

# INTRODUCTION

Thank you for purchasing Konami's 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 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.

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## GETTING STARTED

### SYSTEM REQUIREMENTS

Dance Dance Revolution™ has been tested on a wide range of hardware and operating systems. To ensure optimal levels of performance, please make sure you are using the latest video card drivers and your PC meets or exceeds the following specifications:

Windows® XP/ME/2000/98 (Windows NT/95 are not supported)

350 MHz processor

64 MB RAM

250 MB free hard disk space

8x CD/DVD-ROM drive

DirectX 8.1 (included) or higher

DirectX 8.1 compliant graphics card w/ 16 MB VRAM

DirectX compliant sound card

Keyboard

### INSTALLATION

Insert the Dance Dance Revolution™ CD into your CD/DVD drive and follow the on-screen instructions.

If Autorun is disabled, double click on the "My Computer" icon on your desktop. Double click on the CD/DVD drive icon and then run "SETUP.exe". Follow the on-screen instructions to complete installation.

## USING THE KEYBOARD

- 1) Press the "F1" Key at anytime during gameplay to see an on-screen display of the keyboard controls.
- 2) To change the keyboard settings, access "Control Settings" inside the Options Menu. Using the mouse, select a different control scheme.

## USING OTHER CONTROLLERS

In addition to the keyboard, Dance Dance Revolution™ also supports joypads, provided that they have been correctly set up within the Windows-Gaming Options control panel and a game profile has been created within your controller software. Once the joypad is correctly configured with your PC, go to the Options Menu and access "Control Settings" to enable joypad play.

**NOTE:** Dancepad play is also possible with a USB compatible dancepad or by using Konami's Official Dance Dance Revolution Controller with a USB adapter. Please refer to the USB peripheral instructions for more information on using these devices with your PC.

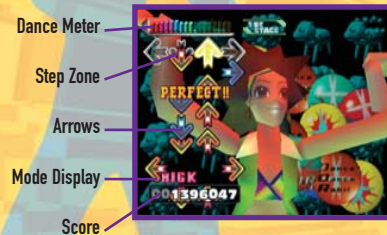
## DANCEPAD PLAY PRECAUTIONS

### ⚠ CAUTIONS (PLEASE READ BEFORE PLAYING) ⚠

- Please read the manual included with the dancepad in addition to this manual before use.
- The dancepad should be used with care to avoid injury. Konami will not be liable for injuries resulting from improper use of the dancepad.
- Bare feet should be used to operate the dancepad. 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 dancepad.
- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the dancepad.
- The dancepad should be used on a clean, flat surface. Do not use the dancepad on concrete, rock or any surface with sharp or abrasive objects.
- Remove furniture or other objects in proximity to the dancepad, and use it in an area with plenty of space, away from walls or windows.
- Keep the dancepad away from open flame and other heat sources.
- Do not use the dancepad on a wet surface.
- Small children should be monitored at all times when using the dancepad.
- The cord for the dancepad should be placed properly to avoid risk of tripping persons.
- If two dancepads are being used, make sure the dancepads are far enough apart to avoid injury to players.
- When the dancepad is not in use, it should be removed from the playing area and stored properly.
- The dancepad is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the dancepad.
- Audio and video disruptions may occur during game play due to floor vibrations. Adjust the location of the dancepad to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.

## HOW TO PLAY

Dance Dance Revolution™ is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct Directional Buttons on the keyboard/joy pad or dance arrows on the dancepad that correspond to the arrow(s) that appear on-screen. The correct dance arrow must be pressed 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 ENTER Key to bring up the MODE SELECT screen. Select GAME MODE, ENDLESS MODE, NONSTOP MODE, WORKOUT MODE, LESSON MODE, TRAINING MODE, EDIT MODE, MUSIC RECORDS, OPTIONS OR QUIT. Enter the selection with the ENTER Key.

### GAME MODE:

This is the main mode for Dance Dance Revolution and is identical to the style of gameplay and difficulty found in the arcade versions.

### ENDLESS MODE:

This mode allows players to play every song in a row.

### NONSTOP MODE:

This mode allows players to customize and play nonstop mixes of pre-selected songs.

### WORKOUT MODE:

This mode adds fitness goals and counts the number of calories burned during play.

### LESSON MODE:

This mode helps first time Dance Dance Revolution players learn the basics. 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.

### MUSIC RECORDS:

This mode displays the high scores obtained in Game Mode.

### OPTIONS:

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

### QUIT:

Exit the game.



## GAME MODE

At the MODE SELECT screen, highlight GAME MODE and press the ENTER Key to select a play style. Select from Single, 6 Panels, Double or Versus and confirm the selection with the ENTER Key.

### GAME MODE

Single: One player game.

6 Panels: One player 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.

Double: One player uses both sides of the screen (eight-arrow arrangement).

Versus: Two players compete with each other.



# GAME MODE

## GETTING STARTED

### 1) SELECT CHARACTER

After the style has been selected, select a character. Dance Dance Revolution features 48 different characters (some are hidden and some can be downloaded online). Collect all 48 characters as follows:

Default Characters: 16

Earn at least one "A" grade in each of the 5 song groups: 5

Clear all 40 songs on Basic in Single, 6 Panels or Double Mode: 1

Clear all 40 songs on Trick in Single, 6 Panels or Double Mode: 1

Clear all 40 songs on Maniac in Single, 6 Panels or Double Mode: 1

Downloadable Characters: 24

NOTE: To access downloadable characters, point your web browser to "<http://www.konamihwi.com/DDRPC/ch/characters.html>". Once downloaded, the installation is automatic.

### 2) SELECT MUSIC

After the style and character(s) have been selected, the Select Music screen will appear. Dance Dance Revolution features 40 songs which are broken down into 5 groups of 8 songs. A preview of each song will play automatically before a selection is made.

### 3) SELECT STEP

Select the difficulty of the song based on the following levels:

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 insane patterns. Some songs do not support Double Maniac.

Battle: A special difficulty mode only accessible during Versus play where two players can challenge each other. Some songs do not support Battle.



# GAME MODE

### 4) DIFFICULTY MODIFIERS

Difficulty modifiers can be selected for each song by pressing the F2 Key during the Select Step screen. When the desired difficulty modifiers are selected, press the F2 Key again to exit the menu.

LITTLE: This is helpful when trying to learn songs at harder difficulty levels.

FLAT: The arrows are all the same color.

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

MIRROR: Rotates the dance step patterns 180 degrees. Not available in 6 Panels.

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

L-SHIFT: Rotates the dance step patterns 90 degrees to the left. Available in 6 Panels only.

LR-FLIP: Flips the right and left step patterns. Available in 6 Panels only.

R-SHIFT: Rotates the dance step patterns 90 degrees to the right. Available in 6 Panels only.

UD-FLIP: Flips the up and down step patterns. Available in 6 Panels only.

SHUFFLE: Shuffles the dance step patterns so they appear in a random order. Not available in 6 Panel Mode.

HIDDEN: The arrows will vanish unexpectedly.

SUDDEN: The arrows will appear unexpectedly.

STEALTH: 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 ENTER Key.



## 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.

1. There are eight sections in each of the three lessons.
2. A check mark is placed next to each section you have practiced.
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.

After mastering each lesson, you will be prepared to play the other modes. Press the Backspace Key to exit Lesson Mode.

**NOTE:** You can increase/decrease the song speed in Lesson Mode by pressing the F2 Key.



## TRAINING MODE

The Training Mode is designed to help you practice songs featured in Dance Dance Revolution. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice entire songs or concentrate on specific portions of songs. Press the Backspace Key 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 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 ENTER Key.

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.

**ARROW OPTIONS:** 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. 9 for more information).

Hidden: Choose from Off, Hidden, Sudden, or Stealth (refer to Game Mode p. 9 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 Dance Dance Revolution. Dance routines can be saved for future playback or editing.

### KEYBOARD COMMANDS:

- F1 Key: Access a Help Menu.
- F2 Key: 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).
- F3 Key: Places area mark. Placing two marks in different sections determines the editable area.
- F4 Key: Displays the Area Menu.
- Up/Down Arrow Keys: Scroll sequence data / Change items in the select menu / Place or delete corresponding arrow during recording.
- Left/Right Arrow Keys: Switch between 1P side or 2P side / Switch Menus / Changes the menu select content / Place or delete corresponding arrow during recording.
- Diagonal Arrows: When creating a 6 Panels sequence, use the assigned diagonal keys on the keyboard to place or delete diagonal arrows.
- F5 Key: Access Sequence Menu.
- F6 Key: Begin recording. Hold down to stop the recording session.
- SHIFT + Up/Down Arrow Keys: Increases scroll speed in the sequence.
- CTL + Up/Down Arrow Keys: Changes width of the sequence.

## EDIT MODE

### EDIT MODE (GETTING STARTED)

- 1) Select NEW DATA.
- 2) Select a song.
- 3) Select a play type (Single, 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 SAVE/LOAD 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 SAVE/LOAD 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.

**SAVE/LOAD:** Open Save/Load Menu to save, load or rename files.

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

**Recording:** Accesses Recording Option Menu / In the work area, press the F6 Key to start 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 Bright:** Adjust how much of the Edit screen is viewed during playback of a song (only available on certain Play Type modes).

**Controller:** Select controller type during 6 Panels editing.

**Option:** Access the following options:

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

**BGM:** Turns background music ON/OFF during editing.

**Icon Expl:** Turns Edit Menu icon explanation ON/OFF.

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

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

**Exit:** End EDIT MODE and return to MODE SELECT screen.

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## EDIT MODE

### AREA MENU (F4 KEY)

**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:** 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 (F5 KEY)

**PLAYER:** Three different types can be set while editing (SINGLE, DOUBLE and 6 PANELS).

**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.

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## MUSIC RECORDS

In this section, you can see the High Scores obtained in GAME MODE (Letter Grade, Maximum Number of Combinations, Stage Score).



## OPTIONS

The Options Mode contains a variety of settings that you can configure to suit your personal tastes. After all settings have been adjusted, highlight Exit and press the ENTER Key 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: Adjust Keyboard Settings, Joypad Settings and Double Play Mode 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

- 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 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.
- 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 Dance Dance Revolution. 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.

## INTERNET RANKING

After successfully completing the game, a password will be given allowing you to register your score online at the Dance Dance Revolution Internet Ranking website. After exiting the game, the Internet Ranking screen will automatically appear. The following three links will be available:

Song List

Date List

View Internet Ranking

**NOTE:** The Song List and Date List contain the same information. They are only categorized differently.

From either the Song List or Date List, select the song you want to register and a screen containing the information for that specific song will appear. A "Form" Button is located at the top of this page. Clicking on the "Form" Button will prompt you to enter a Name and Password.

Once the information has been entered, press "Submit" to register the score on the Konami Website. You can track your results against other players and monitor the Internet Ranking competition.

**NOTE:** The contents of this service on the website could be modified at any time without prior notice and the service could be terminated likewise.

## IMPROVING PERFORMANCE

In the event of performance problems, verify that you are using the very latest video card and motherboard drivers and that there are no programs or tasks running in the background. This includes virus checkers, screen layout utilities, audio players or online chat programs.

### DIRECTX

Verify that you are running the latest version of DirectX. DirectX 8.1 is available for installation as part of the Dance Dance Revolution installation process. The latest version of DirectX can be downloaded from [www.microsoft.com/directx](http://www.microsoft.com/directx)

**NOTE:** Dance Dance Revolution requires a DirectX 8.1 compliant graphics card w/ 16 MB VRAM.

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## CONSUMER SUPPORT

If you need help with DANCE REVOLUTION™ or any other Konami games, you can call the Konami Game Hint & Tip Line for help.

**KONAMI GAME HINT & TIP LINE: 1-900-896-HINT (4468)**

- ☎ 95c per minute charge
- ☎ \$1.25 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M. Pacific Time. Prices and availability subject to change, U.S. accessibility only.

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PRIOR TO RETURNING THE PROGRAM FOR REPLACEMENT PLEASE CALL KONAMI OF AMERICA INC. CUSTOMER SERVICE AT 650-654-3249 FOR RETURN AUTHORIZATION. When returning the Program for warranty replacement, please send the original product disc only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and address clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you were running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of the purchase, please include a check or money order for \$10 US per CD.

In the US send to:

Customer Service  
Warranty Replacements  
Konami of America, Inc.  
1400 Bridge Parkway  
Redwood City, CA 94065

1. **LIMITATION ON DAMAGES.** IN NO EVENT WILL KONAMI BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF KONAMI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. KONAMI'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THE PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS, WHICH VARY FROM JURISDICTION TO JURISDICTION.
2. **Indemnity.** You agree to indemnify, defend and hold Konami, its partners, affiliates, licensors, contractors, officers, directors, employees, and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this Agreement.

3. **Injunction.** Because Konami would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Konami shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Konami may otherwise have under applicable laws.
4. **Miscellaneous.** This Agreement represents the complete agreement between the parties and supersedes all prior agreements and representations between them, if any. Only a writing executed by both parties may amend it. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by Federal law and you consent to the exclusive jurisdiction of the state and federal courts in San Francisco, California.