



NTSC U/C

PlayStation



SLUS-01280





**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 peripherals 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.



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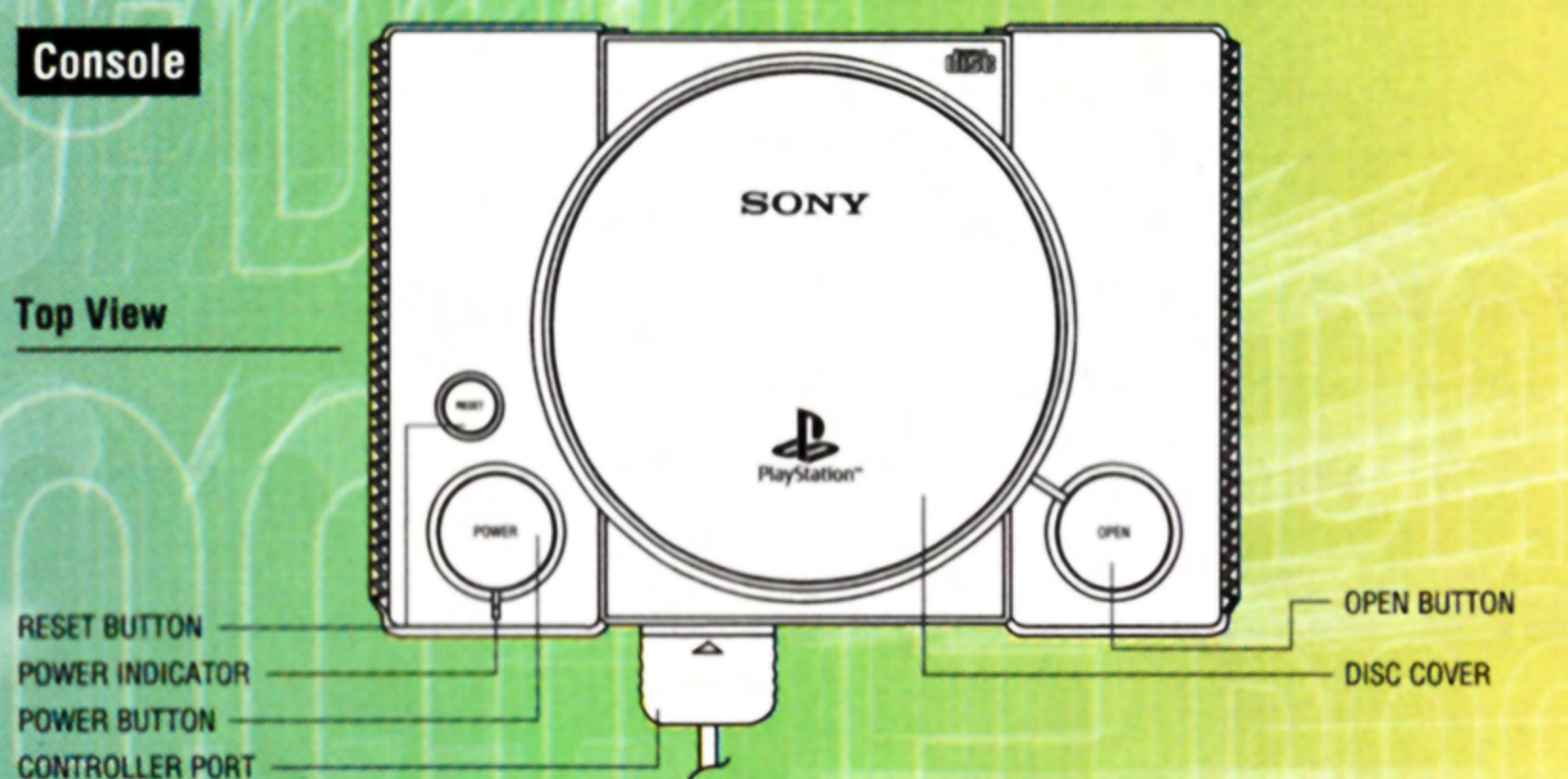


# GETTING STARTED

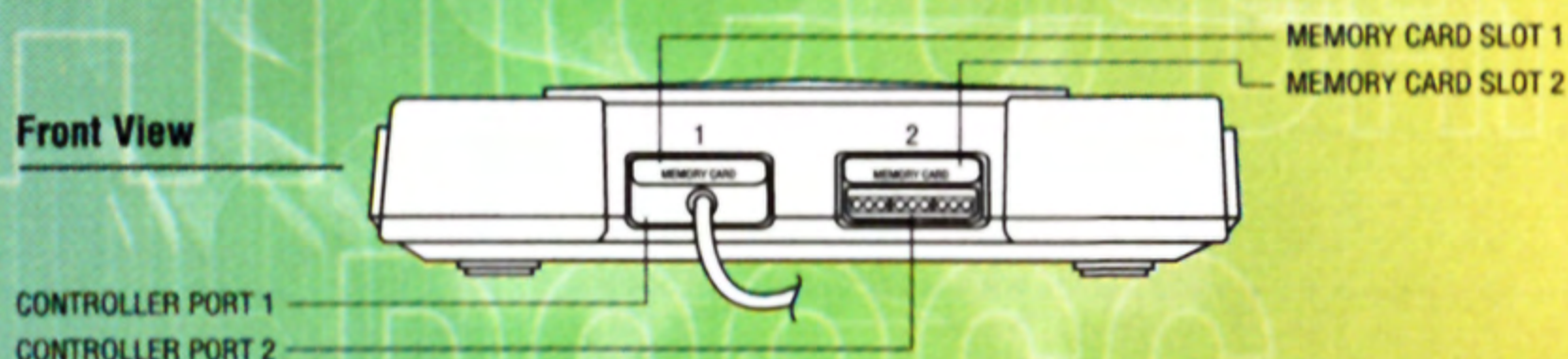
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **DANCE DANCE REVOLUTION (DDR)™** disc and close the disc cover. Follow the on-screen instructions to start a game.

## Console

### Top View



### Front View



## Memory Cards

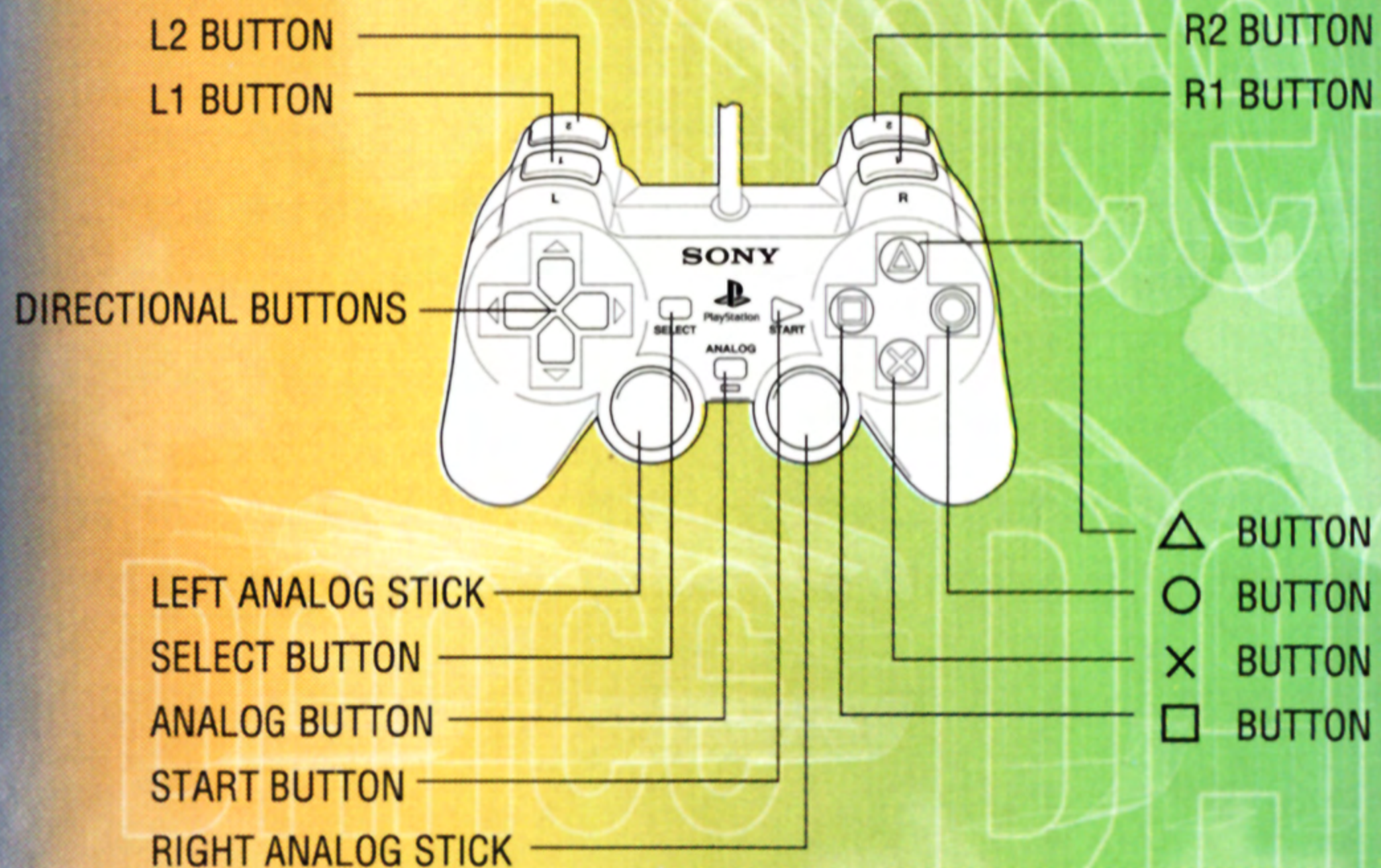
To save game settings and progress, insert a Memory Card into Memory Card slot 1 (Memory Card slot 2 is not used) of the PlayStation game console before starting play. You can load your saved games from the same card, or from any Memory Card containing previously saved **DANCE DANCE REVOLUTION (DDR)™**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

**NOTE: DANCE DANCE REVOLUTION (DDR)™** 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

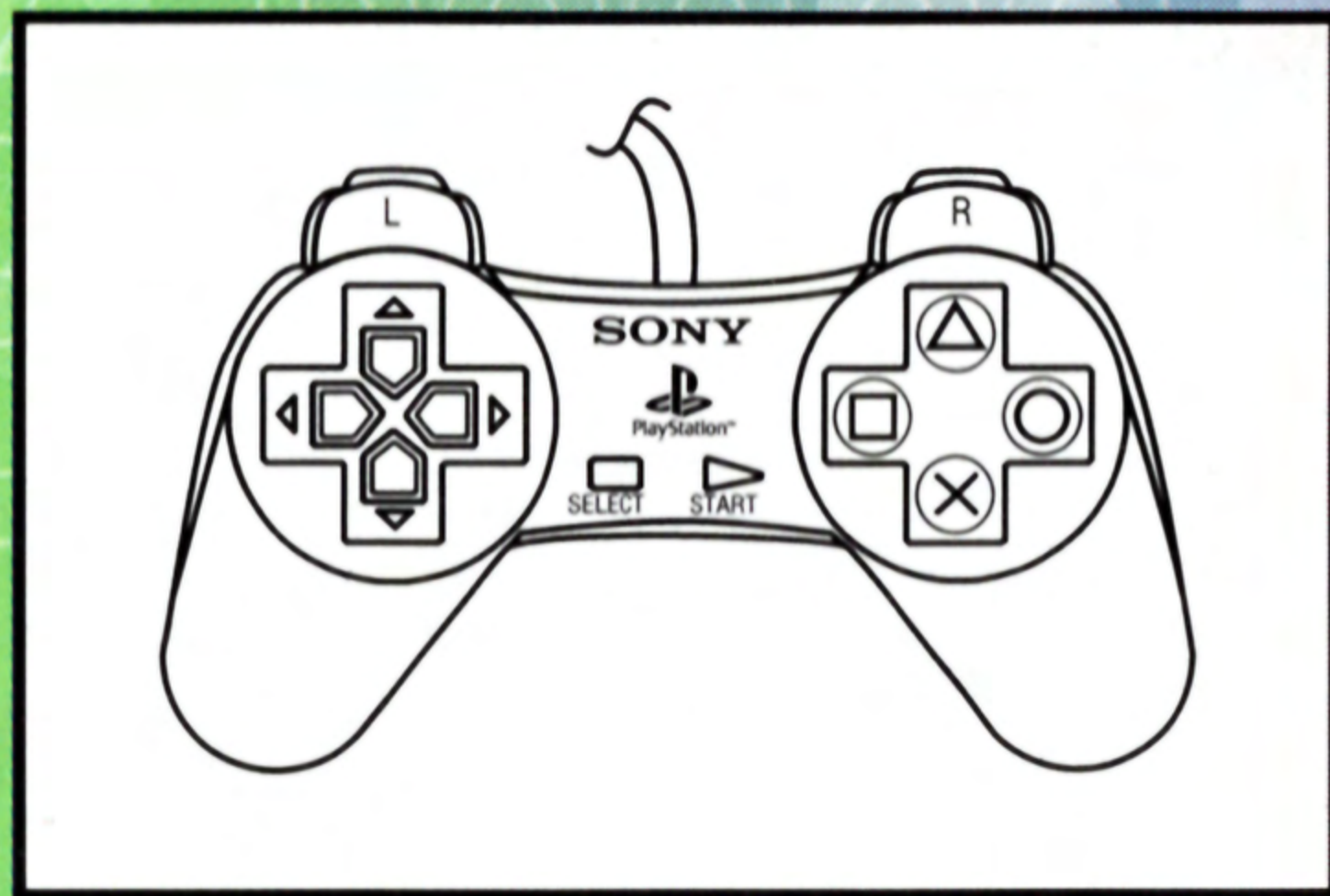
## DUALSHOCK™ analog controller



**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.





# 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 experiences possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

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



# GAME CONTROLS

These buttons control up, down, left and right movements

Up, Cancel

Right, Confirm Selection

Down, Confirm Selection

Left

These buttons are used in TRAINING MODE.  
See Page 17, TRAINING MODE, for details


Cancel

Start Game


Resets the current game and returns to the Title screen


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 Window. The LED lamp on the controller will stay unlit regardless of the setting in the Options Window.

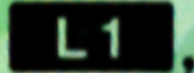
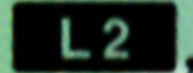
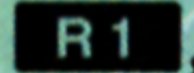
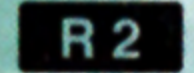
## Directional Buttons

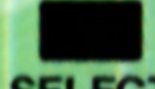
 Button


 Button

 Button

 Button

    Buttons

 Button

 Button

 +  Buttons

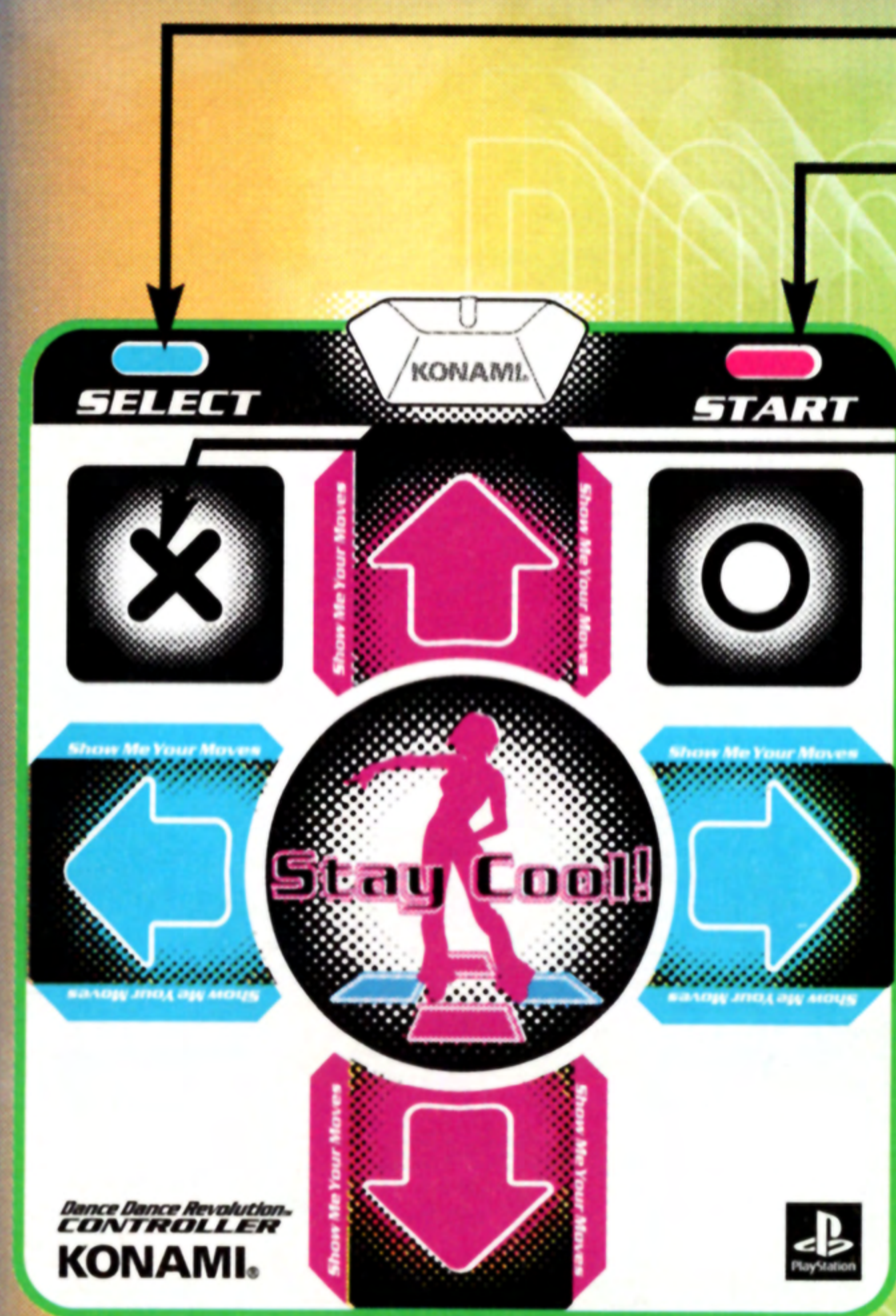


# USING THE DANCE DANCE REVOLUTION CONTROLLER

## **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 from 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.





**SELECT Button: Cancel**

**START Button: Access special options in Select Music screen (Game Mode only)**

**X Button: Confirm Selection**

**O Button: Confirm Selection, Access Play Option mode (Game Mode only)**

**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 (DDR)™ 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 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

Arrows



Mode Display

Score





# STARTING THE GAME

After the introductory logos are displayed, the Title screen will appear. Press the Start Button to bring up the main menu. Select Game Mode, Workout Mode, Lesson Mode, Training Mode, Records, Options or Credits. Enter the selection with the ,  or Start Buttons.

## **GAME MODE:**

This is the main mode for DDR and is identical to the difficulty found in the arcade version.

## **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.

## **RECORDS:**

This section displays the scores for each section.

## **OPTIONS:**

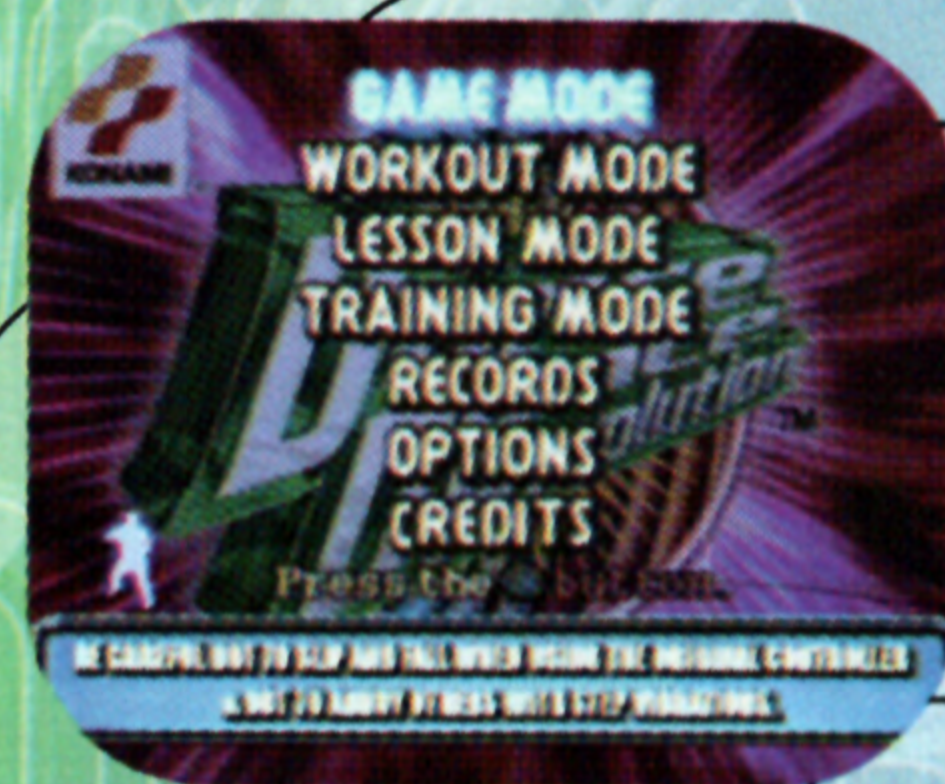
This section allows users to configure various settings to their individual tastes.

## **CREDITS:**

Check out the people and music behind the game.

## **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

At the Main Menu screen, highlight Game Mode and press the **X** Button to select a character and play mode. Select from Beginner, Normal or Nonstop play mode and confirm the selection with the **○** or **X** Buttons.

**Beginner:** This mode is designed to introduce you to the different songs at a low difficulty level. If you are new to DDR, this is a great place to start after you complete the Lesson Mode.

**NOTE:** You can only use Beginner Play Mode with Single or Versus Play Options.

**Normal:** Play DDR at the arcade level with three different levels of difficulty.

**Nonstop:** Play a series of pre-selected songs with no breaks.

If you would like additional Game Mode options before playing, highlight Game Mode at the Main Menu screen and press the **○** Button. The Play Option screen will appear. Select Single, Unison, Versus or Double and confirm the selection with the **○** or **X** Buttons.

## Play Options:

**Single:** One player game.

**Versus:** Two players compete with each other.

**Unison:** Two players team up to work together.

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





After all initial options and modes have been selected, the Select Music screen will appear. Use the Directional Buttons on the controller or the Left and Right Buttons on the DDR Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made. The difficulty of each song can be adjusted by double-tapping the Up/Down Directional Buttons on the controller or the Up/Down Directional Buttons on the DDR Controller.

**Standard:**

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

**Difficult:**

Intermediate difficulty where dance steps follow complex patterns.

**Expert:**

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

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

**Flat:**

In this mode, the arrows are all the same color. Not available in Unison Mode.

**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 Beginner or Double Modes.



**Little:**

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

**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.





# NONSTOP MODE

The Nonstop Mode contains eight different mixes of four pre-selected songs. There are two different levels of difficulty for each mix. 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 Up/Down Directional Buttons or Up/Down Directional Buttons on the DDR Controller. The difficulty level can be selected by pressing the Left/Right Directional Buttons or Left/Right Directional Buttons on the DDR Controller. Press the Start Button to bring up the list of difficulty modifiers (refer to Game Mode p. 11 for more information). Confirm the mix selection by pressing the  or  Buttons.

**Simple Mix:** The easiest nonstop mix available.

**Konami Mix:** Devoted to songs composed by Konami.

**Club Mix:** House, disco and techno appear in this mix.

**Weird Mix:** A collection of unlike songs packaged together.

**Pop Mix:** Heat up the dance floor with this cool mix.

**Party Mix:** Perfect mix for friendly gatherings.

**Hard Mix:** Very difficult mix. You will wish it could stop.

**Random Mix:** The mix that changes every time.






# WORKOUT MODE

DDR 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.

## Workout Setting:

Enter your weight and choose between a total workout time or burned calorie fitness goal. When you are finished making adjustments, highlight End Setting and press the  Button.



## Character Selection:

At the Select Character screen, choose the character you wish to play depending on the difficulty. The greater the difficulty, the more vigorous of a workout you will receive during each song.

## Course Selection:

There are three different workout programs that are available. Select the workout program of your choice from the following options:

**Normal:** Take total control over your workout by selecting each song individually.

**Program 1:** A low-impact workout that plays all slow songs in a continuous loop until you reach your goal.

**Program 2:** The ultimate workout that plays all songs in a continuous loop until you reach your goal.



### Select Songs:

Unlike the regular Game Mode which uses feet as an indication of difficulty, the Workout Mode displays the tempo of each song. As a general rule, songs with faster tempos are more complicated and will give you a greater workout than songs with slower tempos.



### 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.

**Burned Calories:** The amount of calories burned on each song.

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

Note that the game displays another asterisk on-screen each time you burn more than 1000 calories.



# 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. There are no marks given if you have not played at least one section of a given 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.

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





# TRAINING MODE

The Training Mode is designed to help you practice any songs used in the Game Mode. 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, Unison, Versus, or Double.

### Level:

Select Standard, Difficult, or Expert difficulty.

### Little:

Turn this setting on to simplify the dance steps.

### Turn:

Choose from Off, Left, Mirror, Right, or Shuffle (refer to Game Mode p. 11 for more information).

### Hidden:

Choose from Off, Hidden, Sudden, or Stealth (refer to Game Mode p. 12 for more information).





**Assist:**

On any setting other than OFF, the game will display clapping hands and a metronome to show you the timing and rhythm needed to hit the arrows correctly.

**Speed:**

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



**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 First Bar and Last Bar settings.



# RECORDS

In this section, you can see the records which have been set for each song in Game Mode (Level, Score, Maximum Number of Combinations), your high scores in Nonstop Mode, and your calorie consumption record in Workout Mode.



# 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 **X** or **○** Buttons 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

Sound.....Toggle the sound between Stereo/Mono.

Voice.....Toggle the voice commentary between OFF, NO BOOING, ALL.

Exit.....Return to Main Options Menu.

## CONTROLLER SETTINGS

Vibration.....Select between NONE, BUTTON, MISS vibration functions.

Double Play.....Toggle Double Play ON/OFF.

Double Mode Settings.....Adjust setting of standard controller during double play.

Double Play Settings.....Adjust setting of button input during dance play.

Exit.....Return to Main Options Menu.





## **MEMORY CARD**

**Save.....**Save current game settings and progress.

**Load.....**Restore current game settings and progress.

**Auto Save...**Select whether to automatically save the game during gameplay.  
The default setting is OFF.

**Exit.....**Return to Main Options Menu.

**NOTE:** For more info on saving and loading, refer to Getting Started pg. 2.

## **GAME OPTIONS**

**Game Level.....**Adjust the overall game difficulty.

**Number of Stages (Beginner).....**Adjusts the maximum stages per game.

**Number of Stages (Normal).....**Adjusts the maximum stages per game.

**Game Over During Song.....**Select whether the game ends during the middle of a song if your dance meter reaches zero or whether the game ends at the completion of the song if your dance meter reaches zero.

**Exit.....**Return to Main Options Menu.

## **GRAPHICS OPTIONS**

**BG Effect.....**Toggle background effects ON and OFF.

**BG Brightness.....**Set the desired brightness level of the background effects between 25-100%.

**Danger Display.....**Toggle the danger display between OFF, STILL or BLINK.

**Stepmark Colors.....**Select between two different color types.

**Exit.....**Return to Main Options Menu.

## **WORKOUT OPTIONS**

**Measurement.....**Set whether the calorie meter tracks calories for all dance steps played (FREE) or only when the correct dance steps are played (REGULATION).

**Calorie Display.....**Toggle the calorie display ON or OFF.

**Exercise Display.....**Toggle exercise display between OFF, STAGE, or TIME.

**Weight Unit.....**Toggle between Pounds or Kilograms.

**Exit.....**Return to Main Options Menu.



## SHORTCUT OPTIONS

- Shortcut.....Toggle the use of shortcuts to make starting game play faster.
- Character 1P.....Avoid having to select a character each time by setting a default character.
- Character 2P.....Avoid having to select a character each time by setting a default character.
- Game Mode.....Avoid having to select a Game Mode each time by setting the default to Normal or Nonstop (NOTE: There is no default setting option for Beginner Mode).
- Exit.....Return to Main Options Menu.

## DANCING TIPS

Follow these special tips when using the DDR Controller 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.
- ◉ 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.



# CREDITS

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# MUSIC CREDITS

"20,NOVEMBER (D.D.R. version)"

"20,NOVEMBER" by Chappy, DJ nagureo  
© 1998 KONAMI MUSIC ENTERTAINMENT, Inc.

"AFRONOVA"

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"AM-3P"

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"BOOM BOOM DOLLAR"

"Boom Boom Dollar" written by M.Farria,  
G.Crivellente and C.Accatino.  
Courtesy of I.D.M. Music Ltd.

"BRILLIANT 2U"

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"BRILLIANT 2U (Orchestra-Groove)"

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"DROP THE BOMB"

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"DUB-I-DUB"

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Pernville Georgi and Dean Nielsen  
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"EL RITMO TROPICAL"

"EL RITMO TROPICAL" ("EL BIMBO")  
MUSIC BY CLAUDE MORGAN  
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"GET UP'N MOVE"

"GET UP'N MOVE" Written by  
Brian Cornell and Kirk Montoux  
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"HAVE YOU NEVER BEEN MELLOW"

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"I BELIEVE IN MIRACLES"

"I BELIEVE IN MIRACLES" written by  
Mark Capanni and Bobby Taylor  
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"IF YOU WERE HERE"

"IF YOU WERE HERE" by Piccolina/ F.T.K  
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"KEEP ON MOVIN'"

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"MAKE IT BETTER"

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"MY FIRE"

My Fire  
Written by Dan Hartman  
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**"PUT YOUR FAITH IN ME (Jazzy Groove)"**

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**"SMOKE"**

**"SMOKE ON THE WATER"** by Jon Lord,  
Ian Paice, Ian Gillan, Roger Glover  
and Ritchie Blackmore

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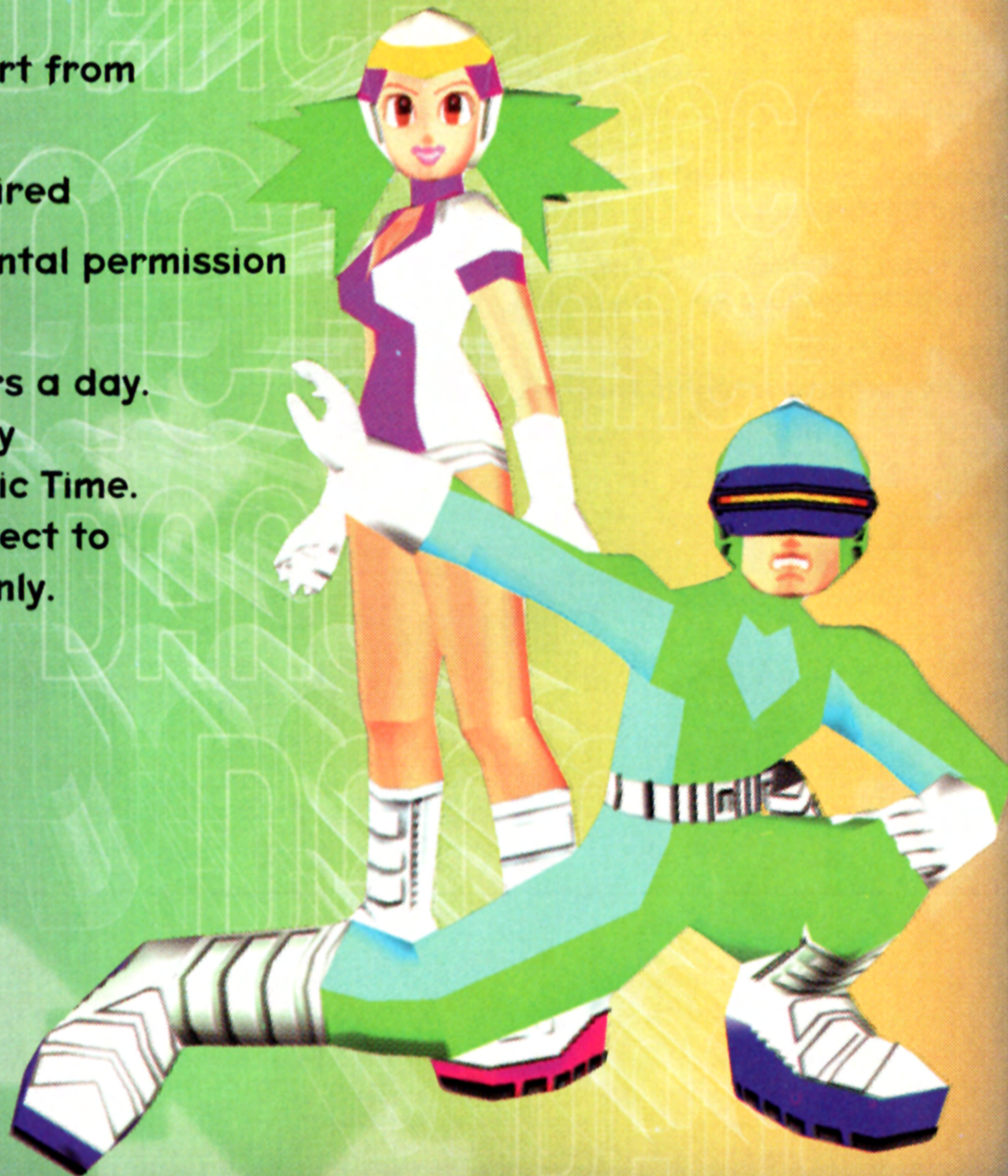
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