excited About Playing Song Remixes, But Do You Personally Prefer to Remix Existing DDR Songs Like Healing Vision (Angelic mix) and ORION. 78 (Civilization Mix) or Create Entirely New Songs Like Midnite Blaze and Love This Feelin'?: I want to meet the expectations of fans and also betray fans at the same time.

Do You Have Any Comments or Words to Players?: This is for DDR and to the people who love DDR. Thank you.

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dancers, and to all Bemani fans in North
America for supporting Konami's music
games. Spin the disc...

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written by where 2
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"DARK BLACK FOREST (SHORT TRIP)"
written, produced, and performed by STEVE RHYNER
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"GENTLE STRESS (AMD SENSUAL MIX)"
written by Keiichi Ueno and Toshiaki Komiya
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"GET ME IN YOUR SIGHT (AMD CANCUN MIX)"
written by Yasushi Korobane
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Performed by Reel 2 Real featuring The Mad Stuntman
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