XBOX 360

XBOX LIVE

Dance Dance Revolution UNIVERSE 2

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

KONAMI

⚠ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

Table of Contents

Introduction 2
Getting Started 3
Connecting to Xbox LIVE® 3
Game Controls. 4
Using the Dance Dance Revolution® Controller 6
How to Play 8
Starting the Game 9
Game Mode 12
Party Mode 17
Quest Mode 22
Workout Mode 23
Challenge Mode 24
Xbox LIVE® 25
Training Mode 27
Edit Mode 28
Jukebox Mode 34
Records 35
Options 35
Dancing Tips and Beginner's Guide 36
Credits 37
Music Credits 38

Introduction

Thank you for purchasing Konami's **DANCE DANCE REVOLUTION® UNIVERSE2**. 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® UNIVERSE2 is an original game product created by KONAMI CORPORATION and Konami Digital Entertainment, Inc. The parties reserve, jointly or individually, the copyrights and other intellectual property rights with respect to this game product.

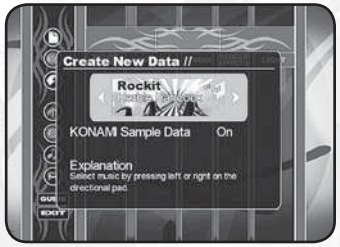
Getting Started

Setting Up Your Xbox 360® Video Game System

1. Set up your Xbox 360® video game system according to the instructions in its Instruction Manual.
2. Press the Power button and the status indicator light will light up.
3. Press the Eject button and the disc tray will open.
4. Place the **DANCE DANCE REVOLUTION® UNIVERSE2** disc on the Disc tray with the label side facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **DANCE DANCE REVOLUTION® UNIVERSE2**.

To avoid damage to discs or the disc drive:

- Insert only Xbox 360®-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not apply labels, stickers, or other foreign objects to discs.



Saving Data

To save edit data, you must have either a Hard Drive (HD) or a Memory Unit (MU) for your Xbox 360® video game and entertainment system. For more information on saving and loading, see page 29.

Connecting to Xbox LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE® Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE®, connect your Xbox 360® console to a high-speed Internet connection, and sign up for Xbox LIVE® service. For more information about connecting to Xbox LIVE®, see www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Game Controls

Controller

1. Connect the Xbox 360® Controller to the Xbox 360® console. For multiple players, connect additional controllers.
2. Connect any peripherals (for example, Xbox 360® Memory Units) as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox 360® Controller to play **DANCE DANCE REVOLUTION® UNIVERSE2**.

Basic Game Controls

Directional buttons . . . . . These buttons control up, down, left, and right movements.

Ⓨ button . . . . . Up

Ⓑ button . . . . . Right / Cancel Selection

Ⓐ button . . . . . Down / Confirm Selection

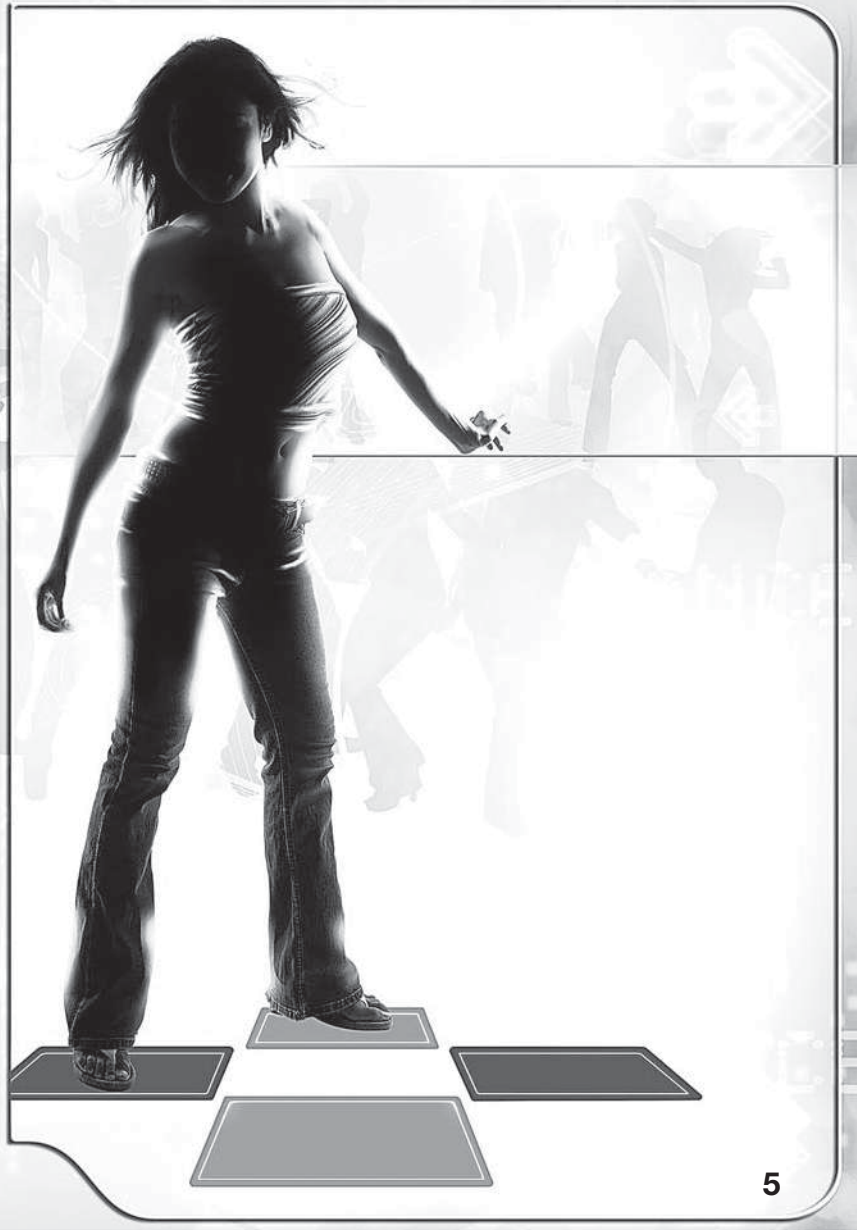
Ⓛ,Ⓡ triggers . . . . . These buttons are used in EDIT MODE. See page 28 for EDIT MODE details.

◀ button . . . . . Hold down to cancel current dance session.

▶ button . . . . . Start Game

Press and hold ▶ + ◀ button . . . Ends the current round and returns to the previous menu.

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

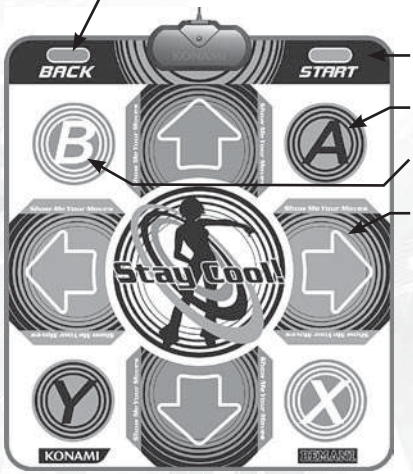


Using the Dance Dance Revolution® Controller

⚠ Caution: 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 gameplay 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



BACK button: Hold down to cancel current dance session

START button: Start Game

Ⓐ button: Confirm Selection

Ⓑ button: Cancel Selection

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

Press and hold **START** or **BACK:** Resets the current game and returns to the previous menu.

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

How to Play

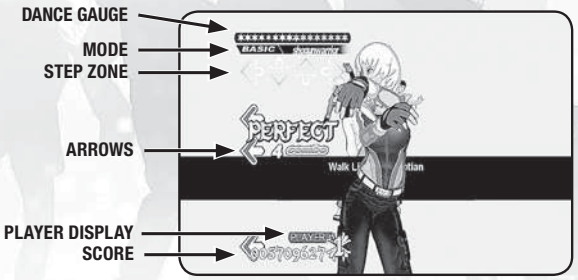
DANCE DANCE REVOLUTION® UNIVERSE2 is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the **Dance Dance Revolution®** Controller that correspond to the arrow(s) that appear on-screen. The correct dance 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.

TIP: Listen to the music as you play and press the arrows to the rhythm of the beat.

TIP: Keep an eye on the bottom of the screen with navigating menus. Controller options will continually scroll through the navigation bar at the bottom of the screen.

Gameplay Screen



Starting the Game

After the introductory logos are displayed, the Title Screen will appear. If your gamertag is signed in, then your Xbox 360® console asks you to select a storage device to save your data to. If you do not have a storage device in your Xbox 360® console or have not signed in your gamertag, you cannot unlock extra content, access Workout Mode, play Quest Mode, sign-in to Xbox LIVE®, or use Edit Mode. After you make your selection, you return to the title screen.

Press the Ⓐ button or the **START** button to begin. If you are playing **DANCE DANCE REVOLUTION® UNIVERSE2** for the first time, you will automatically go to the BASIC EDITION screen. From here, you may select HOW TO PLAY, a tutorial mode, or MASTER EDITION, the main menu screen. If you access the HOW TO PLAY tutorial, you unlock LESSON MODE, a 22-stage tutorial that teaches more advanced playing techniques, and GAME MODE LITE, a simplified version of the main game's MASTER EDITION. In GAME MODE LITE, you can only play in Single style, and the only available difficulty is Beginner.

MASTER EDITION is the main game menu. From here you can select from GAME MODE, PARTY MODE, QUEST MODE, WORKOUT MODE, CHALLENGE MODE, Xbox LIVE®, TRAINING MODE, EDIT MODE, JUKEBOX MODE, RECORDS, or OPTIONS. Selecting BASIC EDITION takes you back to the MODE SELECT screen, where you may opt to view the tutorial again. On second and subsequent games of **DANCE DANCE REVOLUTION® UNIVERSE2**, pressing the Ⓐ button or the **START** button at the title screen takes you automatically to the MASTER EDITION menu. Confirm all selections with the Ⓐ button or the **START** button.

NOTE: There are many different songs in **DANCE DANCE REVOLUTION® UNIVERSE2**. Some songs cannot be played until specific mission targets are cleared. Do your best and try to unlock them all!

GAME MODE: This is the main mode for **DANCE DANCE REVOLUTION® UNIVERSE2** and is similar in style of play and difficulty to the arcade versions of the game.

PARTY MODE: This mode allows players to play with and compete against their friends. Choose from:

- ***Attack Mode:*** A head-to-head competition in which individual directional arrow combos attack or defend against your opponent.
- ***Bomb Mode:*** A 2-4 player competition to try and blow up your opponent.
- ***Sync Mode:*** A 2-4 player mode in which all the players must sync their steps perfectly — one good step by anyone and the round is over.
- ***Free Mode:*** A 1-4 player mode where you can dance to your heart's content. Make whatever steps you like, just make sure you stick to the beat. The faster you dance, the bigger you score. When the big arrow flashes onscreen, enter a fever and use super-fast steps to blow away the competition.
- ***Triple Mode:*** A 1-3 player mode where each song uses 3 dance pads.
- ***Quad Mode:*** A 1-4 player mode where each song uses 4 dance pads.
- ***Point Battle:*** A competition based on step accuracy for 2-4 players.
- ***Score Battle:*** A high score competition involving 2-4 players simultaneously.
- ***Relay Battle:*** A competition mode for up to four players! Take turns dancing during a single song. Whoever dances the best wins.
- ***Power Battle:*** Up to four players test their endurance by playing an extended song mix. Whoever survives the longest wins!
- ***Speed Battle:*** Up to four players compete to clear all the arrows first or before the song ends.

QUEST MODE: Take your skills on tour as you travel Dance Dance Island in a quest to become the ultimate dancer! Use your victories to unlock the ability to customize the dance avatar of your dreams. With 60 cities to visit, you'll have to hone your abilities as you move from venue to venue. Play well enough and you'll be recognized by the local fanbase. Conquer all the cities to be crowned DDR Champion!

WORKOUT MODE: Configure your workout profile and check your progress by entering WORKOUT MODE. This mode adds fitness goals while counting the number of calories consumed during play. You can also track your results over a period of time. Once you enable WORKOUT MODE the game will track burned calories no matter what you are playing.

CHALLENGE MODE: Test your skills by completing specific challenges in preset songs. CHALLENGE MODE is a great way to push your dancing skills to the limit!

XBOX LIVE®: Go online with Xbox LIVE® to play with friends and compare scores with people around the country. Earn the highest ranking online and prove to the world that you are the best!

TRAINING MODE: Having trouble mastering a particular song? Can't quite learn a tricky step? TRAINING MODE is the perfect place to practice difficult songs.

EDIT MODE: Modify an existing routine or create a new one — the choice is yours! Save your custom step-chart and play it later.

JUKEBOX MODE: Sometimes you just want to listen to the music. Setup a custom playlist of all your favorite **DANCE DANCE REVOLUTION® UNIVERSE2** songs.

RECORDS: View a list of your high scores and other achievements in **DANCE DANCE REVOLUTION® UNIVERSE2**.

OPTIONS: Customize the **DANCE DANCE REVOLUTION® UNIVERSE2** settings to your individual tastes.

Game Mode

At the MASTER EDITION screen, highlight GAME MODE and press Ⓐ or the **START** button to select a play style. Select 4 PANELS or 8 PANELS and confirm the selection with Ⓐ or the **START** button.

4 PANELS

8 PANELS

4 PANELS: Single-player game that uses one controller.

8 PANELS: Single player game that uses two controllers.

After the style has been selected, select a difficulty level using Up and Down on the Directional pad. Select from BEGINNER, BASIC, DIFFICULT, EXPERT, or ONI difficulty and confirm the selection with Ⓐ or the **START** button. Up to three additional players can join in by pressing Ⓐ or the **START** button on their controllers.

BEGINNER: The easiest difficulty designed specifically for new players. Follow the on-screen dancer to learn how to step properly.

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

DIFFICULT: Intermediate difficulty with more complex dance moves.

EXPERT: Advanced difficulty with very complex dance moves. Dance steps follow insane patterns that may be difficult to execute on a dance mat controller.

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

Game Mode (Getting Started)

1) Select Music

After the play style and difficulty level have been selected, the Select Music Screen will appear. Use the left/right directional buttons on the controller or the left/right Directional Arrows on the DDR Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made.

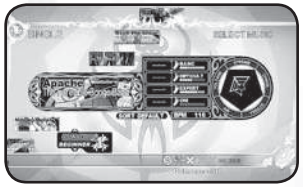
While browsing through different songs, you can access the following additional functions. When all adjustments are made, confirm your song selection by pressing the Ⓐ button.

CHANGE DIFFICULTY

Tapping the up/down directional buttons or up/down Directional Arrows on the DDR Controller will toggle between the BEGINNER, BASIC, DIFFICULT and EXPERT difficulty settings. The colors associated with these difficulties are blue (BEGINNER) yellow (BASIC), red (DIFFICULT) and green (EXPERT). Some songs have an optional difficulty level called ONI, which appears in purple. Completing the song on this difficulty level is the ultimate DDR challenge! Within these difficulty classifications, the foot meter and groove radar rate the overall complexity of each song. Understanding these two rating systems is helpful when choosing songs that are appropriate for your skill level.

FOOT METER

The foot meter is the scale that has been used to express song difficulty since the original **DANCE DANCE REVOLUTION®** game in arcades. The more feet, the harder the song is (1 foot = easiest, 5 feet = average, 10 feet = hardest). The ratings for BASIC, DIFFICULT, EXPERT, and ONI are always shown. There are no ratings for BEGINNER and EDIT DATA.



GROOVE RADAR

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

STREAM: Overall density in the dance step patterns.
CHAOS: The degree of irregularity/complexity in the step patterns.
FREEZE: The number of freeze arrows in the step patterns.
AIR: The number of jumps (i.e., player's airtime) in the step patterns.
VOLTAGE: The degree of maximum density in the dance step patterns.

A pentagonal chart graph illustrates the nature of each song at a glance. As a general rule, when the overall area increases, the difficulty of the song increases.

MUSIC SORTING

By pressing the **START** button, the songs can be sorted according to default arrangement, alphabetical order (ABC), order by BPM (BPM), or artist order (ARTIST). Toggle the different sorting classes by repeatedly pressing the **START** button.

ACCESS EDIT DATA

By pressing the up or down button on the Directional pad, you can load customized edit data that was previously saved to your Xbox 360® Hard Drive or Memory Unit. Scroll through the difficulties until you see the desired edit. Press the Ⓐ button to select the edit data and it will use the customized steps during the game. For more information on EDIT MODE, see pg. 28.

RANDOM SELECTION

RANDOM picks a song from the available songs automatically and unpredictably.

2) Arrow Options

Arrow Options can be selected for each song by pressing and holding down the Ⓐ button when making a song selection. An Options Menu will appear on the screen allowing for various attributes to be adjusted. When playing a multiplayer game, all players can independently set their own Arrow Options at the same time using the same Options Menu. When the desired Arrow Options are selected and finalized, press the Ⓐ button to exit the menu and begin playing the previously selected song.

SPEED: Adjust the scrolling speed of the dance steps by seven different speed levels: x0.5, x1 (default speed), x1.5, x2, x3, x5 and x8. This selection does not affect the playback speed of the music.

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

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

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

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

OFF: Dance step patterns are not rearranged (normal default setting).
MIRROR: This mode rotates the dance step patterns 180 degrees.
LEFT: This mode rotates the dance step patterns 90 degrees to the left. Not available in 8 Panels.
RIGHT: This mode rotates the dance step patterns 90 degrees to the right. Not available in 8 Panels.
SHUFFLE: This mode shuffles the dance step patterns so that it appears in a random order. Not available in 8 Panels.

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

OFF: No fine adjustments to the difficulty (normal default setting).

FLAT: All dance steps are displayed in the same color.

SOLO: Dance steps are displayed in colors based upon beat unit. When playing a two-player game, if either player selects the SOLO option, the option will apply to both players.

DARK: This mode makes you play without a step zone.

HELP: Special arrows that increase the dance gauge when hit properly.

MODIFY:

OFF: No adjustments applied.

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

LR-ONLY: Alters the song's steps so that they only use the left and right arrows. Think of it as marching to the beat of the music.

ALL JUMPS: Changes all of the song's steps into jumps. Try it in WORKOUT MODE and feel the burn!

ALL FREEZE: Changes all of the song's steps into freeze arrows.

NO JUMP: Removes all of the jumps from a song's steps.

NO FREEZE: Removes all of the freeze arrows from a song's steps.

REVERSE: Toggling this option on makes the dance steps scroll from the top of the screen to the bottom. Toggling it off makes the arrows scroll from the bottom of the top normally.

3) Begin Playing

Dance to the beat and keep choosing songs until you pass out from exhaustion!

Party Mode

In this mode you can choose between ATTACK, BOMB, SYNC, TRIPLE, QUAD, POINT, SCORE, RELAY, POWER, SPEED, and FREE.

Attack Mode

In Attack Mode you can compete head to head in a challenge to knock the opponent's Step Zone down to 0. Use individual arrow direction combos to attack your opponent or defend yourself against attack. Get a five-arrow combo of Down Arrows and send your opponent's Step Zone down a step. Get five up arrows to recover from an opponents attack and move your step gauge up a level. A Left Arrow five combo will send a virus to your opponent so that his next attack or recover will not work. A Right Arrow five combo will create a firewall to block a virus attacks.

STARTING ATTACK MODE

1) Select Attack Mode.
2) View the rules screen then Press Ⓐ.
3) If you have an additional friend who wishes to play, they can press the Ⓐ button to join.
4) Press the Ⓐ button or the **START** button to advance.
5) If you have a CPU opponent, you will have to choose a difficulty level (0 is easiest, 1 is moderate, 2 is medium and 3 is hardest).
6) Select difficulty by pressing up or down on the Directional pad.
7) Select the song and begin the Attack competition.

Bomb Mode

In Bomb Mode you can compete against 1-3 opponents (for a maximum competition of 2-4 players simultaneously) in a challenge to avoid the bomb and have it blow up your opponents. You need to get a Five Combo to pass the bomb before its time runs out and it explodes to put you out of the game. If you are holding the bomb at the end of the song, you lose.

STARTING BOMB MODE

1) Select Bomb Mode.
2) View the rules screen then press Ⓐ.
3) Press the direction right or left to scroll between 2 and 4 players. Press right to add a player or press left to remove a player.
4) If you have additional friends who wish to play, they can press the Ⓐ button to join.
5) Press the Ⓐ button or the **START** button to advance to the next screen.
6) If you have CPU opponents, you will have to choose a difficulty level (0 is easiest, 1 is moderate, 2 is medium and 3 is hardest).
7) Select difficulty by pressing up or down on the Directional pad.
8) Select the song and begin the Bomb competition.

Sync Mode

In Sync Mode you can compete with 1-3 friends or computer buddies (for a maximum of 2-4 players simultaneously) in a challenge to see if you can all synch your steps and make it through the entire song without missing a step. One Good step or lower by any player and the game is over. This is very challenging for a group.

STARTING SYNC MODE

1) Select Sync Mode.
2) View the rules screen then press Ⓐ.
3) Press the direction right or left to scroll between 2 and 4 players. Press right to add a player or press left to remove a player.
4) If you have additional friends who wish to play, they can press the Ⓐ button to join.
5) Press the Ⓐ button or **START** button to advance.
6) Select difficulty by pressing up or down on the Directional pad.
7) Select the song and begin the Sync challenge.

Triple Mode

In Triple Mode, 1-3 players can play with 12 Panels by using 3 Dance Pads.

STARTING TRIPLE MODE

1) Select Triple Mode.
2) View the rules screen then press Ⓐ.
3) Select difficulty by pressing up or down on the Directional pad.
4) Select the song and press Ⓐ or the **START** button.
5) Choose the order for your Dance Pads. Press left or right to select a Controller port and then press Ⓐ or the **START** button on each controller to confirm. You will do this 3 times.
6) Select the song and begin Triple Mode.

Quad Mode

In Quad Mode, 1-4 players can play with 16 Panels by using 4 Dance Pads.

STARTING QUAD MODE

1) Select Quad Mode.
2) View the rules screen then press Ⓐ.
3) Select difficulty by pressing up or down on the Directional pad.
4) Select the song and press Ⓐ or the **START** button.
5) Choose the order for your Dance Pads. Press left or right to select a Controller port and then press Ⓐ or the **START** button on each controller to confirm. You will do this 4 times.
6) Select the song and begin Quad Mode.

Point Battle

This is a contest for 2-4 players where each player starts with 16 points. Each step is measured against the other and if one player has a better step (i.e. “Perfect” over “Great,” “Good” over Almost”, etc.) than their opponent, then a point is taken away from their opponent. The first player to lose their points loses the match. You can Play Single (4 Panels) or Double (8 Panels).

STARTING A POINT BATTLE

1) Select Point Battle Single (4 Panels) or Point Battle Double (8 Panels).
2) Press the direction right or left to scroll between 2 and 4 players. Press right to add a player or press left to remove a player.
3) If you have an additional friend who wishes to play, they can press the Ⓐ button to join.
4) Press the Ⓐ button or the **START** button to advance.
5) If you have a CPU opponent, you will have to choose a difficulty level (0 is easiest, 1 is moderate, 2 is medium and 3 is hardest).
6) Select difficulty by pressing up or down on the Directional pad.
7) Select the song and begin the Point Battle competition.

Score Battle

In Score Single (4 Panels) mode you can compete against 1-3 opponents (for a maximum competition of 2-4 players simultaneously) in a challenge to see who can get the highest total score. In Double (8 Panels) you play head to head against a single opponent.

STARTING A SCORE BATTLE

1) Select Score Battle Single (4 Panels) or Double (8 Panels).
2) Press the direction right or left to scroll between 2 and 4 players in Single Mode. In Double Mode, you always have a single opponent. Press right to add a player or press left to remove a player.
3) If you have additional friends who wish to play, they can press the Ⓐ button to join.
4) Press the Ⓐ button or the **START** button to advance to the next screen.
5) If you have CPU opponents, you will have to choose a difficulty level (0 is easiest, 1 is moderate, 2 is medium and 3 is hardest).
6) Select difficulty by pressing up or down on the Directional pad.
7) Select the song and begin the Score Battle competition.

Relay Battle

In Relay Battle, up to 4 players take turns dancing different segments of a song. The player who dances the best wins!

STARTING A RELAY BATTLE

1) Select Relay Battle.
2) Each player who wishes to join presses the Ⓐ button.
3) If you have CPU opponents, you will have to choose a difficulty level (0 is easiest, 1 is moderate, 2 is medium and 3 is hardest).
4) Press the Ⓐ button or the **START** button to advance to the next screen.
5) Select difficulty by pressing up or down on the Directional pad.
6) Select the song and begin the Relay Battle competition.

Power Battle

In Power Battle, up to 4 players compete in a challenge to see who can finish a special extended mix of songs.

STARTING A POWER BATTLE

1) Select Power Battle.
2) Each player who wishes to join presses the Ⓐ button.
3) Press the Ⓐ button or the **START** button to advance to the next screen.
4) Select difficulty by pressing up or down on the Directional pad.
5) Select the song mix and begin the Power Battle competition.

Speed Mode

In Speed Mode, up to 4 players compete in a challenge to see who can finish all the steps of a song first. Hitting an incorrect step penalizes you by slowing you down.

STARTING SPEED MODE

1) Select Speed Mode.
2) Each player who wishes to join presses the Ⓐ button.
3) Press the Ⓐ button or the **START** button to advance to the next screen.
4) Select difficulty by pressing up or down on the Directional pad.
5) Select the song and begin the Speed Battle competition.

Free Mode

A freestyle dancing mode where you can make up any steps you want, as long as you stay on the beat. Compete with up to 3 other players to see who can create the coolest moves. When the big arrow comes up, enter a fever with fast steps to get the advantage over your opponents!

STARTING FREE MODE

1) Select Free Mode.
2) Each player who wishes to join presses the Ⓐ button.
3) Press the Ⓐ button or the **START** button to advance to the next screen.
4) Select the song and begin the Free Mode competition.

Quest Mode

Prove to the world that you are the **DANCE DANCE REVOLUTION®** champion! Make your way across the Dance Dance Islands, visiting cities and competing in local **DANCE DANCE REVOLUTION®** competitions. Perform well and you will start gaining fans. Perfect your moves and be recognized as the top **DANCE DANCE REVOLUTION®** player in the city. Every city has a different fanbase requirement, so you'll have to work hard to win them all. Up to 2 players can compete in QUEST MODE.

Controls for Quest Mode

Ⓐ button . . . . . Confirm Selection
Ⓑ button . . . . . Cancel Selection / Back
Ⓧ button . . . . . Enter Shop
Ⓨ button . . . . . Edit Avatar
BACK button. . . . . Exit Quest Mode

START YOUR QUEST

1) Select QUEST MODE from the Main Menu. Your gamertag must be signed in and you must have a storage device in your console in order to play QUEST MODE.
2) Select difficulty and press the Ⓐ button to confirm.
3) Create your QUEST MODE avatar.
4) Choose a dance hall to compete in and press the Ⓐ button to confirm. The target fanbase goal will be displayed whenever you visit a city.
5) Pick your initial song and press the Ⓐ button to confirm.
6) After the first song is finished further songs will be chosen randomly.
7) Press the Ⓑ button at the song summary screen to quit back to the map screen.

EDITING YOUR AVATAR

You enter the Edit Avatar screen automatically at the start of the game, and may edit any avatar feature at any time during Quest Mode (except when dancing) by pressing the Ⓨ button. Use up and down to select an avatar option to edit, and left and right to scroll through available choices. You may edit the following options.

GENDER: Select a Male or Female body type.

FACE: Select different face and body styles for the gender you have selected.

HAIR COLOR: Select from the available hair color options for your avatar. At the beginning of the game, only black hair is available. More hair colors can be purchased from the Shop, using money you've earned by performing at dance halls.

COSTUME: Select from the available costume options for your avatar's gender. At the beginning of the game, only the Workout costume is available. More costumes can be purchased from the Shop, using money you've earned by performing at dance halls.

Workout Mode

WORKOUT MODE does not feature any gameplay. Instead, this is where you will configure your workout profile and enable calorie tracking throughout the rest of the game. Simply play **DANCE DANCE REVOLUTION® UNIVERSE2** as normal and the game will automatically track your progress!

Workout Profile

The game supports four workout profiles, one per controller plug. You can customize the profiles so that **DANCE DANCE REVOLUTION® UNIVERSE2** keeps track of your progress. It is a great way to exercise while having fun at the same time!

The workout profile has the following settings:

Weight: Press left or right on the directional pad to enter your weight. It will be displayed in pounds as well as kilograms.
Workout Switch: Turns WORKOUT MODE ON/OFF. When ON your progress will be tracked anytime you play.
Workout Record: Press Ⓐ to display your workout record. This is a complete history of your progress.
Exit: Quit WORKOUT MODE and return to the main screen.

TIP: If you are looking for a good workout, try enabling WORKOUT MODE and then playing QUEST MODE. You will be able to dance non-stop for hours on end!

Challenge Mode

This mode requires you to complete specific challenges while playing pre-selected songs or a part of a song. These challenges cover a wide variety of songs, difficulty settings and scenarios. Usually, you must clear the song normally in addition to meeting all of the challenge requirements.

Challenge Mode is recommended for advanced players, but various difficulty levels allow anyone to enjoy this mode. There are ten difficulty levels (SIMPLE, MODERATE, ORDINARY, SUPERIOR, MARVELOUS, GENUINE, PARAMOUNT, EXORBITANT, CATASTROPHIC, APOCALYPTIC) and each difficulty level contains six challenges. Work your way through each challenge and after you have successfully completed a difficulty class, move up to the next set of challenges in a higher difficulty.

Xbox LIVE®

If you are a subscriber to the Xbox LIVE® service, you can use Xbox LIVE® to go online and play **DANCE DANCE REVOLUTION® UNIVERSE2** and rank your best scores against other players across the country.

STARTING AN XBOX LIVE® GAME

1) Make sure your gamertag is logged in to Xbox LIVE®.
2) Select Xbox LIVE® from the MASTER EDITION Screen.

XBOX LIVE® MENU

From the Xbox LIVE® menu, you can select to participate in a PLAYER MATCH, a RANKED MATCH, or to VIEW LEADERBOARDS.

CONTROLS FOR XBOX LIVE® MODE

Ⓐ button . . . . . Confirm Selection
Ⓑ button . . . . . Cancel Selection / Back

Player Match

PLAYER MATCH competitions let you play against another player without having to worry about it affecting your standings on the Leaderboards. This is the mode to use if you just want to play for fun. There are three ways to enter a PLAYER MATCH.

Quick Match: This is the fastest way to get started. Select Quick Match and it will randomly select a game for you from the available online games.

Custom Match: Search for an open game with specific settings. You can choose from the following options:

Game Type: Single, Double or Any.
Game Mode: Score, Attack, Bomb, Point or Any.
Difficulty: Choose from BEGINNER, BASIC, DIFFICULT, HEAVY, ONI, or Any.

Create Match: Create a custom game. You can create a private game for friends or a public game to take on all challengers. Once you've selected the match options you like, hit the Ⓨ button to create your game. You can choose from the following options:

Game Type: Single or Double.
Game Mode: Score, Attack, Bomb or Point.
Difficulty: Choose from BEGINNER, BASIC, DIFFICULT, HEAVY, or ONI.
Public Slots: The number of slots available for all players to join. The number of private and public slots you allot cannot exceed 3.
Private Slots: The number of slots reserved for your friends. The number of public and private slots you allot cannot exceed 3.

Ranked Match

RANKED MATCH competitions affect your standings on the worldwide **DANCE DANCE REVOLUTION® UNIVERSE2** Leaderboards. There are three ways to enter a PLAYER MATCH.

Quick Match: This is the fastest way to get started. Select Quick Match and it will randomly select a game for you from the available online games.

Create Match: Create a ranked match. Once you've selected the match options you like, hit the Ⓨ button to create your game. You can choose from the following options:

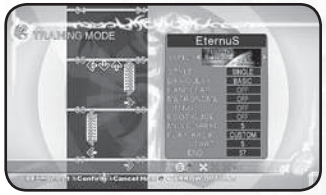
Game Type: Single or Double.
Game Mode: Score, Attack, Bomb or Point.
Difficulty: Choose from BEGINNER, BASIC, DIFFICULT, HEAVY, or ONI.

View Leaderboards

See the overall ranking of players who've engaged in RANKED MATCH competitions. Players are ranked by games played, games won, and total points. You can opt to view separate Leaderboards for each of the RANKED MATCH game modes or an "Overall" board that ranks all game modes together. You can also filter the Leaderboards to view either all current players or only friends. Leaderboard control options are as follows:

Ⓐ **button** . . . . . Highlight a name on the Leaderboard and press to see that player's Gamer Card.
Ⓨ **button** . . . . . Toggles which Leaderboard you are currently examining. Switch between Attack, Bomb, Score, Point or Overall.
Ⓧ **button** . . . . . Toggle Leaderboard filter. Switch between Everyone, Friends, and My Score.
Ⓑ **button** . . . . . Exit RANKED LEADERBOARD or cancel a selection.

Training Mode



The Training Mode is designed to help you practice difficult songs featured in **DANCE DANCE REVOLUTION® UNIVERSE2**. 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 that is giving you trouble.

TRAINING MENU SETTINGS:

SONG: Select the song you wish to practice by pressing left or right on the Directional pad. The song that is currently displayed on the screen will be the song you will practice.
STYLE: Select from SINGLE or DOUBLE.
DIFFICULTY: Select BEGINNER, BASIC, DIFFICULT, or EXPERT difficulty. It will also cycle through any available Edit Data for the chosen song.
HANDCLAP: This setting helps you learn the timing needed to hit the arrows correctly by using handclaps.
METRONOME: This setting helps you learn the rhythm needed to hit the arrows correctly by using a Metronome.
TIMING: Instead of Boo, Good, Great and Perfect, this setting tells you the timing of your step with Early, Late, Just (Perfect) and Miss.
FOOT GUIDE: Suggests which foot you should be using to step on a given arrow. You can toggle this on or off.
MUSIC SPEED: Use this setting to change the tempo of the songs. There are five settings available, with 5 being the default regular speed.
PLAY AREA: Choose WHOLE to play the entire song or CUSTOM to play a portion of the song.
START: When practicing a portion of a song, use this setting to choose the starting point.
END: When practicing a portion of a song, use this setting to choose the ending point.

Edit Mode

EDIT MODE enables you to create a custom-designed dance routine and/or video sequence for any song featured in **DANCE DANCE REVOLUTION® UNIVERSE2**. Dance routines and video sequences can be saved to a memory unit or the Xbox 360® hard drive for future playback or editing. Additionally, the dance routines and/or video sequences can be used in Game Mode and Training Mode.

To edit step data for a song, select the EDIT STEPS option. To edit visual data for a song, select EDIT VISUAL.

NOTE: It is recommended that you use a regular Xbox 360® controller when creating edit data in EDIT MODE.

Data Manager (Getting Started)

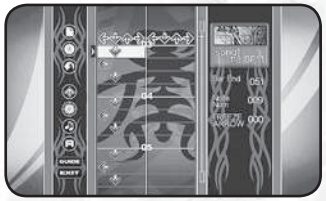
In order to use EDIT MODE and create edit data files, you must use Data Manager. The Data Manager is a convenient organizational/management system of all edit data files stored on an Xbox 360® storage device. The Data Manager is created on the Xbox 360® storage device the first time the game is started. You can save up to 150 different edit data files on the Xbox 360® storage device. You cannot combine step edits and visual edits within a single edit data file.

Step Edit Controls

Left Trigger: Change cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit.
Right Trigger: Places area mark. Placing two marks in different sections determines the editable area.
Right Bumper: Displays the Area Menu.
Left Bumper: Access Sequence Menu.
Up/Down Directional Button: Scroll sequence data / Change items in the Select Menu / Places or deletes corresponding arrows during recording.
Left/Right Directional Button: Switch between 1P side or 2P side / Switch menus / Changes the menu select content / Places or deletes corresponding arrows during recording.
START Button: Begin recording. Press to stop the recording session.
Ⓑ button: Places Right arrows / Deletes Right arrows that already exist / Cancels command selection.
Ⓧ button: Places Left arrows / Deletes Left arrows that already exist.
Ⓨ button: Places Up arrows / Deletes Up arrows that already exist.

Ⓐ button: Places Down arrows / Deletes Down arrows that already exist / Confirms command selection.
Left Stick: Increases scroll speed in the sequence.
Right Stick: Changes width of the sequence.

Step Edit Menu



New Data: Create a new edit file.

Save: Save edit data. For newly created data the Data Manager will be brought up in Save As Mode.

Data Manager: Manage edit data saved on the Hard Drive.

Options: Set input type and BGM options. The following settings can be changed in the Options Menu:
- ***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.

Record Options: Set various recording options. 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).
- ***METRONOME:*** Turn the metronome assist function ON or OFF.
- ***HAND CLAP:*** Turn the hand clap assist function ON or OFF.
- ***INPUT SFX:*** Turn the sound effect for entering/erasing an arrow during Over Input or Save Input ON/OFF.

Area Options: Set options related to editing only a particular segment of a song. See pg. 30 for a complete description.

Sequence Options: Set zoom level, arrow type, and other editing options. See pg. 30 for a complete description.

Guide: View a tutorial that explains how to use the step edit mode. This is very useful.

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

Area Options (Left Bumper):
SET AREA:

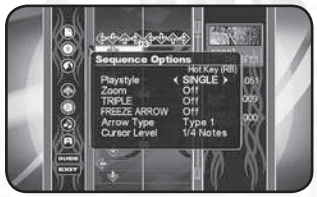
START: Marks the beginning of the editable area.
END: Marks the end of the editable area.
COPY: Copies the selected area to the Clipboard. The Clipboard stores data temporarily in memory for pasting (see PASTE).
PASTE: Places the data stored on the Clipboard beginning at the cursor.
CUT: Deletes the selected area and temporarily stores the data in memory for pasting (see PASTE).
UNDO: Immediately after RECORDING, up to three previous operations/tasks can be undone. This allows you to correct your mistakes.
DELETE: All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.

REVERSE: Arrows in the selected area will be rearranged by the following options:
MIRROR: All arrows (Up/Down/Left/Right) will be reversed.
UP/DOWN: Only Up/Down arrows will be reversed.
LEFT/RIGHT: Only Left/Right arrows will be reversed.

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

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

Sequence Options (Right Bumper):
PLAYSTYLE: Two different types can be set while editing (SINGLE and DOUBLE).



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

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

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

The length of the freeze arrow can be adjusted by aligning the cursor at the beginning point of the freeze arrow and holding down the corresponding arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) while pressing the up/down directional button.

To delete a freeze arrow, hold down the corresponding arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) while pressing the up/down directional button from the beginning to the end of the freeze arrow. Freeze arrows can also be deleted by positioning the cursor in between the beginning and end of the freeze arrow and pressing the corresponding arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ).

NOTE: To input a freeze arrow when not recording, hold down the desired arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) and wait until the arrow color turns bright green. Continue holding the desired arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) and press the up/down directional button to adjust the desired length of the freeze arrow.

ARROW TYPE: Change the type of arrow displayed.

CURSOR LEVEL: Change the cursor level between 4th, 8th and 16th notes.

Visual Edit Controls

Left Trigger: Change cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit.
Right Trigger: Places area mark. Placing two marks in different sections determines the editable area. Note that you can also determine what types of edits are allowed in an area by setting area markets in different columns.
Right Bumper: Displays Sequence Menu.
Left Bumper: Access Area Menu.
Up/Down Directional Button: Scroll sequence data / Change items in the Select Menu.
Left/Right Directional Button: Switch between the Movie Clips, Transition, Camera, Dancer Effects, and Light columns / Switch menus / Changes the menu select content / Select movie clips for placement during editing / Select transition type during editing / Select camera movement during editing / Select dancer effects during editing / Select lighting type during editing.
START Button: Begin recording. Press and hold to stop the recording session.
Ⓐ button: Confirms command selection.
Left Stick: Increases scroll speed in the sequence.
Right Stick: Changes width of the sequence.

Visual Edit Menu

New Data: Create a new edit file.

Save: Save edit data. For newly created data the Data Manager will brought up in Save As Mode.

Data Manager: Manage edit data saved on the Hard Drive.

Options: Set BGM options and view movie clips. The following settings can be changed in the **Options** Menu:

BGM: Turns background music ON/OFF during editing.

MOVIE SELECT: View all the movie clips available for use during edit mode.

Record Options: Set various recording options. The following settings can be changed in the Recording Option Menu:

PLAY TYPE: Select from WATCH and MARKER. .

METRONOME: Turn the metronome assist function ON or OFF.

HAND CLAP: Turn the hand clap assist function ON or OFF. If ON, you may configure hand claps for the song's difficulty level and play style.

Sequence Options (right bumper): Set zoom and cursor level.

ZOOM: Set to x2, x4, or turn off.

CURSOR LEVEL: Set to 4th, 8th, or 16th beats.

Area Options: Set options related to editing only a particular segment of a song. See pg. 32 for a complete description.

Guide: View a tutorial that explains how to use the visual edit mode. This is very useful.

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

AREA OPTIONS (LEFT BUMPER):

SET AREA:

START: Marks the beginning of the editable area.

END: Marks the end of the editable area

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

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

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

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

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

Getting Started (Edit Mode)

1) After starting the game for the first time, the Data Manager is created on the Xbox 360® storage device.
2) Select NEW.
3) Select a song.
4) In Step Edit mode, select a play style (Single or Double).
5) Decide if Konami sample data will be used. In step edit mode, you may import the song's default BEGINNER, BASIC, DIFFICULT, or EXPERT step patterns. In visual edit mode, you may import the song's default video data.
6) Create your step or visual edit.
7) Save the edit data by selecting Save from the Edit Menu.
8) Choose an empty slot in the Data Manager to save the data.
9) Create a name for the edit data file.
10) Saved edit data can be re-edited after loading the data (Select Load from the pop up menu).

Using Step Edit Data in Dance Dance Revolution® Universe2

GAME MODE

At the song selection screen press up or down on the Directional pad to choose the edit file. These are shown in orange and are only available for songs that have edit data available.

TRAINING MODE

On the Training Mode screen, highlight difficulty and press left or right on the Directional pad to choose the edit file. These are shown in orange and are only available for songs that have edit data available.

Using Visual Edit Data in Dance Dance Revolution® Universe2

If you wish to use your visual edits for a song in Game Mode and Training Mode, you must select the visual edit data file from the VISUAL EDIT Data Manager, and then select "USE V-EDIT DATA". Your edited video then appears whenever you play the song in Game Mode and Training Mode. You may restore all Game Mode and Training Mode song videos in to their default state by selecting "Default All" from the Data Manager menu. For fun, you can randomize all song videos in Game Mode and Training Mode by selecting "Random All".

Jukebox Mode

JUKEBOX MODE allows you to listen to all of the music in the game without having to play. You can choose from one of the preset song lists or create a custom song list with your favorite tracks. JUKEBOX MODE allows you to save two custom song lists. Make one now and let **DANCE DANCE REVOLUTION® UNIVERSE2** serve as the DJ for your next party!

The following options are available in JUKEBOX MODE:

PLAY LIST: Play any of the song lists.
LIST1: Create custom song list number 1.
LIST2: Create custom song list number 2.

Controls for Jukebox Mode

Ⓐ button . . . . . Confirm Selection / Add Song / Delete Song
Ⓑ button . . . . . Cancel Selection / Back
START button . . . . . Change Sort

Creating a Custom Song List

1) Highlight LIST1 or LIST2 and press the Ⓐ button.
2) Scroll through the list of songs and find one you want to add.
3) Press the Ⓐ button to add it to the song list.
4) To remove a song from the list, highlight it again and press the Ⓐ button.
5) Once you are happy with your song list, press the Ⓑ button to return to the previous menu.

NOTE: You cannot have a song repeat. Each song can only be used one time in a song list.

Records

RECORDS allows you to examine your achievements in PARTY MODE and GAME MODE. Use the right and left trigger buttons to scroll through the eight categories tracked by Records: SINGLE (Game Mode), DOUBLE (Game Mode), TRIPLE (Party Mode), QUAD (Party Mode), ALL FREEZE (Game Mode; tracks songs completed with the “All freeze” mod on), ALL JUMP (Game Mode; tracks songs completed with the “All jump” mod on), SPEED (Party Mode), and POWER (Party Mode). The achievements for all songs are tracked by separately by difficulty level, ranging from BEGINNER scores in the leftmost column to ONI scores in the rightmost. Only scores from single-player games are tracked.

Records Controls

Left Trigger: Change records category being viewed.
Right Trigger: Change records category being viewed.
Up/Down Directional Button: Scroll through record data for available songs.
Left/Right Directional Button: Scroll through individual records for each difficulty level of a song.
Ⓑ button: Cancels selection.
Ⓐ button: Confirms selection.

Options

The OPTIONS screen contains a variety of settings that you can configure to suit your personal tastes. Press the left and right directional buttons to cycle through the desired options and press Ⓐ or the **START** button to enter. After you have adjusted your settings, highlight Exit and press the Ⓑ button to return to the previous menu. Refer to the on-screen instructions for further information.

The following options are available on the OPTIONS screen:

SOUND: Adjust sound settings.
CONTROLS: Vibration settings, Double Play controller settings, and Dance Dance Revolution® Controller settings.
GRAPHICS: Adjust graphic settings.
GAME: Adjust game settings.
DANCERS: Adjust dancer settings for each player.
SCREEN: Configure the game to display in either 16:9 or 4:3 mode.
CREDITS: View the product staff credits for **DANCE DANCE REVOLUTION® UNIVERSE2**.

Dancing Tips And Beginner's Guide

Follow these special tips to become a pro player.

In most game modes, you are not penalized for hitting incorrect dance steps. You are only penalized for missing the correct dance steps. Many players find it easier to keep time by always dancing to the beat, even if there is a break in the arrows. It is also a good idea to get in position on the DDR Controller before starting a complex dance pattern in order to start things off on the right foot.

Avoid returning to the center while playing. Learn to move around the entire DDR Controller and utilize both feet when possible. The only time you want to return to the center is in Party Mode's Speed Battle, where you are penalized for hitting incorrect steps.

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 you will be mastering Challenge courses in no time!

There are hidden songs, modes and other items that can be unlocked by playing the game. Keep playing **DANCE DANCE REVOLUTION® UNIVERSE2** to open up new songs!

You can get a sneak peek at new songs in CHALLENGE MODE. Certain songs will appear in this mode before they are unlocked.

If you haven't played **DANCE DANCE REVOLUTION®** before, then be sure to complete the How To Play tutorial, Lesson Mode, and Basic Mode before moving into the Master Edition portion of the game. Don't forget the Beginner difficulty and Training Mode. These are key to learning how to play and mastering difficult songs.

Remember to use difficulty modifiers, such as LITTLE or SHUFFLE, to alter song difficulty accordingly. You can also turn off jumps or freeze arrows if those aspects of a song's steps are giving you trouble.

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® UNIVERSE2**. Over time you can learn how to pass the original version of the song.

You can learn valuable dance tips and advice by networking with other **DANCE DANCE REVOLUTION®** players. Playing any arcade edition of **DANCE DANCE REVOLUTION®** will improve your skills in **DANCE DANCE REVOLUTION® UNIVERSE2**.

In some cases, increasing the speed of the arrows will make certain songs easier to play and improve your timing skills.

Credits

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Director
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Lead Artist
Hiroshi Onoguchi

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Masakazu Echigo
Osamu Tsuchihashi
Etsushi Nishiura
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Koji Ogawa
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Masahiko Yamada
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Megumi Horikawa
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Hiroshi Oya

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Kazuo Tsubota
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Lead Planner
Yasuhiro Kido

Planner
Shinichi Kudo

Sound Producer
Osamu Narita

Music Director
Ichiro Shimakura

UI Music
Takashi Watanabe

Step Data Creators
Kouta Yada
Takashi Honma

Sound Technical Support
Takayuki Iwabuchi

Audio Directors
Kaiju Audio
Charles Shackford

Voice Over Artist
MC Omega 6

Voice Recorded at The Heatery Recording Engineer
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Step Data Creators
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Aldrin "A-Jay" Nicolas

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Director
Hirokazu Ichige

Translation
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QA
Babel Media Ltd.

Konami Digital Entertainment, Inc.

Chairman & CEO
Kazumi Kitaue

Executive V.P.
Shinji Hirano

V.P. of Production
Brian Christian

Executive Producer
Takeshi Minagawa

Producer
Hiroyuki Chiwata

Associate Producer
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Manual Documentation
Off Base Productions

Special Thanks
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Kenji Yamamoto
Stillwind
Nicolas Fournel

Konami Digital Entertainment Co., Ltd.

Yoko Sekiguchi
BEMANI Production

Music Credits

"Always"
Performed by Amon Tobin
from the album The Foley Room
written by A. Tobin
appears courtesy of Ninja Tune
published by Just Isn't Music
2007

"Anthema"
Written and produced by oo39.com

"Anytime soon"
Blu Mar Ten
Vocals Kameel
Written by Backelie/Wyndham/Marigold/Tognarelli/
Published by exceptional publishing ltd/
Westbury Music
℗&© 2007 exceptional records ltd

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(Jerry Lordon)
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Performed by Michael Viner's Incredible Bongo Band
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"Arrivals and Departures"
Written and performed by LINUS!

"Breathing More"
Music and lyrics by Larissa Lam.
Remixed by Greg Rule

"Contract" [Breach Mix]
Performed by RUPESH CARTEL
Written by Viktor Ginner
From the album "Mainland"
Courtesy of A Different Drum
(www.adifferentdrum.com)

"Do It Right" - AFD feat. ASHLEY
Written by F. Conte, D. Broderick
Published by Dughero Paolo Ed. Musicali (IT) /
Warner Chappell (IT)
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Courtesy of Shake Records

"Don't You Love Me"
Andy Caldwell featuring Amma
Written by Andy Caldwell and Amma Sarfo
Vocals performed by Amma
Guitar by Gabriel Rene
Additional Production by Gabriel Rene
© & ℗ 2006 Om Records.
Published by Andy Caldwell and the Elephants
(ASCAP) and Sounds of Om (ASCAP)
www.andycaldwell.com
www.om-records.com

"Dorset Perception"
Written and produced by Simon Posford and Raja Ram
at the Hallucinogen Sound Laboratories, UK
Licensed from Twisted Records Ltd, London.
www.twisted.co.uk

"EternuS"
Written and produced by Tony Konzel
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"Fire"
Written by: F. Corsten/S. LeBon/ N.J. Bates/ J. Taylor/
S. Campbell/W. Cuccurullo
Produced by: Ferry Corsten
Published by: Basart International Music Publishers
C/o Corsten Music Publishing / EMI Music Publishing LTD
C/o EMI Music Publishing Holland BV.
"FIRE" contains elements from "SERIOUS"
written by S.LeBon/ N.J.Bates/ J.Taylor/ S.Campbell/
W. Cuccurullo, published by EMI Music Publishing LTD.
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"Get Up! Give Up! Move On!"
Written and performed by The Divys

"Handle Your Business"
Starla Marie feat. Coco J
Written and performed by J. Brown and T. Sanchez
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Starla Marie appears courtesy of
Vicious Stylz Music Group
James "Coco J" Brown appears courtesy of
Butterbrown Ent.
Percy "P-Dizzle" Sanchez appears
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Performed by Sister Sledge
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"Hey!"
Written and performed by Tipsy
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"Is It Any Wonder?" (Tall Paul Remix)
Performed by Keane
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license from Universal Music Enterprises
(Chaplin, Hughes, Rice-Oxley)
BMG SONGS, INC. (ASCAP)/
CAREERS-BMG MUSIC PUBLISHING,INC. (BMI)

"I Wanna Be Your Star" - Melody & Mezzo
Written by Alessandro Iacovaccio. Published by SIAE
Performed by M.Frappier
Produced by Viverus Studios (J.Thompson, D.Phaneuf)
www.melodyandmezzo.com
www.viverustudios.com
www.ninthwaverecords.com
video by james franzen
www.radiogosha.com

"I Wish I Could Be Beautiful" - Rithma
Written, Produced & Recorded by Etienne Stehelin
at Rancho Relaxo in Topanga, CA.
Vocals by Rithma & Monica Brooke.
Special thanks to the Bills: Jarvis & Nordhoff.
I forsee your day as a brazen hussy.
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Published by Sounds of Om (ASCAP)
administered by Bug
www.rithma.org
www.om-records.com

"Love Don't Let Me Go"
David Guetta Vs The Egg
Love Don't Let Me Go (Walking Away)
Written by Guetta / Garraud / Willis / Carrè / Scott /
Scott / Vaughan / White.
Published by Present Time Publishing /
BMG Music Publishing / Whistling Publications /
Square Rivoli Publishing / Squarepeg Publishing /
Westbury Music.
Produced by David Guetta and Joachim Garraud.
Incorporating Original Master Recordings

"Love Don't Let Me Go"
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Virgin Via F*** Me I'm Famous Records and
"Walking Away"
Licensed Courtesy of Ministry of Sound Recordings
(Germany) GmbH.
Original "Walking Away" Production by N. Scott / M.
Scott with help from B. Vaughan / M. White. Vocals
by Chris Willis.
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DAVID GUETTA/JEAN-CHARLES CARRE/CHRIS WILLIS/
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MATTHEW WHITE
PUBLISHED BY SQUARE RIVOLI PUBLISHING/
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"Love In Motion"
Written/Produced/Performed by Alien 6
Copyright Alien 6 Productions 2007

"I Know You Got Soul"
Courtesy of Radikal Records
Writers: Eric Barrier; Charles A. Bobbit; James Brown;
Bobby Byrd; William Griffin
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"In Different Things" (USA Club Mix)
Performed by RENAME
Written by Marcus Fellechner / Toby Bartzsch
From the album "Culture"
Courtesy of A Different Drum
(www.adifferentdrum.com)

"Jungle Boogie"
Performed by Kool & The Gang
℗ 1975 The Island Def Jam Music Group
Courtesy of The Island Def Jam Music Group under
license from Universal Music Enterprises

"Makes Me Cry" - Binghi Ghost featuring Turbulence
Remixed by Drew Campbell
(C. Schrey, S. Campbell, D. Campbell)
Additional vocals by: Viveca Hawkins

"Moving Higher" - Contour
Written and Produced by Jussi Lev‰salmi.
Courtesy of Cymbalism Recordings.
2005 Cymbalism Recordings

"Musika Atomika"
Performed by SYRIAN
Written by L. Bettelli and A. Peluso
Original version from the album "Alien Nation"
Courtesy of A Different Drum
www.adifferentdrum.com

"Not Me" - Sarah Taylor
Producer: Ian D'Souza
Executive Producer: Ian D'Souza
Co-Produced By: Daniel Winter & Stephen Singer
Engineer: Ian D'Souza
Assistant Engineer: Andrija Tokic
Recorded & Mixed At: Karian Studios, Inc.
Songwriters: I. D'Souza/ A. Kaset/ K. Mays/ T. Mays
Publisher: Songs of Marian, LLC (ASCAP)/
Wonder Twins Music, Inc. (ASCAP)/
Purple Sun Music, LLC (SESAC)/ Songs From The
E.R. (BMI)
Copyright 2006 ℗ 2006 Marian Records, Inc.,
Nashville, TN 37075

"Orange Sky" - Arctures
Written and produced by Galen Borsen
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"Ragganinja" - Greg Packer & Assassin
Written and Produced by Greg Packer.
Vocals by MC Assassin
Courtesy Cymbalism Recordings
2005 Cymbalism Recordings

"Rock The Show" - Future Prophecy
From the album Body Shaker
Written, Arranged, Produced &
Mixed By Haggay Elezra
Published By Music Unlimited
Under License From YoYo Records via B.N.E Ltd.

"Rockit"
Performed by Herbie Hancock
Courtesy of Columbia Records by arrangement
with SONY BMG MUSIC ENTERTAINMENT

"Safety Dance"
Performed by Men Without Hats
℗ 1983 Geffen Records
Courtesy of Geffen Records under license from Universal Music Enterprises
Writers: Ivan Doroschuk
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"Space Space Shooter" (Cusimo & Co. Remix) - Kick & Punch
Written By: (P. Ellison / J. Boyd)
Produced by Pete Ellison, Remixed by Cusimo & Co
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"Steppin' Out" - Kaskade
(R. Raddon, F. Bjarnson)
Vocals: Bret Garner Live
Drums: Randy Herbert
Keyboards: Scott Johnson
Guitars & Programming: Finn Bjarnson
Programming & Pads: Ryan Raddon
Mixed by: Mike Roskelley
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Published by Sounds of Om and Kaskade Music administered by Bug
www.om-records.com

"Summer Girl"
Performed by NEVARAKKA
Written by Phillip Jidbrant / Todd Durrant
From the album "Soft"
Courtesy of A Different Drum
(www.adifferentdrum.com)

"Sunshine In London"
Performed by Victoria Pope
Produced, arranged and engineered by Rudy Roopchan for Sancola Music
Courtesy of Sancola Music UK/Published by Sancola Music USA 2007
Written by the Sunchasers.
www.victoriapope.com

"Synergy" - C-14
Written and produced by Ryan Hall
Copyright C-14 Music
Published by Cymba Music (SOCAN)

"Tactical"
Written and produced by Drew Campbell

"Take Me Out"
Performed by Franz Ferdinand
Courtesy of Epic Records by arrangement with SONY BMG MUSIC ENTERTAINMENT
Writers: Robert Hardy; Alexander Paul Kapranos Huntley; Nicholas John McCarthy; Paul Robert Thompson
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"The Tide"
Written and Produced by Noisia
Vision Recordings
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"The Way You Move (House Remix)"
Performed by Outkast fet. Sleepy Brown
Courtesy of LaFace Records by arrangement with SONY BMG MUSIC ENTERTAINMENT
(Brown, Mahone, Patton)
Chrysalis Music o/b/o itself and Gnat Booty Music (ASCAP)
Songs of Windswept Pacific (BMI) on behalf of Hitco Music (BMI) and Carl Mo Music (BMI).

"Until Forever" - Beatdrop
Written and produced by Dain Olsen
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"Walk Like An Egyptian"
Performed by the Bangles
Written by Liam Sternberg
Published by Peer International Corporation (BMI)
Courtesy of Columbia Records by arrangement with SONY BMG MUSIC ENTERTAINMENT
Courtesy of SPG Music Ltd. (Canada)

"Yoru Funk"
Written and produced by oo39.com

"Akiba Drift"
Ko Kimura presents Sound Brigade
Produced, written and mixed by Ko Kimura & Kazuaki Noguchi
Recorded @ 20 Dollars Studio Tokyo

"Better Than Before"
Written, produced and performed by Drew Campbell

"Breathe The Air"
Bill Hamel with Spacebar
written/produced/recorded by: Bill Hamel, James Rowand, and Art Hardie

"Contra" (Medley Mix)
Remixed by NEKOJIRA

"Emi's Song"
Written, produced and mixed by Blu Mar Ten

"Elfadiciell"
Written and produced by oo39.com

"Entry of the Gladiators" (Kaz Mix)
Written by Julius Fucik
Remixed by Kaz Senoo

"Higher Ground"
written and performed by Togo Project feat.ChiyoTia
www.bongomango.com

"Lily Funk"
Written and produced by Brian Dilucente

"Mochi Crunch"
Written and produced by NEKOJIRA

"on voit la mer"
written and performed by Togo Project feat.Tomoko Kataoka
www.bongomango.com

"Rhythm is Rhythm"
Written and produced by oo39.com

"Somebody In Da' House"
Written and produced by Steve Porter

Gein - "Unborn"
Written and performed by Weston Means and Adam Darby

"Balalaika, Carried With the Wind" (Jondi & Spesh Mix)
Written by Julie Ann Frost
Remixed by Jondi & Spesh

"COSMIC COWGIRL"
Written and produced by Toshio Sakurai

"DEAD END"
Written and produced by N&S

"Disabled the Flaw"
Written and produced by D-Crew

"Let The Beat Hit Em" (Classic R&B Style)
Written and produced by Stone Bros.

"MATSURI" (J-Summer Mix)
Written by RE-VENGE
Remixed by J-Summer

"NEMESIS"
Written and produced by D.J. Setup

"On The Jazz"
Written and produced by Johnny Dynamite

"potpourri d'Orange"
Written and produced by Orange Lounge

"Senses"
Written and produced by J. Tolman

Thanks for playing!

"Spin The Disc"
Written and produced by good-cool

"What Is Love?"
Written and produced by TOMOSUKE

"Battle Breaks"
Written and produced by DJ TAKAWO

"Catch It!"
Written and produced by TOTAL SCIENCE

"Dynamite Rave"
Written and produced by NAOKI

"GRADIUSIC CYBER"
Written and produced by TAKA

"Himawari"
Written and produced by Riyu from BeForU

"jelly kiss"
Written and produced by Togo Project
Vocals by Sana

"Love This Feelin" (ZONK Remix)
Written and produced by Akira Yamaoka
Remixed by ZONK

"Moment 40"
Written and produced by Moshic

"Put Your Faith In Me" (Saturday Night Mix)
Written and produced by UZI-LAY

"Toe Jam"
Written and produced by Big Idea Music

NOTES

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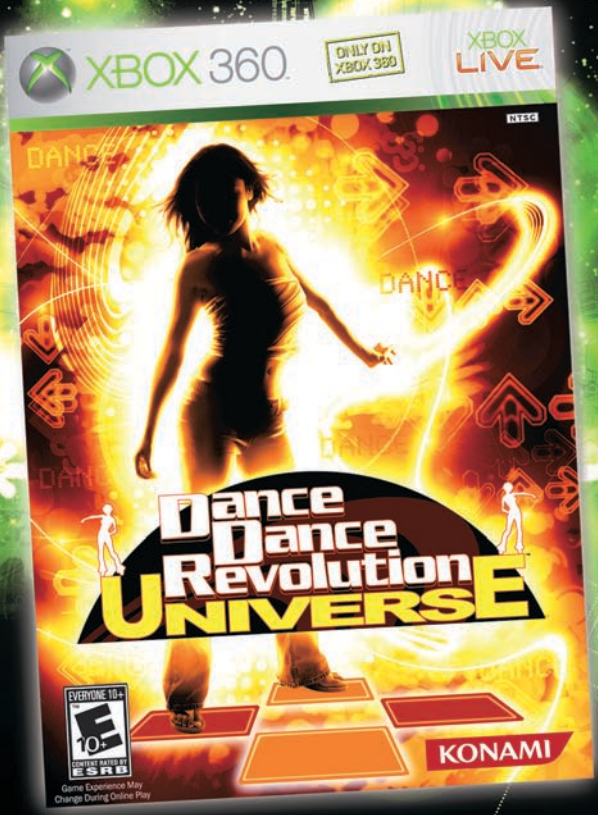

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E 10+

Lyrics
Suggestive Themes

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Game Experience May Change During Online Play