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COMPLETE THE REVOLUTION

Experience the original dancing hit!

More songs to choose from, including the arcade favorites.

Features all of your favorite Disney characters.

High-energy remixes of popular Disney tunes and other exclusive songs.





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

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PlayStation

KONAMI

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PlayStation

NTSC U/C

PlayStation

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CONTENT RATED BY ESRB

SLUS-01446GH



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

INTRODUCTION

Thank you for purchasing Konami's DANCE DANCE REVOLUTION KONAMIX™. 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 experience 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.

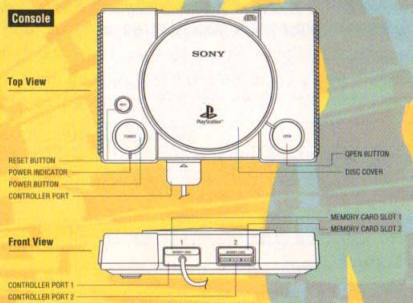
DANCE DANCE REVOLUTION KONAMIX™ is an original product jointly developed by Konami and Konami Computer Entertainment Tokyo, Inc. All copyrights, property and other rights are jointly and solely held by both companies.

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GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the DANCE DANCE REVOLUTION KONAMIX (DDR KONAMIX)™ disc and close the disc cover. Follow the on-screen instructions to start a game.



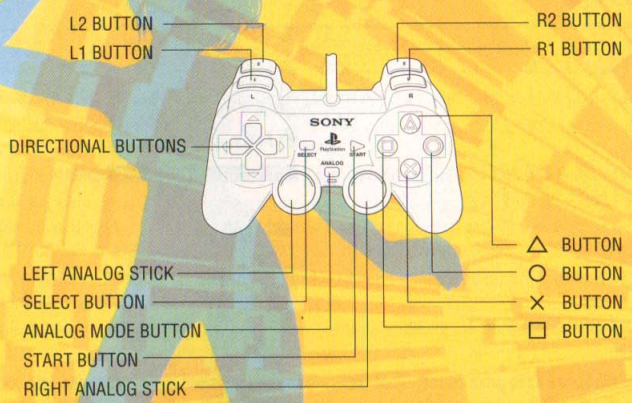
MEMORY CARDS

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation game console before starting play. You can load your saved games from the same card, or from any Memory Card containing previously saved DANCE DANCE REVOLUTION KONAMIX (DDR KONAMIX)™ games. For more information on saving and loading, see page 20.

NOTE: DANCE DANCE REVOLUTION KONAMIX (DDR KONAMIX)™ uses 1 block of Memory Card data to save each game. Make sure there are enough free blocks on your Memory Card before commencing play. Do not insert or remove a Memory Card while saving/loading games or after the power has been turned ON.

USING THE CONTROLLER

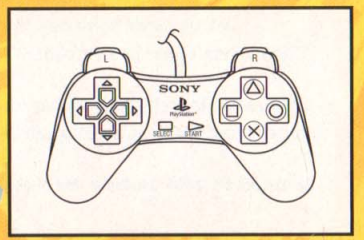
DUALSHOCK® analog controller



Be sure to verify that the game is set to analog mode (red LED lamp should be lit).

You can toggle the vibration function ON and OFF in the OPTIONS SCREEN.

NOTE: You may have a controller that looks like this. Button functions on a digital controller are the same as those on an analog controller.



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 16, 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	SELECT + START 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® analog controller vibrations ON and OFF in the Options Menu. The LED lamp 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, Left Diagonal Arrow in SOLO MODE (See Page 9, SOLO MODE, for details).

◎ Button: Confirm Selection, Right Diagonal Arrow in SOLO MODE (See Page 9, SOLO MODE, for details).

Directional Arrows: Step on the correct arrows that correspond to the dance steps on the screen.

SELECT + START Buttons: Resets the current game and returns to the Title screen.

HOW TO PLAY

Dance Dance Revolution KONAMIX (DDR KONAMIX)™ is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct Directional Buttons or dance arrows on the DDR Controller that correspond to the arrow(s) that appear on-screen. The correct dance arrow must be inputted 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 START Button to bring up the MODE SELECT screen. Select GAME MODE, SOLO MODE, WORKOUT MODE, LESSON MODE, TRAINING MODE, EDIT MODE, NONSTOP ORDER, RECORDS OR OPTIONS. Enter the selection with the ⊗, ◉ or START Button.

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

SOLO MODE:
This is a 1-Player only mode where you can play songs in the standard four-arrow arrangement or an even more challenging six-arrow arrangement. It is recommended that players master GAME MODE before attempting SOLO MODE.

WORKOUT MODE:
This mode adds fitness goals while counting the number of calories consumed during play.

LESSON MODE:
This mode enables first-time players of DDR 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.

NONSTOP ORDER:
This mode allows you to customize the Nonstop playlists for GAME MODE and SOLO MODE. You can create up to 3 different Nonstop playlists and you can import customized step data created in EDIT MODE.

RECORDS:
This section displays the high scores for each section.

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

WARNING: ENDING A GAME
The correct procedure when ending the game is to open the disc cover, wait for the disc to stop moving, and then turn OFF the power. The disc will continue to turn if the power is switched OFF first, and may become scratched during removal.

GAME MODE & SOLO MODE



At the MODE SELECT screen, highlight GAME MODE or SOLO MODE and press the ⊗, ◉ or START Button to select a play style. Select from Single, Versus or Double play mode or 4 Panels and 6 Panels and confirm the selection with the ⊗ or ◉ Button.

GAME MODE
Single: One player game.

Versus: Two players compete with each other.

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



SOLO MODE
4 Panels: One player only mode using the standard four-arrow arrangement (identical dance patterns from Single play style in GAME MODE).

6 Panels: One player only mode using the advanced six-arrow arrangement. Some songs do not support 6 Panels Mode, however you can use EDIT MODE to make any song compatible with 6 Panels Mode.

NOTE: Double-tapping on the Left/Right Directional Buttons or Left/Right Directional Buttons on the DDR Controller will toggle between MAIN MODE and LINK MODE.

MAIN MODE(GETTING STARTED)



1) SELECT GENRE

After the style has been selected, select a genre of songs. DDR KONAMIX features 8 different genres that contain different subsets of songs. Use the following chart to select the genre and confirm the selection with the ✕ or ○ Button.

Collection 1: First half of the songs featured in DDR KONAMIX.

Classics: Songs that are very popular with DDR fans, including older songs.

Club Style: A fresh mix of hot club sounds with emphasis on variety.

Beatmania: Songs that have appeared in Konami's Beatmania series.

Calorie Burner: Fast and difficult songs specifically designed to burn calories.

Collection 2: Second half of the songs featured in DDR KONAMIX.

Downtempo Jamz: Songs that are slower in tempo or more melodic.

Hidden Collection: Includes all of the hidden songs featured in DDR KONAMIX. Unlock the hidden songs by playing GAME MODE or SOLO MODE. This genre does not appear until you have unlocked hidden songs.

2) SELECT MUSIC



After the play style and music genre have been selected, the Select Music screen will appear. Use the Left/Right Directional Buttons on the controller or the Left/Right Directional Buttons on the DDR Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made. Confirm a song selection with the ✕ or ○ Button.

3) SELECT STEP



The difficulty of each song can be adjusted by using the Up/Down Directional Buttons on the controller or the Up/Down Directional Buttons on the DDR Controller.

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

Trick: Intermediate difficulty where dance steps follow complex patterns.

Maniac: Strictly for DDR pros. This is the hardest level of difficulty where dance steps follow crazy patterns. Some songs do not feature unique step patterns for Double Maniac.

Battle: A special difficulty mode only accessible during Versus play where two players can challenge each other. Some songs do not feature unique step patterns for Battle.

4) DIFFICULTY MODIFIERS

Difficulty modifiers can be selected for each song by pressing the START Button during the Select Step screen. When the desired difficulty modifiers are selected, press the START Button again to exit the menu.

LITTLE: This mode simplifies the dance step patterns. This is useful in trying to learn songs at harder difficulty levels.

FLAT: In this mode, the arrows are all the same color.

LEFT: This mode rotates the dance step patterns 90 degrees to the left. Not available in Double Mode or 6 Panels.

MIRROR: This mode rotates the dance step patterns 180 degrees. Not available in 6 Panels.

RIGHT: This mode rotates the dance step patterns 90 degrees to the right. Not available in Double Mode or 6 Panels.

L-SHIFT: This mode rotates the dance step patterns 90 degrees to the left. Available in SOLO MODE (6 Panels) only.

LR-FLIP: This mode flips the right and left step patterns. Available in SOLO MODE (6 Panels) only.

R-SHIFT: This mode rotates the dance step patterns 90 degrees to the right. Available in SOLO MODE (6 Panels) only.

UD-FLIP: This mode flips the up and down step patterns. Available in SOLO MODE (6 Panels) only.

SHUFFLE: This mode shuffles the dance step patterns so that it appears in a random order. Not available in 6 Panel Mode.

HIDDEN: In this mode, the arrows will vanish unexpectedly.

SUDDEN: In this mode, the arrows will appear unexpectedly.

STEALTH: In this mode, the arrows are not displayed on-screen at all.

5) BEGIN PLAYING

After all options have been adjusted, begin playing the song by pressing the ✕ or ○ Button.

GAME MODE & SOLO MODE

LINK MODE(GETTING STARTED)

Link Mode allows you to access Nonstop Mode, play a customized Nonstop playlist and/or access your own customized Edit Mode data and play them Nonstop or on a song by song basis.

1) SELECT LINK

Use the Left/Right Directional Buttons on the controller or the Left/Right Directional Buttons on the DDR Controller to select NONSTOP or EDIT DATA. Confirm the selection with the ✕ or ◉ Button.

NONSTOP: The Nonstop Mode contains six different mixes with pre-selected songs. Regardless of which mix you choose, the songs 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 Nonstop mix by pressing the Left/Right Directional Buttons or Left/Right Directional Buttons on the DDR Controller. Confirm the mix selection by pressing the ✕ or ◉ Button.







EDIT DATA: Access your own customized data that was created in EDIT MODE (refer to EDIT MODE p. 16 for more information).



WORKOUT MODE

DDR KONAMIX 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 are finished making adjustments, highlight OK and press the ✕ or START Button to begin selecting songs.

WORKOUT SETTING:

Enter your weight and select a total workout time or burned calorie fitness goal.

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. You can access a workout diary to track your results over a period of time.



CONTINUOUS PLAY:

Press the ◉ Button to turn continuous play ON/OFF. When continuous play is turned ON, you will play continuously until you reach your workout goal. You can quit continuous play at any time by pressing the START Button.

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.

WORKOUT RESULTS:

At the conclusion of your individual song workout or your workout program, the results are tabulated on a special screen. This screen contains a list of all songs you have played during your workout along with your letter grade performance. 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:



Average: The average amount of calories burned per song.

Calories Burned: The amount of calories burned during each song.

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

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

LESSON MODE

The Lesson Mode is your first step in becoming a professional DDR player. This easy-to-use tutorial will teach you valuable DDR 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 your 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 normal level of difficulty in Game Mode. Press the ⊗ Button to exit Lesson Mode.

NOTE: You can increase/decrease the speed of the song in each section of Lesson Mode by pressing the SELECT Button.







TRAINING MODE

The Training Mode is designed to help you practice any songs featured in DDR KONAMIX. 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. Press the ⊗ Button to exit Training Mode.

TRAINING MENU SETTINGS:



SONG 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, Double or 6 Panels.

LEVEL: Select Basic, Trick, or Maniac difficulty.

ASSIST: This setting helps you learn the timing and rhythm needed to hit the arrows correctly by using hand claps or a metronome as your guide.

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

CONTROLLER: Choose the type of controller to use in 6 Panels Mode.

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 ◉ Button.

Left Directional Button: Play the entire song from start to finish.

Right Directional Button: Play the portion of the song identified by the First Bar and Last Bar settings.

SEQUENCE OPTION: Adjust the following difficulty modifiers:

Little: Turn this setting on to simplify the dance steps.

Turn: Choose from Off, Left, Mirror, Right, L-Shift, LR-Flip, R-Shift, UD-Flip, or Shuffle (refer to Game Mode p. 11 for more information).

Hidden: Choose from Off, Hidden, Sudden, or Stealth (refer to Game Mode p. 11 for more information).

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

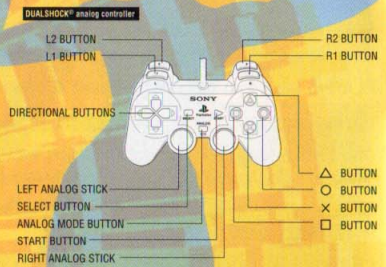
EXIT: End Training Mode.

EDIT MODE

Edit mode enables you to create a custom designed dance routine for any song featured in DDR KONAMIX. Dance routines can be saved to a memory card for future playback or editing.

NOTE: A DUALSHOCK® 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 (1/12 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.

When creating a 6 Panels sequence, the **L2** Button on the 2P controller is used as the left diagonal arrow.

R1 Button: Press to quickly scroll through the sequence.

R2 Button: Displays the Area Menu.

Call up the Area Menu. When creating a 6 Panels sequence, the L2 Button on the 2P controller is used as the right diagonal arrow.

⬆/⬇ 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.

□ 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 / Cancels command selection.

EDIT MODE

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

Left analog stick: Increases scroll speed in the sequence (red LED lamp should be lit).

Right analog stick: Changes width of the sequence (red LED lamp should be lit).



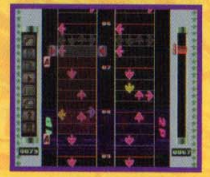
MAIN MENU

New Data: Create new edit data. Each edit data requires 1 block of memory.

Memory Card: Save, load or rename edit data.

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

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



EDIT MODE (GETTING STARTED)

1) Select NEW DATA.
2) Select a song.
3) Select a play type (Single, Couple, Double, 6 Panels).
4) Decide if Konami step 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).
5) Begin placing arrows to create a new edit.
6) Save the edit data by selecting MEMORY CARD from the Edit Menu.
7) Create a name for the edit data file.
8) Adjust the level and degree of difficulty of the song (number of feet).
9) Saved edit data can be re-edited after loading the data (Select MEMORY CARD from the Edit Menu).
10) When re-editing a previously loaded file, the QUICK SAVE function will overwrite the existing data and store any changes/updates to the file.
11) 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.



EDIT MODE

EDIT MENU

New Data: Create new edit file.

Memory Card: Open Memory Card Menu to save, load or rename files.

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

Recording: Accesses Recording Option Menu / Scroll through arrow step data for songs / While in the work area, push 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: Set the sound effect for entering/erasing an arrow.

Filter Bri: Adjust how much of the Edit screen is viewed during playback of a song (only available on certain Play Type modes).

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.

Language: Switches language between Japanese and English text in the EDIT MODE Menu.

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

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

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

EDIT MODE

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 from the screen 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: Four different types can be set while editing (SINGLE, COUPLE, DOUBLE and SOLO).

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.

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.

NONSTOP ORDER

NONSTOP ORDER allows you to set up original nonstop playlists that can be played in GAME MODE and SOLO MODE. You can also create playlists using your own edit data created in EDIT MODE. After you have created a playlist, set MUSIC ORDER to ON so that you can use the playlist in GAME MODE and SOLO MODE. A maximum of three different nonstop playlists can be created at one time.



RECORDS

In this section, you can see the High Scores obtained in GAME MODE and SOLO MODE (Letter Grade, Maximum Number of Combinations, Stage Score), your Workout Results (calorie consumption and exercise equivalent), 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 ○ Button to confirm the settings and return to the previous menu. 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 DDR Controller settings.

MEMORY CARD: 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.



DANCING TIPS/HINTS

Follow these special tips/hints 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 20 hidden songs that can be unlocked by playing the game. The hidden songs will appear one at a time after a certain number of songs are played in GAME MODE and SOLO MODE. Go to the Nonstop Mode to can get a sneak-peek at 10 of the hidden songs.
- Don't forget the Lesson and Training Modes. These modes are key to learning how to play and master 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.
- 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 KONAMIX. Over time you can learn how to pass the original version of the song.
- Remember to play DDR in the arcades to gain experience in playing both versions of the game. You can also learn valuable dance tips and advice from other DDR players.

SELECTED ARTIST PROFILES

NAME: Scott Dolph
ARTIST NAME(S): Scotty D.
AGE: 31 years old
TIME AT KONAMI?: Over 4 years
FIRST KONAMI PROJECT: Hideo Kojima interview for UK magazine and Mystical Ninja for N64
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 DDR SONG THEY HAVE WRITTEN: I believe the lyrics to DROP THE BOMB are quite powerful and deep for a DDR track.
FAVORITE SONG IN DDR KONAMIX AND WHY?: Other than DROP THE BOMB for which I wrote the lyrics and rapped, I personally like THE EARTH LIGHT, TRIP MACHINE (luv mix), and DYNAMITE RAVE.
SONGS CREATED IN DDR KONAMIX: DROP THE BOMB (wrote the lyrics and rapped).
COMMENT: 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 and ENKA (Japanese style of blues/country).
FAVORITE DDR SONG THEY HAVE WRITTEN: Do It Right
FAVORITE SONG IN DDR KONAMIX AND WHY?: Look To The Sky is my favorite song in DDR KONAMIX because I really enjoy trance music. In fact, this is the first trance song I wrote and this song brings back a lot of great memories for me. Also, this song is really fun to play as well. My other favorite song is Groove 2001 by Sho-T. This is a remixed version of the song Groove featured on DDR KONAMIX. I love all of Sho-T's songs since they are all cool and catchy. Perhaps you will get to experience the Groove 2001 remix someday.
SONGS CREATED IN DDR KONAMIX: Do It Right, Look To The Sky
COMMENT: I really enjoy making music for DDR. I hope you enjoy the game and the music.



SELECTED ARTIST PROFILES

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, 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 DDR SONG THEY HAVE WRITTEN: Share My Love
FAVORITE SONG IN DDR KONAMIX AND WHY?: My songs (of course!)
SONGS CREATED IN DDR KONAMIX: GROOVE
COMMENT: I am so happy that video game music gets attention like this!

NAME: Takayuki Ishikawa
ARTIST NAME(S): dj. TAKA
AGE: 26 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.
FAVORITE DDR SONG THEY HAVE WRITTEN: ABSOLUTE
FAVORITE SONG IN DDR KONAMIX AND WHY?: B4U is my favorite song in DDR KONAMIX because it is a song that was purely written out of the fusion of video games/interactive entertainment and music. These elements have combined to create a new music creation.
SONGS CREATED IN DDR KONAMIX: .59, ABSOLUTE, LEADING CYBER
COMMENT: I am happy that DDR includes my songs which were originally composed for other Bemani video games. I am very happy to know that players in North America will now have the opportunity to listen to and enjoy playing my songs. Thank you.

SELECTED ARTIST PROFILES

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 DDR SONG THEY HAVE WRITTEN: THE EARTH LIGHT
FAVORITE SONG IN DDR KONAMIX AND WHY?: Leading Cyber is my favorite song in DDR KONAMIX because the combination of fast-paced breaking beats and cool step patterns gives the song a really cool lively feeling.
SONGS CREATED IN DDR KONAMIX: GENOM SCREAMS, THE EARTH LIGHT
COMMENT: 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: 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 DDR SONG THEY HAVE WRITTEN: MAKE A JAM!
FAVORITE SONG IN DDR KONAMIX AND WHY?: La Señorita Virtual. Reason unknown.
SONGS CREATED IN DDR KONAMIX: AFTER THE GAME, AM-3P (303 BASS MIX), CUTIE CHASER, DROP THE BOMB, La Señorita Virtual, MAKE A JAM!, ON THE JAZZ, think ya better D, TRIP MACHINE (luv mix)
COMMENT: The revolution goes beyond the tiny islands to the rest of the world. This is for DDR and to the people who love DDR.

SELECTED ARTIST PROFILES



NAME: Naoki Maeda
ARTIST NAME(S): 8bit, 180, 190, 190', BLUE DESTROYERS, d-complex, D.J.RICH feat.Tail Bros., 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!, Primal Scream, Usher, The Brilliant Green, TOMMY february6, Hikaru Utada, etc.
FAVORITE DDR SONG THEY HAVE WRITTEN: I love all the songs!
FAVORITE SONG IN DDR KONAMIX AND WHY?: B4U is my favorite song in DDR KONAMIX because this song best portrays the image of DDR by capturing the perfect blend of performance and physical activity from the player. This is what I wanted to achieve when I wrote the song.
SONGS CREATED IN DDR KONAMIX: AFRONOVA PRIMEVAL, B4U, BABY BABY GIMME YOUR LOVE, BRILLIANT 2U, BURNIN' THE FLOOR, CAN'T STOP FALLIN' IN LOVE, CELEBRATE NITE, DEAD END, DIVE, Don't Stop! (AMD 2nd MIX), DROP OUT, DYNAMITE RAVE, END OF THE CENTURY, Healing Vision, HIGHER, HYSTERIA, Let the beat hit em! (CLASSIC R&B STYLE), LET THEM MOVE, LUV TO ME (AMD MIX), MAKE IT BETTER (So-REAL Mix), MATSURI JAPAN, ORION.78 (AMeuro-MIX), PARANOiA, PARANOiA Rebirth, SUPER STAR, ORION.78 (Ameuro-MIX), SUPER STAR, WILD RUSH
COMMENT: 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. The Bemani series enables me to explore new methods of expression for music and these methods will shape the way people experience music in the 21st century. 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!!

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Look to the sky...

MUSIC CREDITS

"DIVING MONEY"
Written by Hiroshi Watanabe

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"PERFECT FREE"
Written by Hiroshi Watanabe

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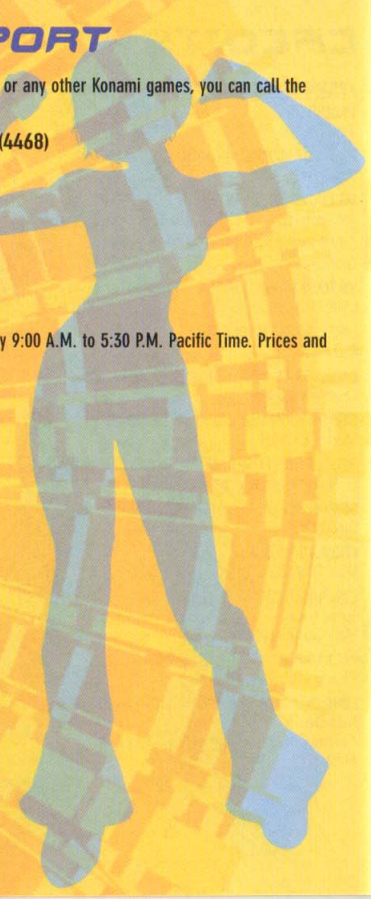
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