

The cover art features a central female dancer in a dynamic pose, wearing a white tank top and dark pants. She is surrounded by glowing green and blue digital effects, including large, stylized arrows pointing in various directions. In the background, silhouettes of other dancers are visible. The title 'Dance Dance Revolution EXTREME 2' is prominently displayed in a large, colorful, 3D font. The dancer is positioned as if she is stepping on a set of four blue rectangular platforms.

Dance Dance Revolution EXTREME 2



KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

INTRODUCTION	1
GETTING STARTED	2
USING THE CONTROLLER	3
BASIC GAME CONTROLS	3
USING THE EYETOY™ USB CAMERA (FOR PLAYSTATION®2)	4
USING THE DANCE DANCE REVOLUTION™ CONTROLLER	6
HOW TO PLAY	8
STARTING THE GAME	8
DANCE MASTER MODE	10
FREE PLAY MODE	12
WORKOUT MODE	17
ADVANCED MODE	20
LESSON MODE	24
TRAINING MODE	25
EDIT MODE	27
ONLINE PLAY	35
RECORDS	40
OPTIONS	41
SHOP	42
EXTRA	43
MY ROOM	44
DANCING TIPS AND BEGINNERS GUIDE	45
CREDITS	46
MUSIC CREDITS	48
ONLINE USER AGREEMENT	52

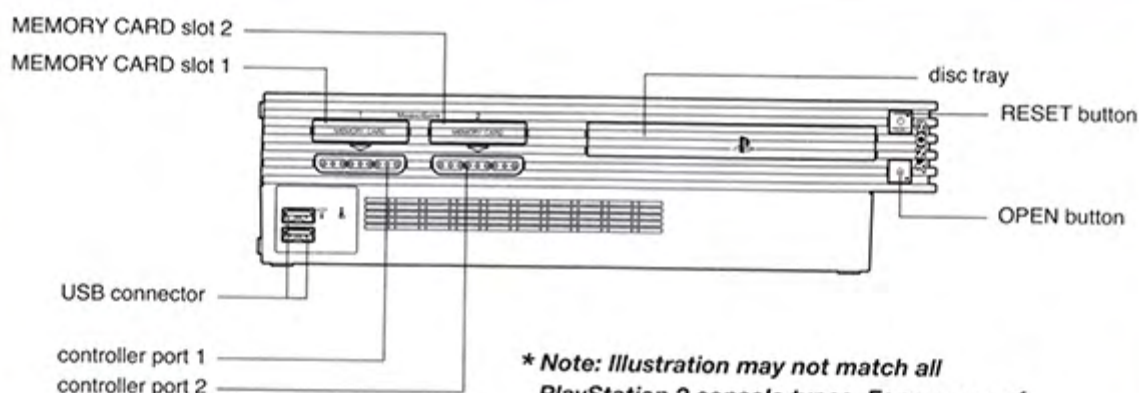
INTRODUCTION

Thank you for purchasing Konami's **Dance Dance Revolution EXTREME 2**. For best results, we recommend you read through this manual prior to playing the game.

Konami is constantly striving to improve the quality of its products to give our customers the best gaming experience possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

Dance Dance Revolution EXTREME 2 is an original game product created by KONAMI CORPORATION and Konami Digital Entertainment-America. The parties reserve, jointly or individually, the copyrights and other intellectual property rights with respect to this game product. This product is licensed for private, non-commercial use only. Any other use is strictly prohibited without the expressed, written permission of Konami Digital Entertainment, Inc.

GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the **Dance Dance Revolution EXTREME 2** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

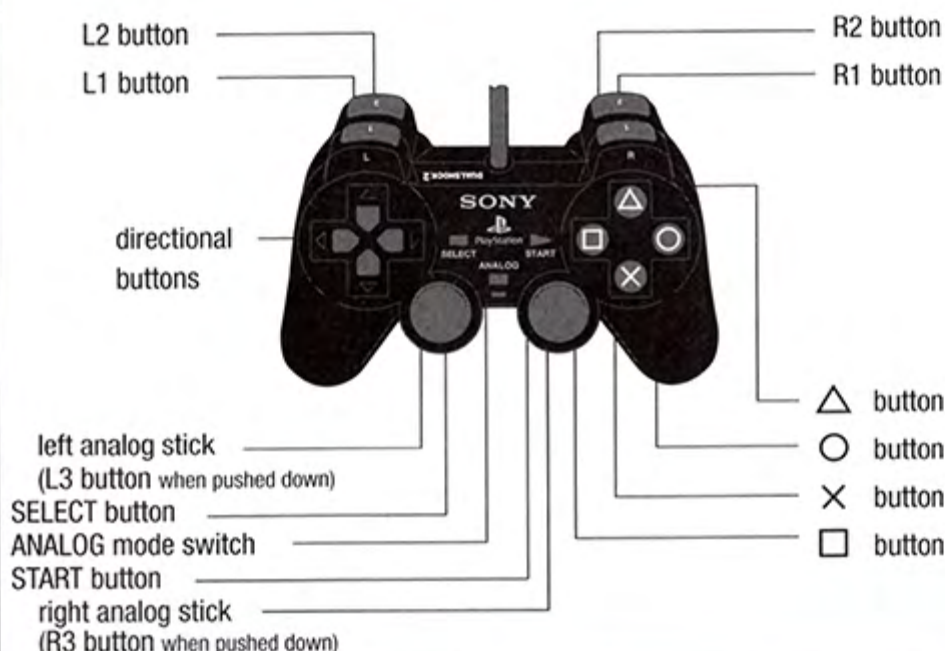
MEMORY CARDS (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

NOTE: **Dance Dance Revolution EXTREME 2** uses at least 254KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

USING THE CONTROLLER

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



BASIC 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 EDIT MODE.
See Page 27, EDIT MODE, for details.

Cancel

Start Game/Open Quick Menu

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. The red mode indicator on the controller will not light, regardless of the setting in the Option Window.

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.

directional buttons

△ button

○ button

× button

□ button

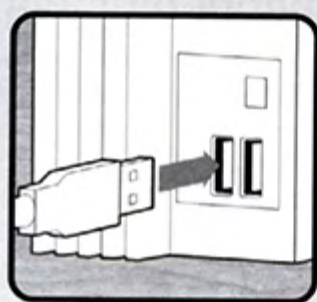
L1, **L2**, **R1**, **R2** buttons

SELECT button

START button

SELECT + START buttons

USING THE EYETOY™ USB CAMERA (FOR PLAYSTATION®2)



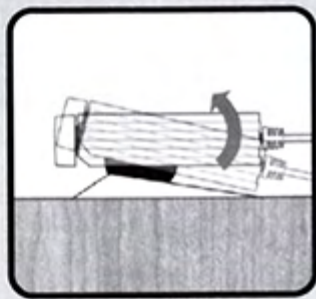
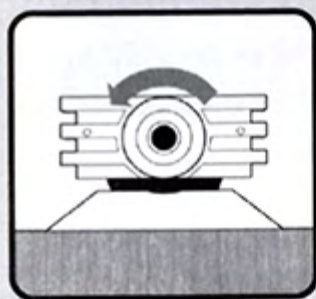
Insert the EYETOY™ USB camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.



Place the camera on top of or immediately below your television and stand back between 5 to 7 feet.



Rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy™ USB camera (for PlayStation®2) upwards. If the EyeToy™ USB camera (for PlayStation®2) is too high, tilt it downwards. You can also swivel the camera base left and right to reposition the camera.



NOTE: Players of different heights should tilt the angle of the camera for extra convenience. DO NOT move the whole camera, just tilt it gently.

TIP: By all means find a waving style that suits you, but it is recommended to wave with your fingers apart as this creates more motion feedback.

TIP: Make sure that there is no movement in the background as background motion may hinder gameplay.

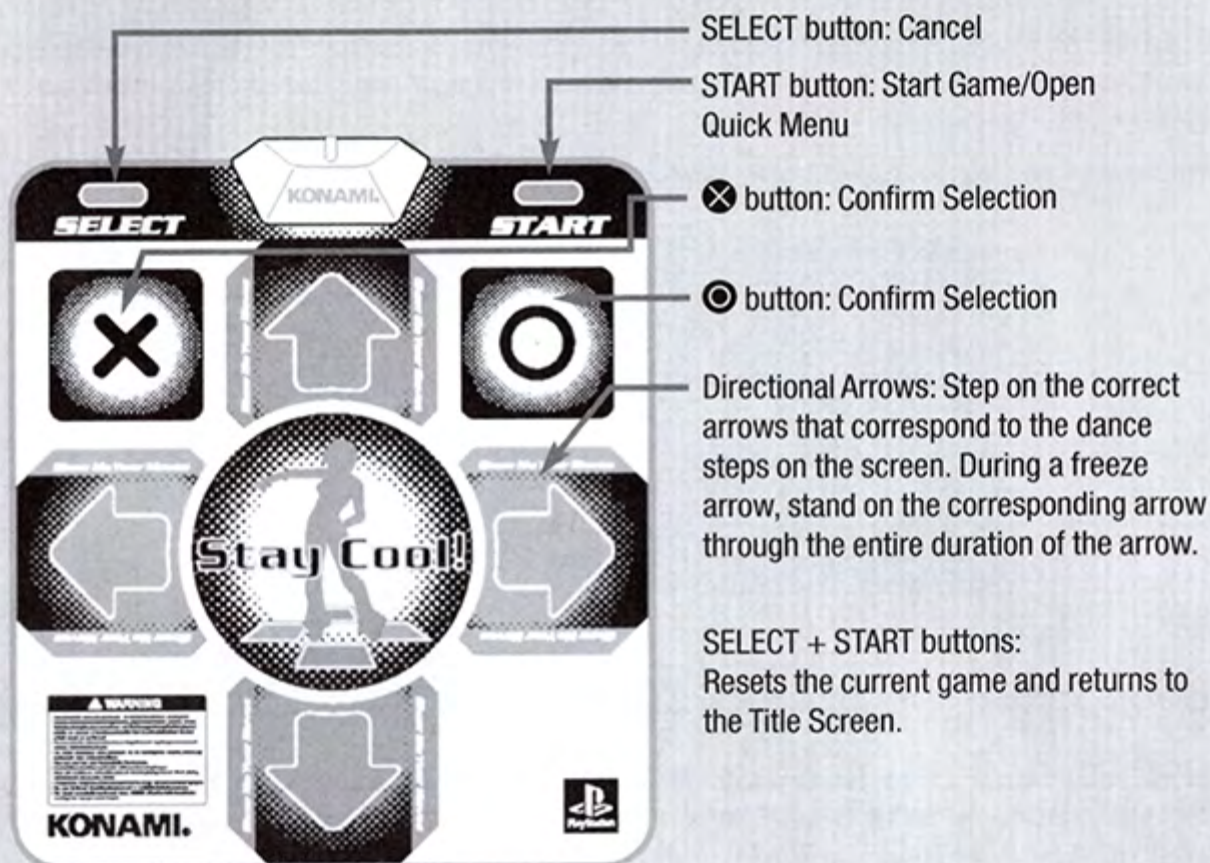
TIP: Make sure you have enough room to play. Consider the space around you and watch out for shelves, doors, walls, pets and above all, other people.

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 stockinged feet.
- Persons with heart and respiratory problems, physical impairments (such as, but not limited to, back, joint, foot, musculature, and circulatory problems) that limit physical activity, are pregnant, or have been advised by their physician to limit their physical activity should not use the DDR Controller.
- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the DDR Controller.
- The DDR Controller should be used on a clean, flat surface. Do not use the DDR Controller on concrete, rock or any surface with sharp or abrasive objects.
- Remove furniture or other objects in proximity to the DDR Controller, and use it in an area with plenty of space, away from walls or windows.
- Keep the DDR Controller away from open flame and other heat sources.
- Do not use the DDR Controller on a wet surface.
- Small children should be monitored at all times when using the DDR Controller.
- The cord for the DDR Controller should be placed properly to avoid risk of tripping persons.
- If two DDR Controllers are being used, make sure the DDR Controllers are far enough apart to avoid injury to players.
- When the DDR Controller is not in use, it should be removed from the playing area and stored properly.
- The DDR Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the DDR Controller. Such actions can void your warranty.
- Audio and video disruptions may occur during game play due to floor vibrations. Adjust the location of the DDR Controller to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.

USING THE DANCE DANCE REVOLUTION™ CONTROLLER



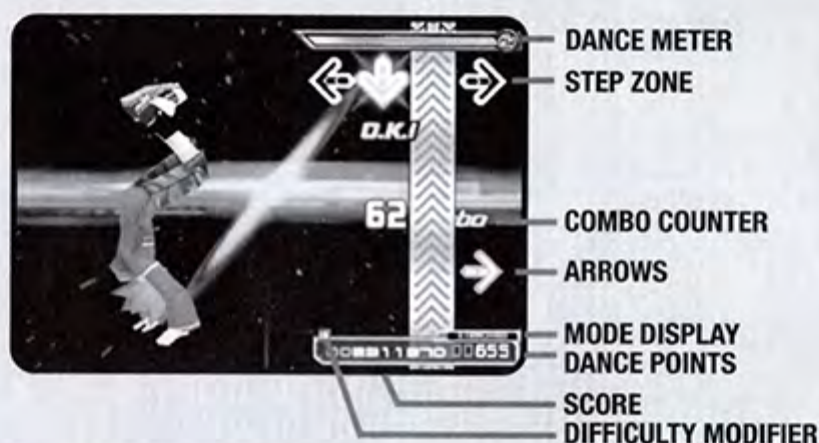
NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to the other sections in this instruction manual for more information.

HOW TO PLAY

Dance Dance Revolution EXTREME 2 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 DDR 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.



STARTING THE GAME

After the introductory logos are displayed, the Title Screen will appear. Press the , or button to bring up the MODE SELECT Screen. Use the directional buttons to scroll UP and DOWN to choose a mode and press the , or button to confirm your selection.

NOTE: There are many different songs and modes in Dance Dance Revolution EXTREME 2. Some songs, modes, and characters cannot be played until specific mission targets in DANCE MASTER MODE are cleared. Do your best and try to unlock them all!

DANCE MASTER MODE:

Prove your worth as a true Dance Master by completing this mode. Navigate through a series of missions and complete the goals in order to move on. Only the best will be able to master every mission. Can you do it?

FREE PLAY MODE:

This mode is similar to the game mode found in other versions of DDR™. It is identical in gameplay and difficulty, however there is no limit to the number of songs you can play. If you have an EyeToy™ USB camera (for PlayStation®2) connected to your game system the Hands & Feet difficulty setting can be enabled in FREE PLAY MODE.

WORKOUT MODE:

Have fun while burning off those calories! WORKOUT MODE allows you to count the number of calories consumed during play. Access WORKOUT MODE to change your personal Workout Settings and view your historical workout data.

ADVANCED MODE:

Challenge your skills with this difficult mode as you try to complete a series of songs with only one dance meter! Expert players can opt for the ultimate Dance Meter Challenge—complete a course with only four mistakes. How far can you get?

NOTE: When you start playing, only Course Mode will be available. The remaining modes must be unlocked before playing.

LESSON MODE:

Learn the basics of DDR EXTREME 2 in a relaxed setting. This is an excellent tutorial that will help you master the introductory steps as well as advanced techniques. Soon you'll be dancing like a pro!

TRAINING MODE:

Having trouble with a particular song? Then this is the place to be! TRAINING MODE allows you to break down a difficult piece step-by-step so you can master the fanciest footwork.

EDIT MODE:

This mode allows players to create original dance routines to any song. The dance steps can be saved and re-played in DDR EXTREME 2. You can also interchange edit data with songs that exist in DDRMAX™ (sold separately) and DDR KONAMIX™ (sold separately).

NOTE: Interchanging edit data only works with the same songs that exist in each game.

ONLINE PLAY:

Go head-to-head against a challenger or compete in the Internet ranking!

RECORDS:

Check out your High Scores for each section.

OPTIONS:

Configure various settings and tweak the game to your liking.

SHOP:

Purchase new songs, courses, outfits and more with the points that you have earned while playing the game.

EXTRA:

Get a sneak peek at *Karaoke Revolution® Party* in this exclusive two song demo!

NOTE: In order to play the demo, you will need to have a USB headset (for PlayStation®2) or a USB microphone.

MY ROOM:

This section contains important information about DDR EXTREME 2 and tracks your progress through the game. As you accomplish certain goals and objectives in the game, this section will notify you each time a change to the game has occurred. You may even discover some secrets!

DANCE MASTER MODE

Dance Master Mode allows you to select different missions to clear. There is a wide variety of missions to choose from, such as "Normal Song," "Songs with Special Targets," and "Course," where you play several songs in a row. At the MODE SELECT Screen, highlight DANCE MASTER MODE and press the ,  or  button to begin.

GETTING STARTED

You will be presented with the following options when you start DANCE MASTER MODE:

NEW GAME: Begin playing a new Dance Master Mode session.

NOTE: If Dance Master Mode play data already exists, selecting "NEW GAME" and saving will delete the preexisting data.

CONTINUE: Continue playing from the previous session. You will not be able to select "CONTINUE" if play data does not already exist.

Dance Master Mode play data is incorporated into the system data.

SELECT CHARACTER

Choose the character you would like to appear on-screen during the game. If you're playing solo, another player can join you by pressing the  button on the unused controller.

Characters will not be visible during certain missions.

SELECT MISSION

Mission details are displayed in the center of the screen. Use the  and  directional buttons to choose, and the  or  button to select. The highlighted mission is the one that is currently selected.

THE GAME SCREEN

1. The song's beginning and end points. The green section is the part that you will play. If the mission is a Course, the number of songs you are required to play will also be shown, and you will be able to recognize the difficulty of the song by color.
2. The mission number.
3. The step difficulty level.
4. The mission difficulty level.



- If only the bar is displayed, it is the standard dance meter. If a number is shown, this indicates the number of times you are allowed to make mistakes. What is considered a mistake depends on the mission.
- The number of times cleared/played. Clears are indicated by a ★. Misses are indicated by an X.
- When the left side is highlighted, difficulty modifier options are pre-set in the mission. When the right side is highlighted, a special requirement must be met before clearing the mission.



TIP: Some missions cannot be cleared simply by playing through the song correctly. Read the mission targets that are displayed at the bottom of the screen carefully before beginning the mission.

TIP: As you clear missions, new selections will be revealed. What will clearing them all reveal?

CHART

The Chart displays the sequence of the selections in diagram form. The mission is indicated by the panel shown on-screen.

This Chart is shown when new selections become available.

If you achieve certain goals, you will be able to select missions directly from the Chart.



To make mission selections from the Chart screen, select "Switch screens" from Quick Menu.

Use the directional buttons to choose, and the or buttons to select.

To return to standard selection display, select "Switch screens" again from Quick Menu.

QUICK MENU

You can access the Quick Menu and choose any of the listed functions by pressing the button when a green tag is visible on the left-hand side of the screen. You can exit the Quick Menu at any time by pressing the button a second time.

SWITCH SCREENS: Switch menu screens. This option must be unlocked.

SHOP: Go to the Shop and purchase items for sale.

SAVE: Save your data.

MAIN MENU: Return to the Main Menu.



FREE PLAY MODE

Similar to the game mode found in prior games, FREE PLAY MODE in DDR EXTREME 2 allows you to play an unlimited number of songs. Keep choosing songs all night long!

GETTING STARTED

At the MODE SELECT screen highlight FREE PLAY MODE and press the ,  or  button to select a play style. Select from SINGLE, VERSUS, DOUBLE or Hands & Feet play mode and confirm the selection with the  or  button.

SINGLE: One player game.

VERSUS: Two players compete against each other.

DOUBLE: One player uses both controllers.

Hands & Feet: One player plays using both hands and feet. In addition to steps for the feet, hand icons will appear from the left and right sides of the screen. When they overlap with the mark at the top of the screen, touch the mark. Hands & Feet cannot be played if the EyeToy™ USB camera (for PlayStation®2) is not connected to the console.

NOTE: When playing in SINGLE play style, another player can join in the game by pressing the START button on the unused controller.

TIP: If you enable the EyeToy™ USB Camera (for PlayStation®2) but do NOT choose Hands & Feet mode, you will play the normal game, but all of the backgrounds will be replaced with you! To display the camera view, press the  button to open the Quick Menu and then select CAMERA view. This enables you to make any necessary adjustments to the EyeToy™ USB camera (for PlayStation®2). Hold down the  button to exit this mode and return to the previous screen.

USING THE EYETOY™ USB CAMERA (FOR PLAYSTATION®2)

Select whether or not to play modes using the EyeToy™ USB Camera (for PlayStation®2).

By choosing to use the EyeToy™ USB Camera (for PlayStation®2), you will be able to use images taken by the camera as the game's background screen, or play the Hands & Feet style.

NOTE: You will not be able to play modes using the EyeToy™ USB camera (for PlayStation®2) if it is not plugged into the console.

SELECT CHARACTER

After the style has been selected, select a character you would like to have on-screen during play. If you wish to play without any characters, select OFF from the Select Character menu.

If you are playing SINGLE, another player can join the game by pressing the  button on the unused controller.

NOTE: Characters will not be displayed in modes using the EyeToy™ USB camera (for PlayStation®2), or during certain songs.



SELECT MUSIC

After the play style and character have been selected, the Select Music screen will appear. Use the **←** and **→** directional buttons to cycle through the different songs. You can set the difficulty of the steps and the **OPTIONS** by pressing the **↑** and **↓** directional buttons.

A preview of each song will play automatically before a selection is made.

The available difficulty levels differ, depending on the song. If you are playing SINGLE, another player can join the game by pressing the  button on the unused controller.

If there is selectable data in the "Edit Library" file in your memory card (8MB)(for PlayStation®2), you can access it by choosing "EDIT DATA." After choosing the folder containing the saved Edit Data you'd like to play, select the edited song.

When all adjustments are made, confirm a song selection with the  or  buttons.



DIFFICULTY MENU

Press the  or  directional buttons to toggle between the BEGINNER, LIGHT, STANDARD, HEAVY and CHALLENGE difficulty settings. The colors associated with these difficulties are light blue (BEGINNER), yellow (LIGHT), red (STANDARD), green (HEAVY) and purple (CHALLENGE).

BEGINNER: The easiest difficulty level that has an easy-to-follow on-screen dancer to guide the player. First-time players should start at this level. BEGINNER level does not support the DOUBLE play style.

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

STANDARD: Intermediate difficulty where dance steps follow complex patterns.

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

CHALLENGE: Strictly for DDR pros. This difficulty class is similar to HEAVY 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.

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

FOOT RATING

The rating scale is based on the original Dance Dance Revolution™ rating system and uses a ten foot scale. A higher foot rating in a song indicates a harder difficulty (1 foot = easiest, 5 feet = average, 10 feet = hardest). The color of the foot rating will change depending on the difficulty level selected.

BEGINNER	??????????
LIGHT	??????????
STANDARD	??????????
HEAVY	??????????
CHALLENGE	??????????
OPTION	

GROOVE RADAR

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

STREAM: Overall density in the dance step patterns.

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

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

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

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



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

HANDS & FEET/EYETOY™ USB CAMERA (FOR PLAYSTATION®2)

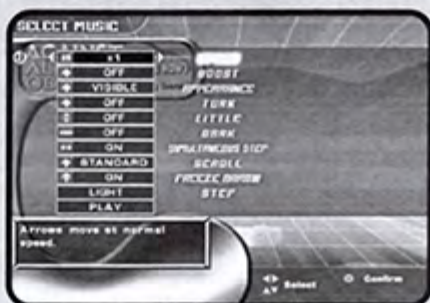
Experience a very physical way to play the FREE PLAY MODE of DDR EXTREME 2 by using your hands and your feet. This game is designed for one player only and EDIT DATA functions are not available.

Dance steps and hand icons will scroll from the bottom of the screen to the top. Move your left and right hands to touch the permanent hand icons near the upper left and upper right of the screen when the corresponding hand icons cross the TOUCH ZONE.

Perform the dance steps by following the traditional DDR rules and guidelines.

SONG OPTIONS

Choose **OPTION** in the difficulty menu to bring up the Song Options screen.



SPEED Step speed settings
Choose from x1, x1.5, x2, x3, x5, and x8.

BOOST Arrow acceleration
(OFF) Default
(ON) Arrows will speed up as they scroll along the screen.

APPEARANCE Arrow visibility
(VISIBLE) Default
(HIDDEN) Arrows vanish partway.
(SUDDEN) Arrows become visible partway.
(STEALTH) No arrows are visible.

TURN Step orientation
(OFF) Default
(MIRROR) Rotate steps 180 degrees.
(LEFT) Rotate steps 90 degrees counterclockwise. Cannot be selected in DOUBLE.
(RIGHT) Rotate steps 90 degrees clockwise. Cannot be selected in DOUBLE.
(SHUFFLE) Steps are rotated randomly. Cannot be selected in DOUBLE.

LITTLE Turn quarter notes on or off.
(OFF) Default
(ON) Steps consist of quarter notes only.

DARK Enable or disable the Step Zone at the top of the screen.
(OFF) Default
(ON) Remove Step Zone from screen.

SIMULTANEOUS STEP Adjust simultaneous step settings.
(ON) Default
(OFF1) Simultaneous steps on one side only.
(OFF2) No simultaneous steps.

SCROLL Arrow scroll settings
(STANDARD) Default
(REVERSE) Arrows move from top to bottom of screen.

FREEZE ARROW Turn FREEZE ARROWS on or off.
(ON) Default
(OFF) No FREEZE ARROWS.

STEP DIFFICULTY The levels that are available differ depending on the song and play style.
(Hands & Feet)
(BEGINNER)
(LIGHT)
(STANDARD)
(HEAVY)
(CHALLENGE)

EDIT DATA

By selecting EDIT DATA from the Select Music screen, you can load customized edit data that was previously saved on a memory card (8MB) (for PlayStation®2). Follow the on-screen instructions to access the edit data on the memory card (8MB) (for PlayStation®2). Once the memory card (8MB) (for PlayStation®2) is accessed, highlight and select the Folder that contains the edit data you wish to load.

Press the **X** or **O** button to load the selected Folder. If there is edit data inside the selected Folder, a list of the edit data will be displayed. Use the directional buttons to select the edit data you would like to play. Press the **SELECT** button to return to the Character Select screen. To return to the Select Music screen, choose ORIGINAL STEP DATA. For more information on EDIT MODE, see p. 27.



RANDOM AND ROULETTE

The default arrangement for the song selection features a RANDOM and ROULETTE option. These options will let you choose songs at random. When RANDOM is selected, the game will automatically choose a song for you. When ROULETTE is selected, the song list will cycle continuously until the player stops the spinning process with the **X** or **O** buttons.



QUICK MENU

You can access Quick Menu and choose any of the listed functions by pressing the **START** button when a green tag is visible on the left-hand side of the screen.

SORT: Toggle the song order in SELECT MUSIC. [Default / ABC (alphabetical) / BPM (speed) / Favorites / Default]



SAVE: Save your data.

RECORDS: View your high scores by song.

CAMERA: Check the picture and make any necessary adjustments when playing modes that use the EyeToy™ USB Camera (for PlayStation®2).

WORKOUT MODE

In WORKOUT MODE, you can change the pattern of the steps to give you an effective aerobic workout, or play Courses that are best suited for burning calories.

You can view your workout data in a number of fun ways, such as tracking the total number of calories you've burned, or converting your data to give the total distance ran. DDR EXTREME 2 will track your distance in 10 mile blocks. You can also input your weight and save it as a graph, so use it to plan your fitness regimen!

Up to 10 different players can track their data in WORKOUT MODE by saving play data to a User File.

WHAT IS THE USER FILE?

The User File contains various individual settings and records, and is stored in the system data.

In one system data file, you can store up to 10 User Files, allowing you to enjoy WORKOUT MODE with friends and family.

You can also set a password on each User File so that you can prevent your WORKOUT DATA from being accidentally overwritten when playing with others.

TIP: Anyone can enjoy WORKOUT MODE, even without saving play data by using the GUEST File.

CREATING A NEW USER FILE

When playing WORKOUT MODE for the first time, select Create New from the User List to create a new User File.

Use the directional buttons and the  or  buttons to choose your Character icon and User List frame tag color (and password if desired). You can continue to play with the same settings and accumulate data by selecting the same user in following sessions.

SETTING A PASSWORD

When creating a new User File or while changing your User File settings, you can set your own password using the directional buttons. Thereafter, when you choose a password-protected User File from the User List, you will need to enter the correct password in order to open it. Please do not forget your password, or you will be unable to access the file.



USER MENU

The START, EDIT, DELETE, and RETURN submenus are displayed when you select a preexisting user.

START: Begin playing using the selected User File.

EDIT: Change your icon, window color, password, and other user settings.

DELETE: Delete the current user.

RETURN: Return to the User List screen.

MAIN MENU

PLAY: Begin playing in WORKOUT MODE after determining WORKOUT SETTINGS.

RECORDS: Jump to the Records screen.

BACK: Return to the User List screen.

WORKOUT SETTINGS

Determine various settings for WORKOUT MODE.

Individual settings for 1P and 2P:

WEIGHT: Input weight.

MENU: Choose between No Setting, Calories Burned, and Play Time.

GOAL: Select a target goal as appropriate to the setting chosen in MENU.

WORKOUT STEP: Choose whether or not to use easy steps that are suited to the workout, by selecting ON or OFF.

SIMULTANEOUS STEP: Choose whether or not to incorporate SIMULTANEOUS STEP by selecting ON or OFF.

Common settings for 1P and 2P:

PROGRAM: Choose COURSE or FREE

PROGRAM: COURSE

Play a series of songs that have been pre-selected as a WORKOUT MODE Course.

In COURSE ORDER, you can choose a combination of songs, difficulty levels, and OPTIONS to your own liking, and create an original Course.

Workout COURSE/COURSE ORDER is created the same way as COURSE PLAY in Advanced Mode.

PROGRAM: FREE

Select any song to play, just like in Free Play Mode.



RESULTS

You will be shown various results when you finish playing. The first window to appear on the RESULTS screen is the EXERCISE window. You can also use the  button to toggle to the DIARY screen.

EXERCISE WINDOW

This window shows you the amount of exercise you've done in calories, as well as in terms of distance.

Select between the CONTINUE, EXIT, or Switch Display menus. Selecting Switch Display will display the DIARY window. The weight display can be toggled with the START button.

TIP: You can scroll the graph by pressing  and  on the directional buttons. You can zoom in or out on the graph by pressing  and  on the directional buttons.



EXPLANATION OF RESULTS

REMAINING: The difference between your target goal and the number of calories/amount of time you achieved.

CALORIES BURNED: The number of calories you've burned in 1 game.

ACCUMULATION: The total number of calories you've burned since loading the current user data.

JOGGING: Accumulation is converted into the equivalent distance jogged.

CUMULATIVE CALORIES BURNED: The total number of calories you've burned to date.

AVERAGE CALORIES BURNED: The average number of calories you've burned.

DIARY WINDOW

The number of calories you've burned is displayed by date in bar chart form. Your weight is displayed by date as a line plot. Press  and  to zoom;  and  to move between dates. Select either CONTINUE, EXIT, or Switch Display. Selecting Switch Display will display the EXERCISE window.



EXIT

Return to the Mode Select.

CONTINUE

Return to the beginning of the game mode. (Music selection menu if playing FREE mode; COURSE selection menu if playing COURSE mode.)

RECORDS

Displays the user's records to date. The data displayed here is basically the same as RESULTS.



ADVANCED MODE

Geared towards advanced players, you can enjoy playing the game under more challenging rules. Advanced Mode features four different types of gameplay. Initially only the COURSE mode is available. You will have to unlock the rest by achieving certain targets while playing DDR EXTREME 2.

COURSE: Play a series of predetermined songs. You can also create your own original Course to play.

ENDLESS: Keep on playing until the dance meter runs out. You can opt to only play songs of your own choosing, or add various Options to the game.

COMBO CHALLENGE: The game is over once your COMBO ends! This mode is for super expert players. See how long you can continue to earn a COMBO.

SURVIVAL: Get a rating of GOOD or lower 4 times, and the game ends immediately! This mode is for expert players. See how long you can keep playing.



COURSE (HOW TO PLAY)

1: Select a play style

First, you must select a play style. Choose VERSUS to play against another player.

2: Select a character

Choose the character you would like to use.

3: Select a Dance Meter

Choose between two Dance Meters: Normal and Challenge.

NORMAL: Keep playing until the gauge runs out, just like in normal gameplay. Play all of the songs in the Course using one gauge.

CHALLENGE: You will lose a Chance each time you get a rating of GOOD or lower. When you lose all 4 Chances, the game is over.

4: Select a Course

Use the **←** and **→** directional buttons to choose which Course to play. The song list for each Course is shown on the right-hand side of the screen, to make Course selection easier.

5: Select OPTIONS

Selecting OPTIONS will bring up the Select Options menu. After setting your preferred options and returning to the COURSE screen, you will see a checkmark next to the Select Options menu item. Start the game with the checkmark icon on to play the Course with the options you've set.



NOTE: In Courses where there is a lock icon next to the "Select Options" status, the options are predetermined and cannot be changed by the user.

6: Begin game

The game will start once you choose either "NORMAL" or "DIFFICULT." Gameplay in "DIFFICULT" is more demanding than in "NORMAL" mode.

COURSE ORDER

In the COURSE menu screen, place your cursor on ORDER COURSE, and select "ORDER," located underneath the banner. This will bring up the ORDER menu, where you can create your own original Course. You can create up to 10 Courses, numbered from 1 to 10.

1: Choose a stage

The COURSE song list is displayed on the right-hand side of the screen. Use the  and  directional buttons to move the cursor, and choose the stage you wish to configure. You can set up to 20 stages.

2: Press the button to confirm your selection and bring up the Select Song menu.

Use the  and  directional buttons to choose songs, just like in regular game play.

3: The Select Song menu will disappear when you confirm your selection, and the cursor will jump to the Difficulty/Options menu on the left-hand side of the screen. Set the difficulty of the steps in the song by choosing from BEGINNER, LIGHT, STANDARD, HEAVY, or CHALLENGE, and press the button to confirm.

NOTE: LIGHT, STANDARD and HEAVY difficulties may not be available for some songs.

4: OPTIONS

Move the cursor to OPTIONS and press the  or  button to bring up the Select Options menu. When you set options, a checkmark will appear next to the options menu item, just like when you play a standard Course.

5: When you have finished setting the difficulty level and the options for the song, toggle the last menu item to "O.K. (NEXT)" using the and directional buttons, and press the or button to confirm. The last menu item can be toggled between O.K. (NEXT), FINAL STAGE, and END ORDER, as necessary.

O.K. (NEXT): Finalize current stage settings and move to the next stage.

FINAL STAGE: Set the current stage as the last song in the ORDER COURSE.

END ORDER: Exit the ORDER menu and return to the COURSE menu screen.

6: You have now completed setting a stage. Continue to repeat steps 1 through 5 until you have set the number of stages you desire. The maximum number of stages allowed is 20.

7: Once you have finished entering the final song you want to play, toggle the last menu item on the left-hand side to "FINAL STAGE" and confirm your choice. The current song will be set as your FINAL STAGE. For example, if you set Stage 5 as your FINAL STAGE, this ORDER COURSE will consist of Stages 1 to 5, and stages after 6 will be dimmed.

8: When you are done with the ORDER menu, press the button or the button. You will return to the COURSE menu screen.

9: You can play the ORDER COURSE by selecting PLAY in the COURSE menu screen.

NOTE: ORDER COURSES you have created are recorded in the system data. To save, please save your system data.

ENDLESS

Keep on playing until the gauge runs out.

1: Select a play style. VERSUS is unavailable under this rule.

2: Endless Settings

Choose various settings for ENDLESS gameplay:

Step: Choose the song difficulty at which you'd like to play from the 5 listed below:

BEGINNER

LIGHT

STANDARD

HEAVY

RANDOM (all levels mixed at random)

NOTE: If the chosen difficulty level does not exist for a particular song, the song will not appear in the list.

BREAK STAGE: Set how often you want to take a break (every X number of songs).

SELECT OPTIONS: Press the  button to bring up the Select Options menu.

MUSIC PROGRAM: Set the song lineup for the game. You can select by song to create a lineup of your own choosing.

3: Checkmarks will be removed from the songs that match the removal criteria. Use the BPMs and difficulty levels listed next to the song titles to further customize your song lineup. You can add and remove checkmarks, to ensure that the songs you want to play are on the list (checked), and the songs you don't want to play are not on the list (unchecked).

4: Return to the ENDLESS SETTING menu by pressing the  button, and select PLAY to begin the game.

NOTE: Dancer models will appear at random.

SET MUSIC PROGRAM

1: Select "Music Program" to jump to the Music Program menu.

2: You will be asked if you want to use the Batch Deletion function, which removes all songs matching a certain criteria. Choose the criteria for the type of song you do not wish to play. After Batch Deletion, you can also customize the lineup by song.

Batch Deletion criteria:

FAST: Delete all songs with a BPM of 200 or more.

SLOW: Delete all songs with a BPM of 100 or less.

ENERGY LEVEL: Delete all songs with HEAVY STEPS of Foot Rating 8 or more.

SNOOZE LEVEL: Delete all songs with LIGHT STEPS of Foot Rating 2 or less.



COMBO CHALLENGE

The game is over once your COMBO ends! This rule is for expert players to see how long you can continue to earn a COMBO. VERSUS mode is unavailable.

Select from the following 5 difficulty levels:

- BEGINNER
- LIGHT
- STANDARD
- HEAVY
- ALL (all levels mixed at random)

NOTE: You can not select Beginner level when you are playing DOUBLE mode.

SURVIVAL

Get a rating of GOOD or lower 4 times, and the game ends immediately! This rule is for expert players. VERSUS mode is unavailable. How long can you keep playing?

Select from the following 5 difficulty levels:

- BEGINNER
- LIGHT
- STANDARD
- HEAVY
- ALL (all levels mixed at random)

NOTE: You can not select Beginner level when you are playing DOUBLE mode.



LESSON MODE

The LESSON MODE is your first step in becoming a professional DDR EXTREME 2 player. This easy-to-use tutorial will teach you valuable Dance Dance Revolution™ techniques while helping you learn the basic, intermediate and advanced dance steps. Even if you are not a beginner, there are many techniques that you can learn in the LESSON MODE to improve your performance on harder songs.

- 1: There are eight sections in each of the three lessons.
- 2: As you play each section of a lesson, a check mark is placed next to that section indicating that you have practiced that lesson.
- 3: If the on-screen lesson instructor believes you have passed that section, the check mark will become a star.
- 4: After you have collected stars 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 on to the next lesson after passing all sections in the previous lesson.

Press the  button to exit LESSON MODE.



TRAINING MODE

The TRAINING MODE is designed to help you practice any songs featured in DDR EXTREME 2. 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.

Choose TRAINING MODE at the MODE SELECT Screen and press the , , or  buttons to begin. Choose the song you wish to practice and press the  or  button to bring up the Training Menu.

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: Set the game mode to practice. Select from SINGLE, VERSUS or DOUBLE.

Difficulty: Select BEGINNER, LIGHT, STANDARD, HEAVY or CHALLENGE difficulty. Some songs do not offer all difficulty classes.

NOTE: You can not select BEGINNER difficulty when you are playing DOUBLE mode.

Music Speed: Change the speed of the song to a value between 1 and 5 (5 is the default speed).

Assist: This setting helps you learn the timing and rhythm needed to hit the arrows correctly by using handclaps or a metronome as your guide. You can turn the HAND CLAP, METRONOME, and SONG functions ON or OFF individually.

NOTE: If Music Speed is set between 1 and 4, SONG is automatically turned OFF, and cannot be changed.

Select Options: Adjust the following difficulty modifiers:

Speed: Choose from x1, x1.5, x2, x3, x5 or x8 (default x1)

Boost: Choose from ON or OFF (default OFF)

Appearance: Choose from VISIBLE, HIDDEN, SUDDEN, or STEALTH (default VISIBLE)

Turn: Choose from OFF, MIRROR, LEFT, RIGHT, or SHUFFLE (default OFF)

Little: Choose from ON or OFF (default OFF)

Dark: Choose from ON or OFF (default OFF)

Simultaneous Step: Choose from ON, OFF1 or OFF2 (default ON)

Scroll: Choose from STANDARD or REVERSE (default STANDARD)



Freeze Arrow: Choose from ON or OFF (default ON)

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

Bar End: 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 Bar Start and Bar End settings. Before starting, you can use the  and  directional buttons to choose between playing the whole song or only the selected range. Begin playing by pressing the  button.

 directional button: Play the entire song from start to finish.

 directional button: Play the portion of the song identified by the Bar Start and Bar End settings.

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

NOTE: To exit the Training Menu simply press the  button or  button to bring up the Exit menu and then choose YES.

EDIT MODE

EDIT MODE enables you to create a custom designed dance routine for any song featured in DDR EXTREME 2. Dance routines can be saved to a memory card (8MB)(for PlayStation®2) for future playback or editing. Additionally the dance routines can be used in FREE PLAY MODE and TRAINING MODE. If the same song exists on DDRMAX™ or DDR KONAMIX™, you can interchange the edit data between those games (for more information on using edit data between DDR games, refer to the in-game instructions located in the INFORMATION section of MY ROOM).

NOTE: A DUALSHOCK®2 analog controller is required when creating edit data in EDIT MODE.

CONTROLS

L1 button: Change cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit. Green: 1/12th unit (1/12th units can not be selected unless activated in SEQUENCE OPTIONS first).

L2 button: Places area mark. Placing two marks in different sections determines the editable area. Hold down the button to erase all area marks.

R1 button: Press to quickly scroll through the sequence.

R2 button: Displays the Area Menu.

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

← and **→** directional button: Switch between 1P side or 2P side / Switch menus / Changes the menu select content / Places or deletes corresponding arrows during recording.

SELECT button: Access SEQUENCE OPTIONS.

START button: Begin recording. Hold down to stop the recording session.

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

◻ button: Places LEFT arrows / Deletes LEFT arrows that already exist.

○ button: Places RIGHT arrows / Deletes RIGHT arrows that already exist / Confirms command selection.

⊗ button: Places DOWN arrows / Deletes DOWN arrows that already exist / Confirms command selection.

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

left analog stick: Increases scroll speed in the sequence (red mode indicator should be lit).

right analog stick: Changes width of the sequence (red mode indicator should be lit).

MAIN MENU

NEW DATA: Create a new edit file.

LOAD: Load edit data saved in the Edit Library.

LIBRARY MANAGER: Manage edit data saved in the Edit Library.

OUTSIDE MANAGER: Manage edit data that is saved outside of the Edit Library on the memory card (8MB) (for PlayStation®2), such as edit data files from DDR KONAMIX™.

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

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



EDIT LIBRARY (GETTING STARTED)

In order to use EDIT MODE and create edit data files, an Edit Library is required. The Edit Library is a convenient organizational/management system of all edit data files stored on the memory card (8MB)(for PlayStation®2).

The Edit Library is created on a memory card (8MB) (for PlayStation®2) the first time the EDIT MODE is accessed. Only one Edit Library can be created per memory card (8MB)(for PlayStation®2). Within the Edit Library, up to five different Edit Library folders can be created. Each folder can contain a maximum of 30 different edit data files (for a total of 150 edit data files). Additionally, edit data can be transferred and exported using the Input/Output functions. Review the sections on Library Manager and Outside Manager on pp.31-34 for further information.



EDIT MENU

NEW DATA: Create a new edit file. A memory card (8MB)(for PlayStation®2) is needed to save or load files.

SAVE & LOAD: Open menu to save and load files.

QUICK SAVE: Quickly saves any changes/modification to the currently saved file.

RECORDING: Accesses Recording Option Menu / While in the work area, press the START button to begin recording.

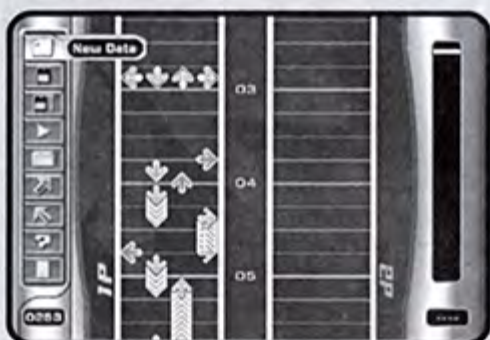
The following settings can be changed in the Recording Option Menu:

PLAY TYPE: Select from JUDGE 1, JUDGE 2, Watch, Over Input and Save Input

REPEAT: Set loop play ON/OFF.

INPUT SE: Turn the sound effect for entering/erasing an arrow during recording ON/OFF.

FILTER BRIGHT: Adjusts how much of the Edit Screen is viewed during playback of a song (only available on JUDGE 2 setting).



OPTIONS:

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

BGM: Turns background music ON/OFF during editing.

ICON EXPL: Turns Edit Menu icon explanation ON/OFF.

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

Library Manager: Manage edit data saved in the Edit Library. The Library Manager offers many different functions for edit data files, such as copying, renaming, changing, deleting, and saving. Additionally, edit files can also be outputted to the Outside Manager. Refer to Library Manager p.31 for more information.

Outside Manager: Manage edit data that is saved outside of the Edit Library on the memory card (8MB)(for PlayStation®2), such as edit data files from DDR KONAMIX™. Additionally, edit files can also be inputted to the Library Manager. Refer to Outside Manager p.33 for more information.

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

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

AREA MENU (R2 BUTTON):

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

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

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

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

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

REVERSE: Arrows in the selected area will be rearranged by the following options:

MIRROR: All arrows (UP and DOWN/LEFT and RIGHT) will be reversed.

UP/DOWN: Only UP and DOWN arrows will be reversed.

LEFT/RIGHT: Only LEFT and 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 (SELECT BUTTON):

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

ZOOM: Set the view magnification to OFF, x2 or x4. When TRIPLE is set to "ON," the ZOOM is OFF, x2 or x3.

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 ↑ and ↓ directional buttons.

To delete a freeze arrow, hold down the corresponding arrow input button (△, ○, ×, □) while pressing the ↑ and ↓ 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 ↑ and ↓ directional buttons to adjust the desired length of the freeze arrow.

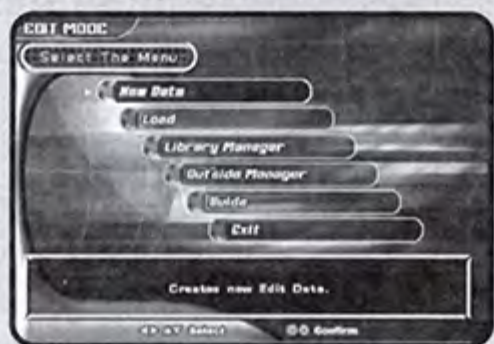
WORK AREA: Two types of step arrangement can be selected. NORMAL (1P and 2P sides are divided) and DOUBLE (1P and 2P sides are combined).

ARROW: Change the type of arrow displayed.



GETTING STARTED (EDIT MODE)

- 1) After accessing the EDIT MODE for the first time, an Edit Library is created on the memory card (8MB)(for PlayStation®2).
- 2) Select New Data.
- 3) Select a song.
- 4) Select a play style (Single, Couple, Double).
- 5) Decide if Konami sample data will be used (If YES is selected, the game will import the song's default step patterns to get you started with the re-editing process).
- 6) Begin placing arrows to create a new edit.
- 7) Save the edit data by selecting Save & Load from the Edit Menu.
- 8) Choose an empty slot in the Edit Library folders to save the data.



9) The Groove Radar shown on the SAVE/RENAME screen displays the status of the EDIT DATA that you've created. Name your EDIT DATA using the on-screen keyboard.

10) You can set the difficulty level of the EDIT DATA by selecting "FOOT." Follow the on-screen instructions to set the difficulty level and FOOT RATING. Select END to confirm and save.



NOTE: These ratings are also listed in the Library Manager and Outside Manager. Use the Groove Radar to make adjustments as necessary, so that you can assign ratings that will provide reference when playing EDIT PLAY with friends.

11) Saved edit data can be re-edited after loading the data (Select Load from the EDIT MODE Main Menu).

12) When re-editing a previously loaded file, the QUICK SAVE function will overwrite the existing data and store any changes/updates to the file.

13) Once a saved edit data file is ready for use, the edit data can be played in other sections of the game, such as FREE PLAY MODE and TRAINING MODE.

14) Edit data must be saved in the Edit Library before it can be used in FREE PLAY MODE or TRAINING MODE.

15) Edit data outputted by the Outside Manager cannot be used until the files are inputted and saved in the Library Manager. Refer to Outside Manager p.33 for more information.

LIBRARY MANAGER

The Library Manager organizes all edit data files and offers many different functions for managing the edit data.

- 1) The Library Manager organizes 30 different edit data files saved on the memory card (8MB)(for PlayStation®2) in a Folder. A maximum of five different Folders can be created (for a total of 150 edit data files).
- 2) To access Library Manager functions on any edit data file, highlight the appropriate edit data file and press the **○** or **×** buttons twice. The Library Manager Menu will appear. Refer to the Library Manager Menu for more information.
- 3) When there is more than one Folder, switch between Folders using the **L1**, **L2**, **R1**, and **R2** buttons. Subsequently, Folders can be deleted by selecting "FOLDER DELETE" on the desired Folder that is to be removed.
- 4) It is possible to COPY and CHANGE edit data files in different Folders. For example, data saved in the 12th spot of Folder 1 can be exchanged with data saved in the 25th spot of Folder 5.
- 5) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB)(for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.



LIBRARY MANAGER MENU

COPY (CREATES DUPLICATE EDIT DATA FILES)

- 1) After choosing an edit data file, open the Library Manager Menu and select COPY from the menu using the  or  buttons.
- 2) Select an empty position in the Folder to copy the data. Data is successfully copied as long as data with the same name does not already exist in the Folder. If there is already data with the same name, save the edit data file under a different name.

RENAME (RENAMES EDIT DATA FILES)

- 1) After choosing an edit data file, open the Library Manager Menu and select RENAME from the menu using the  or  buttons.
- 2) Confirm that you wish to rename the file and adjust the file name accordingly on the RENAME Screen.
- 3) When you are finished adjusting the name, select "END" from the RENAME Screen and confirm the name change.
- 4) The name cannot be changed to a name that already exists.

CHANGE (MOVES/EXCHANGES EDIT DATA FILES TO A DIFFERENT POSITION)

- 1) After choosing an edit data file, open the Library Manager Menu and select CHANGE from the menu using the  or  buttons.
- 2) Select an empty or filled position in the Folder.
- 3) Data is successfully moved/exchanged as long as data with the same name does not already exist. If there is already data with the same name, the edit data file must be renamed first.
- 4) For easier convenience, files can be moved/exchanged without accessing the CHANGE function.
 - a. Highlight the edit data file and press the  or  buttons to select the data.
 - b. Highlight the empty or filled position in the Folder and press the  or  buttons.
 - c. The edit data file is moved/exchanged.

OUTPUT (REFORMATS EDIT DATA FILES AND OUTPUTS THEM FROM THE EDIT LIBRARY)

- 1) After choosing an edit data file, open the Library Manager Menu and select OUTPUT from the menu using the  or  buttons..
- 2) Data is successfully outputted as long as data with the same name does not already exist on the memory card (8MB)(for PlayStation®2). If there is already data with the same name, the data must be renamed before outputting.
- 3) Outputted data is organized in the Outside Manager and stored on the memory card (8MB)(for PlayStation®2) in the original PlayStation® memory card format.
- 4) This process enables you to use edit data files created in DDR EXTREME 2 with DDR KONAMIX™. For more information on using edit data between DDR games, refer to the in-game instructions located in the INFORMATION section of MY ROOM.

NOTE: This feature only works with the same songs that exist in each game.

DELETE (REMOVES EDIT DATA FILES)

- 1) After choosing an edit data file, open the Library Manager Menu and select DELETE from the menu using the **○** or **×** buttons..
- 2) An on-screen message will prompt you to confirm the file deletion. Please be sure that the correct data has been selected before deleting.
- 3) If you accidentally delete the incorrect file, you can still retrieve the original file as long as you have not saved the changes to the Edit Library. Exit EDIT MODE and re-enter EDIT MODE to load the memory card (8MB)(for PlayStation®2).

SAVE (SAVES CHANGES TO THE EDIT LIBRARY)

- 1) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB)(for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.
- 2) Updates and changes to the Edit Library can be saved by accessing the Library Manager Menu or by selecting "SAVE" on the main Library Manager Screen.

CANCEL (CLOSES LIBRARY MANAGER MENU)

Selecting CANCEL from the Library Manager Menu will close the menu and return to the main Library Manager Screen.

OTHER LIBRARY MANAGER FUNCTIONS

FOLDER CREATE (CREATES NEW FOLDERS)

Use the **L1**, **L2**, **R1**, and **R2** buttons buttons to switch from the existing Folder to a NEW FOLDER Screen. Select FOLDER CREATE on the screen menu to create a new Folder.

FOLDER DELETE (REMOVES EXISTING FOLDERS)

Use the **L1**, **L2**, **R1**, and **R2** buttons buttons to switch from the existing Folder to the desired Folder that you want to remove. Select FOLDER DELETE on the screen menu to delete the appropriate Folder. Any edit data files stored in the Folder will also be deleted.

NOTE: It is not possible to delete a folder in Library Manager when only one Folder exists.

If you wish to delete this folder, access the PlayStation®2 console browser for the memory card (8MB) (for PlayStation®2) and delete the Edit Library data file. However, the next time you access EDIT MODE, the game will create a new Edit Library.

OUTSIDE MANAGER

The Outside Manager organizes all edit data files that were outputted from the Edit Library or edit data files that are stored on the memory card (8MB)(for PlayStation®2) in the original PlayStation® memory card format.



- 1) The Outside Manager organizes edit data files saved on the memory card (8MB)(for PlayStation®2).

- 2) 20 different edit data files can be displayed on one list. Use the **L1**, **L2**, **R1**, and **R2** buttons to switch between lists. The maximum number of lists and edit data files depends on the amount of available space on your memory card (8MB)(for PlayStation®2).
- 3) To access Outside Manager functions on any edit data file, highlight the appropriate edit data file and press the **○** or **✕** buttons. The Outside Manager Menu will appear. Refer to Outside Manager Menu below for more information.
- 4) Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB)(for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.

OUTSIDE MANAGER MENU

INPUT (REFORMATS EDIT DATA FILES AND INPUTS THEM TO THE EDIT LIBRARY)

- 1) After choosing an edit data file, open the Outside Manager Menu and select INPUT.
- 2) Data is successfully inputted as long as data with the same name does not already exist in the Edit Library. If there is already data with the same name, the data must be renamed before inputting.
- 3) Inputted data is saved temporarily into the Edit Library. After inputting the data, save the adjustments on the memory card (8MB)(for PlayStation®2) in order for the changes in the Edit Library to become permanent.
- 4) This process enables you to use edit data files created in DDR KONAMIX™ in DDR EXTREME 2. For more information on using edit data between DDR games, refer to the in-game instructions located in the INFORMATION section of MY ROOM.

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

RENAME (RENAMES EDIT DATA FILES)

- 1) After choosing an edit data file, open the Outside Manager Menu and select RENAME from the menu using the **○** or **✕** buttons.
- 2) Confirm that you wish to rename the file and adjust the file name accordingly on the RENAME Screen.
- 3) Select FOOT to change the difficulty level and FOOT RATING if necessary.
- 4) When you are finished adjusting the name, select END from the RENAME Screen and confirm the name change.
- 5) The name cannot be changed to a name that already exists.

OTHER OUTSIDE MANAGER FUNCTIONS

STATUS ON/OFF (DISPLAYS INFORMATION ON EDIT DATA FILES)

Set the STATUS to ON to view the song name, play style, difficulty level and foot rating information of the highlighted edit data file. It may take a brief moment for the information to be displayed when there are many edit data files stored.

ONLINE PLAY

Compete with other players online and fight for a place in the worldwide Internet rankings!

GETTING STARTED

Before starting Online Play, ensure that the Network Adaptor (Ethernet/modem) (for PlayStation®2) is connected correctly. If the Network Adaptor (Ethernet/modem) (for PlayStation®2) is not properly connected, reconnect it and restart before attempting to enter Online Play mode.

LOGIN MENU

Login: Login to start Online Play.

Rules and Regulations: View user agreement.

Exit: Return to Title Screen.

Choosing a "Your Network Configuration file"

Your Network Configuration file will be loaded from the memory card (8MB)(for PlayStation®2) inserted in MEMORY CARD slot 1.

Select the network configuration file to use when connecting.

NOTE: If no "Your Network Configuration file" exists you will need to quit the game and use the PlayStation®2 Network Adaptor Start-Up disc to create a new "Your Network Configuration file."

DNAS VERIFICATION

Carry out DNAS verification.

Verification of DDREX2 ID

Players with a DDREX2 ID should input the DDREX2 ID and password.

Players without a DDREX2 ID should press the  button and select NEW ENTRY to obtain a new DDREX2 ID.

To change your password, press the  button and select CHANGE PASSWORD.



CONTENTS MENU

User File: Display User File Selection Screen.

Information: Show information from the server.

Logout: Close the connection to server.

HOW TO PLAY

Select a user file, and then select PLAY to start a game with a particular user file.

To delete a user file: Select a user file, and then select DELETE to delete the selected file.

NOTE: Once user files are deleted, they cannot be recovered. Ensure that the file is no longer needed before deleting.

To create a user file: Select a user file marked New Entry to create a new user file.

NOTE: Up to two user files may be created.

CREATE A USER FILE

Select dancer: Select a dancer to use. Once a user file has been created, the dancer cannot be changed.

Enter name: Enter a name with 1-16 characters. Names already registered cannot be used. Once a user file has been created, the name entered cannot be changed.

Select a lobby: Select a lobby to enter. Up to 1,000 players may enter each lobby.

ONLINE MENU

HEAD-TO-HEAD

Search for an opponent online and battle one-on-one.

Difficulty: Select difficulty level.

Rule Settings: Set difficulty level to the same as that of your opponent.

Player Search: Start searching for an opponent. You can stop the search at any time by selecting CANCEL.



RANKING CHALLENGE

Take on the missions provided and aim for a high ranking. The mode cannot be played while searching for an opponent.

TIP: When there are a large number of songs you can change how they are displayed by pressing the **←** and **→** directional buttons.

NOTE: You cannot challenge another player if you do not have any challenge points remaining.

PLAY: Join a tournament.

RANKING: Display current rankings for the selected tournament.

CANCEL: Cancel.

PRACTICE

Practice game songs.

DATA

View data for Head-To-Head, Ranking Challenge, Point Data and Personal Data.

Head-To-Head Data: View Head-to-Head records.

CONTROLS ON RANKINGS SCREEN:

↑ and **↓**: Scroll rankings

← and **→**: Toggle between this week/last week/overall rankings

△ / **SELECT** button: Back to previous screen.

Ranking Challenge Data: View Ranking Challenge records. Select a tournament name to view rankings for that tournament.

CONTROLS ON RANKINGS SCREEN:

↑ and **↓**: Switch tournament.

← and **→**: Change the song list display when you have over 6 stages.

△ / **SELECT** button: Back to previous screen.

Point Data: View data on points obtained.

CONTROLS ON RANKINGS SCREEN:

↑ and **↓**: Scroll rankings

← and **→**: Toggle between this week/last week/overall rankings.

△ / **SELECT** button: Back to previous screen.



PERSONAL DATA: VIEW PLAYER DATA

Page 1: Display player data

Page 2: Display past rankings obtained in Head-to-Head.

Page 3: Display past rankings obtained in Ranking Challenge.

Page 4: Display past rankings obtained in Points.

CONTROLS ON RANKINGS SCREEN:

↑ and ↓: Scroll rankings

← and →: Switch pages

△ / SELECT button: Back to previous screen.

OPTIONS

Change settings for Online Play

Controller Type: Set the controller type used in the game.

Controller: Accept input from all controller buttons.

DANCE MAT: Only accept input from directional buttons.

Help ON/OFF: Turn help message display ON/OFF.



LOGOUT

Logout and return to the Login Menu.



RANKING RENEWAL

Results of Head-to-Head games, Ranking Challenge and points obtained are calculated once a week, and the rankings are renewed. The amount of time left until calculation of results can be checked with the Until Time End option.

NOTE: Depending on your internet access circumstances, there may be instances where the on-line connection does not work properly. If this problem persists or you have difficulty connecting, please inquire with your internet service provider for assistance.



ONLINE TROUBLE SHOOTING

In order to play Dance Dance Revolution EXTREME 2 from behind a router with NAT (Network Address Translation), or firewall, you may need to enable port forwarding. You will need to forward all data on UDP port 5730 to the IP address assigned to your PlayStation®2.

NOTE: Users using DHCP must ensure that their PlayStation®2 is always assigned the IP address specified in the port forwarding setup. You may need to change your network configuration from auto detect (DHCP) to a static IP address using the Network Adaptor Start-Up Disc.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 directly to your DSL modem, cable modem, or other broadband device.

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RECORDS

Keep track of your progress and view your all time high scores! You can view scores from any of the following categories: High Scores, Advanced Mode [COURSE/NORMAL], Advanced Mode [COURSE/CHALLENGE], Advanced Mode [ENDLESS], Advanced Mode [SURVIVAL], Advanced Mode [COMBO CHALLENGE], and Hands & Feet.

HIGH SCORES

View high scores by song.

You can delete scores by individual category.

Scores that have earned a Full Combo are marked with a star.

ADVANCED MODE (COURSE/NORMAL)

View high scores for Advanced Mode [COURSE/NORMAL].

You can delete scores by individual category.

Scores that have earned a Full Combo are marked with a star.

ADVANCED MODE (COURSE/CHALLENGE)

View high scores for Advanced Mode [COURSE/CHALLENGE].

You can delete scores by individual category.

Scores that have earned a Full Combo are marked with a star.

ADVANCED MODE (ENDLESS)

View high scores for Advanced Mode [ENDLESS].

You can delete scores by individual category.

ADVANCED MODE (SURVIVAL)

View high scores for Advanced Mode [SURVIVAL].

You can delete scores by individual category.

ADVANCED MODE (COMBO CHALLENGE)

View high scores for Advanced Mode [COMBO CHALLENGE].

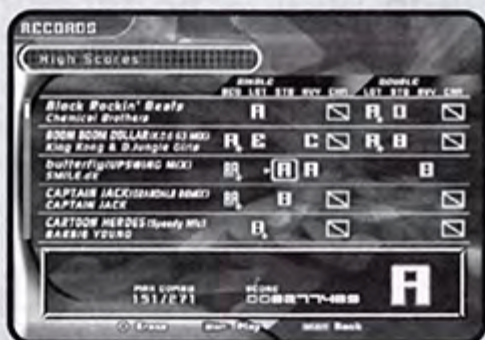
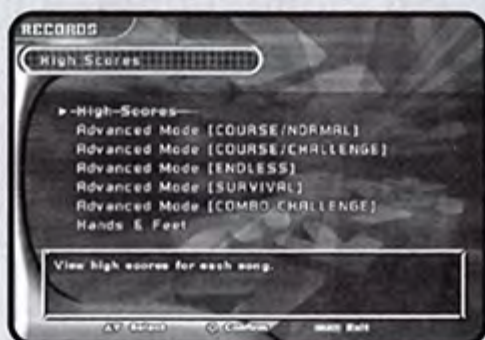
You can delete scores by individual category.

HANDS & FEET

View high scores for Hands & Feet songs.

You can delete scores by individual category.

Scores that have earned a Full Combo are marked with a star.



OPTIONS

The OPTIONS MODE contains a variety of settings that you can configure to suit your personal tastes. Press the **↑** and **↓** directional buttons to cycle through the desired options and press the **←** and **→** directional buttons to change settings. After all settings have been adjusted, highlight EXIT and press the **ⓧ** or **⓪** button to confirm the settings and return to the previous menu. Cancel a selection with the **△** or **SELECT** buttons. Refer to the on-screen instructions for further information.

The following settings are available in the Options Menu:

SOUND OPTIONS: Adjust sound settings.

CONTROLLER SETTINGS: Adjust the controller settings.

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

GAME OPTIONS: Adjust game settings.

GRAPHIC OPTIONS: Adjust graphic settings.

NETWORK SETTINGS: Configures the network.

AUTOMATIC SETTINGS: When this setting is ON, and the console is connected to a broadband link via a router, the system will attempt to determine network settings automatically. If it doesn't work, try using the "OFF" setting.

UDP port: Set the preferred UDP port to use when "AUTOMATIC SETTINGS" is OFF.

NOTE: The number should be set between 1024 and 65535.

EXIT: Return to the MODE SELECT screen.

NOTE: This game is presented in Dolby® Pro LogicR II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable Dolby Pro Logic II in the audio options menu of the game.



SHOP

SHOP is where you can unlock a number of great items by using the dance points you earned by playing. Initially the shop will only have a limited number of items, but as you make your way through DANCE MASTER MODE new items will become available for purchase. Can you unlock it all?

ITEM CATEGORIES

The tags at the top of the screen indicate the item categories.

MUSIC: Purchase songs for use in FREE PLAY MODE.

COURSE: Purchase additional courses for use in ADVANCED MODE.

OUTFIT: Buy some new threads for your favorite dancer!

INFORMATION: Helpful hints for use in DANCE MASTER MODE.

CUSTOM: Get rid of the default arrows with these custom beauties!

OTHER: Miscellaneous items to unlock.



PURCHASING ITEMS

Use the ← and → directional buttons to choose a category, and the ↑ and ↓ directional buttons to choose items.

Press the ⊗ or ⊙ button to confirm your purchase.

NOTE: In order to purchase an item, you must have enough dance points in the bank. The game will display the current amount of dance points in the lower right hand corner of the screen. If this number is lower than the cost of the item you want to buy you will be unable to purchase it.

TIP: If you don't have enough money to purchase an item right away, simply play some more songs. Every song you successfully complete will add more dance points to your bank!

Press the △ or ■ button to exit Shop Mode.

EXTRA

Play a two track demo of *Karaoke Revolution Party* featuring the new Sing and Dance mode.

NOTE: You will need a PlayStation®2 headset or microphone (sold separately) to play the *Karaoke Revolution Party* demo.



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Konami Digital Entertainment does not provide technical support for product demos. The developer of Dance Dance Revolution EXTREME 2 is not responsible for the contents of the *Karaoke Revolution Party* demo.

MY ROOM

Stop by My Room to check out the latest information. This is where DDR EXTREME 2 tracks your play as you progress through the game. As you accomplish certain goals and objectives, this section will detail the changes. You may even discover some secrets!

CREDITS: Read the credits.

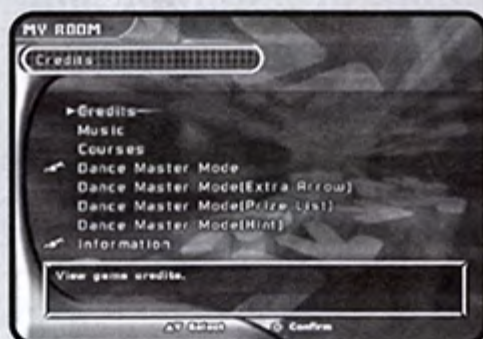
MUSIC: Read song liner notes.

COURSES: See how many COURSES you've cleared so far in Advanced Mode and Dance Master Mode.

DANCE MASTER: Browse Dance Master Mode data (Extra Arrow, Prize List, etc.).

INFORMATION: Browse various types of information.

NOTE: When a new item has been added to MY ROOM the word **NEW** will appear on the MODE SELECT screen next to MY ROOM. It will also appear inside MY ROOM next to any item that has not yet been read.



DANCING TIPS AND BEGINNER'S GUIDE

Follow these special tips to become a pro player.

- 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 reposition yourself 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.
- 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. DDR EXTREME 2 uses a special system for unlocking something new. You can influence how fast the game unlocks something by playing more songs in DANCE MASTER MODE, reaching high scores, performing well, earning high letter grades and playing other modes, such as FREE PLAY MODE or ADVANCED MODE.
- Be sure to complete DANCE MASTER MODE in order to unlock the hidden secrets of DDR EXTREME 2. Some items can only be unlocked by playing DANCE MASTER MODE.
- If you get stuck on a mission in DANCE MASTER MODE, take a break and play a different section of the game to improve your dancing skills. After awhile, give it another try and maybe you will unlock something new!
- Be sure to check SHOP on a regular basis to see if any new items have been unlocked. You can get a sneak peek at new songs in DANCE MASTER MODE and ADVANCED MODE—certain songs will appear in these modes before they are unlocked.
- Don't forget the Beginner difficulty, Lesson Mode 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, so that songs at higher difficulties become easier to learn or more fun to play. If you are having difficulty with freeze arrows, turn off the FREEZE ARROW difficulty modifier. Also, if you don't like jumping or have difficulty jumping, turn off the SIMULTANEOUS STEPS difficulty modifier.
- If you have trouble passing certain songs, remember that you can create your own dance steps for every song in EDIT MODE. This will allow you to enjoy every song in DDR EXTREME 2. Over time you can learn how to pass the original version of the song.
- You can learn valuable dance tips and advice from other DANCE DANCE REVOLUTION players.
- In some cases, increasing the speed of the arrows will make certain songs easier to play and improve your timing skills.

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Written by Martyn Young, Steven Anthony Biggs
Universal-Polygram Int. Publ., Inc. on behalf of M.N.S. MUSIC LTD (ASCAP)

"Pump Up The Volume"

Performed by M/A/R/R/S
Licensed courtesy of 4AD Limited www.4AD.com

"Block Rockin' Beats"

Written by Edmund John Simons, Thomas Owen Rowlands, Jesse Bonds Weaver Jr.
Universal Music Corp. o/b/o MCA Music LTD (ASCAP)
Zomba Songs Inc. (BMI)

"Block Rockin' Beats"

Performed by Chemical Brothers Courtesy of Astralwerks Under License from EMI Film & Television Music

"Spin Spin Sugar"

Written by Liam Coverdale-Howe, Chris Corner and Ian Pickering
BMG Songs, Inc. (ASCAP) o/b/o BMG Music Publishing Ltd.

"Spin Spin Sugar (Armand's Dark Garage Mix)"

Performed by Sneaker Pimps
Courtesy of Virgin Records America, Inc.
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"LOOK AT US"

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"Look At Us (Daddy DJ Remix)"

Performed by Sarina Paris
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"AGAINST ALL ODDS (TAKE A LOOK AT ME NOW)"

By Phil Collins
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"AGAINST ALL ODDS"

Performed by Déjà Vu featuring Tasmin
Licensed courtesy of Almighty Records Limited

"In The Heat of The Night"

Written by David Brandes, John O'Flynn Performed by E-ROTIC
Produced by David Brandes for Bros Music GmbH & Co.KG

"As The Rush Comes"

Written by Jes Brieden / Josh Damon Gabriel & David Dresden
Published by Chrysalis Music (ASCAP) & Chrysalis Songs (BMI)

"As The Rush Comes (Gabriel & Dresden Sweeping Strings Radio Edit)"

Performed by Motorcycle
Produced by Gabriel & Dresden for Nettwerk: Ornadell Management
Vocals By Jes Brieden
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"Silence"

Written by Bill Leeb / Rhys Fulber & Sarah McLachlan

Published by Chrysalis Songs o/b/o itself and Nett Songs Publishing and Esoteria Publishing (BMI) Published by Sony/ATV Songs LLC (BMI)

"Silence (Airscape Remix)"

Vocal performance by Sarah McLachlan

Produced by Delerium.

Remixed by Sven Maes & Johan Gielen (Airscape) for Johan Gielen Music

Productions / Xtravagance Music

Nettwerk Productions ©2000

"GET BUSY"

By Sean Paul Henriques and Stephen Madsen

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"Get Busy"

Performed by Sean Paul

Courtesy of Atlantic Recording Corp.

By arrangement with Warner Strategic Marketing

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"BUTTERFLY"

By Rawi Asraoui and Robert Uhlmann

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"Butterfly (Upswing Mix)"

Performed by SMILE.dk

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"Speed Over Beethoven"

Performed by Rose

Written by Luigi Stanga

Published by Loredana Edizioni Musicali © 2002 Led Records, Master Right © 2002 Led Records

All versions produced, arranged and mixed by Luigi Stanga

"IRRESISTIBLEMENT"

Words by Georges ABER

Music by Jean RENARD

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"Cartoon Heroes"

Written by Clause Norreen and Soren Rasted

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"Cartoon Heroes (Speedy Mix)"

Performed by Barbie Young

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"La Copa De La Vida"

Written by Robi Rosa, Desmond Child, Luis Escobar

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"La Copa De La Vida"

Performed by Patrick Victorio Produced by F.S. Production

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"BOOM BOOM DOLLARS (KOG G3 Mix)"

Performed by King Kong & D. Jungle Girls

Written by M. Farina, G. Crivellente, and C. Accatino. Courtesy of ALA BIANCA Group Srl-Italy

"Captain Jack"

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Produced by: Udo Niebergall For Beatdisaster Records

P+C: Beatdisaster Records GMBH

"Captain Jack (Grandale Remix)"

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"Wonderful Night"

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"Wonderful Night (radio edit)"

Performed by Fatboy Slim

Courtesy of Astralwerks

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SONY BMG Music Entertainment (UK) Limited

"My My My"

Written by Armand Van Helden, Barry Mann, Cynthia Weil and Gary Wright

Published by BREAKDANCIN' BOB PUBLISHING(BMI)/Administered by Bug

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Features a sample from the Gary Wright recording "Comin' Apart" produced under license from Warner Bros.

Records Inc. by arrangement with Warner Strategic Marketing. Written by Wright, Mann, Weil.

Published by MCA Music Publishing a division of Universal Studios & Sony/ATV Music Publishing.

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Performed by Armand Van Helden

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By Stephen Kipner, David Frank, Pam Sheyne

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