

DANCE

DANCE

**DanceDance
Revolution
SUPERNOVA**



KONAMI

⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

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.

TABLE OF 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.....	5
HOW TO PLAY.....	7
STARTING THE GAME.....	8
GAME MODE.....	10
HYPER MASTER MODE.....	10
WORKOUT MODE.....	11
ADVANCED MODE.....	12
TRAINING MODE.....	12
EDIT MODE.....	13
ONLINE PLAY.....	13
RECORDS.....	13
OPTIONS.....	14
SHOP.....	14
INFORMATION.....	15
MUSIC CREDITS.....	16
LEGAL.....	21
ONLINE USER AGREEMENT.....	22

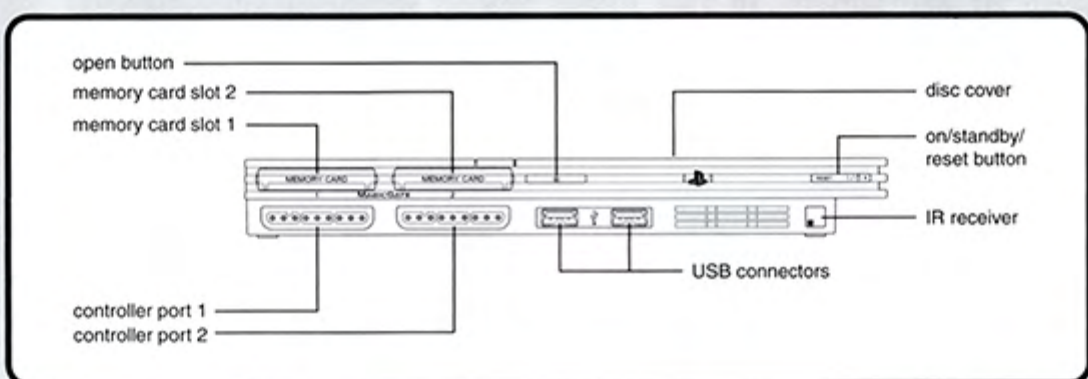
INTRODUCTION

Thank you for purchasing Konami's **Dance Dance Revolution SuperNOVA2**. 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 SuperNOVA2 is an original game product created by Konami Digital Entertainment, Co., Ltd. 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. and Konami Digital Entertainment Co., Ltd.

GETTING STARTED



Set up your PlayStation[®]2 computer entertainment system according to the instructions in the manual. Check that the system is turned on (the on/standby indicator is green). Insert the **Dance Dance Revolution SuperNOVA2** disc in the system with the label side facing up. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

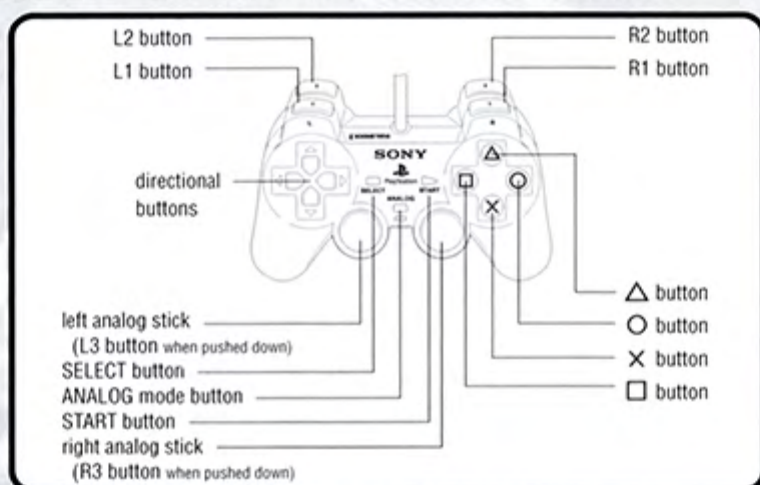
MEMORY CARD (8MB)(FOR PLAYSTATION[®]2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 computer entertainment system. 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 SuperNOVA2** uses at least 175 KB 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

DUALSHOCK®2 ANALOG CONTROLLER



BASIC GAME CONTROLS

MENU CONTROLS

These buttons control up, down, left and right movements

- Up / Cancel Directional buttons
- Right / Confirm Selection button
- Down / Confirm Selection button
- Left button

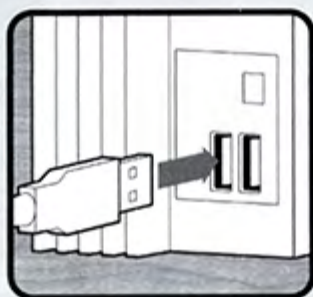
Note: The following buttons are used in EDIT MODE. See page 14.

- EDIT MODE details , , , buttons
- Cancel button
- Start Game & QuickMenu button
- Resets the current game and returns to the Title Screen + buttons

Pressing the button while pressing the 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.

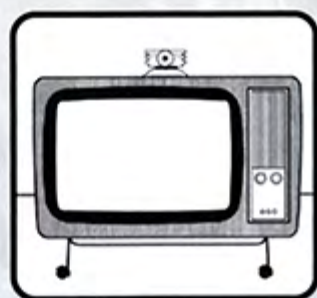
NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to the other sections in this instruction manual for more information.

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

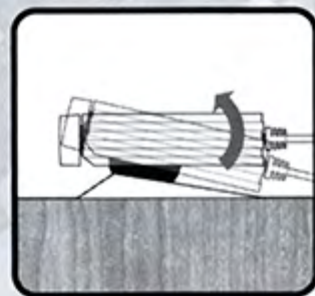
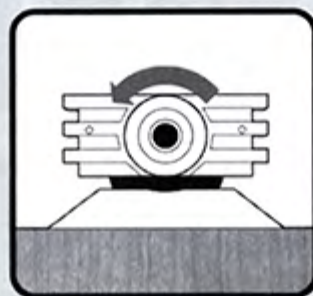


1. Insert the EyeToy™ USB camera (for PlayStation®2) into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) should be on.

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



3. 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.

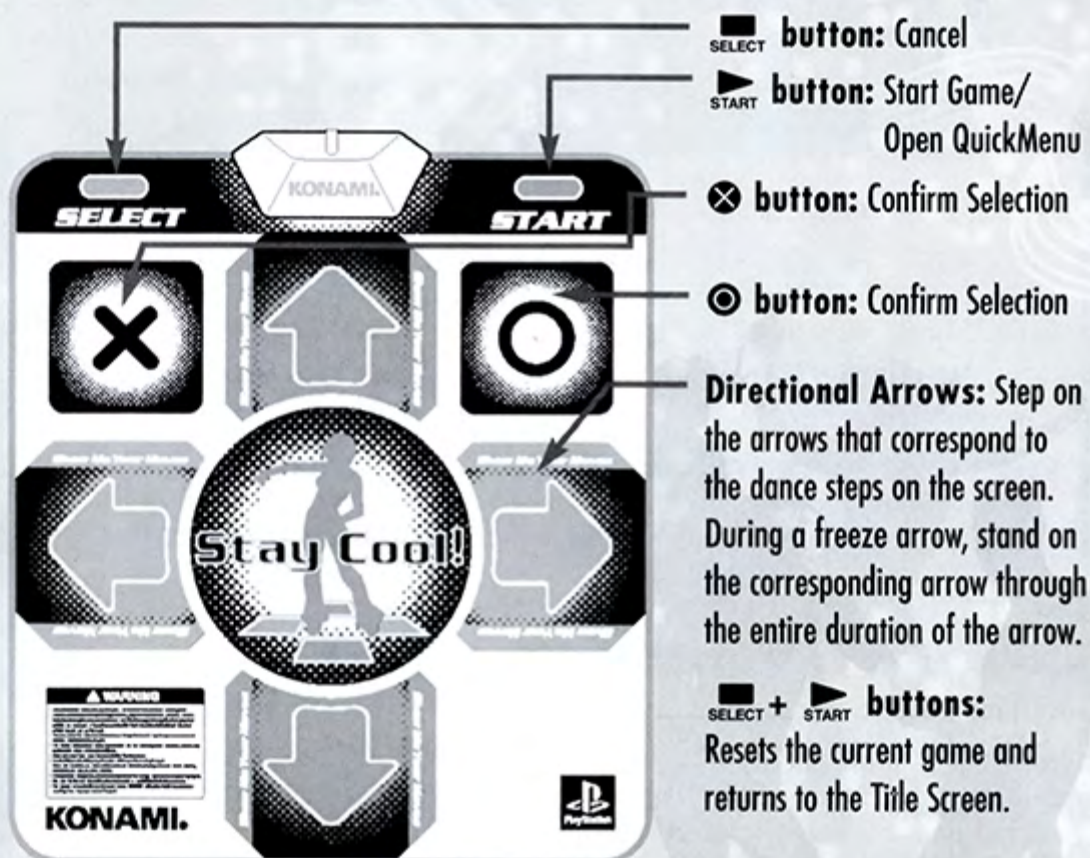
TIP: Make sure you have enough room to play. Consider the space around you and watch out for shelves, doors, walls, pets and above all, other people.

USING THE DANCE DANCE REVOLUTION® CONTROLLER

⚠ CAUTIONS: PLEASE READ BEFORE PLAYING ⚠

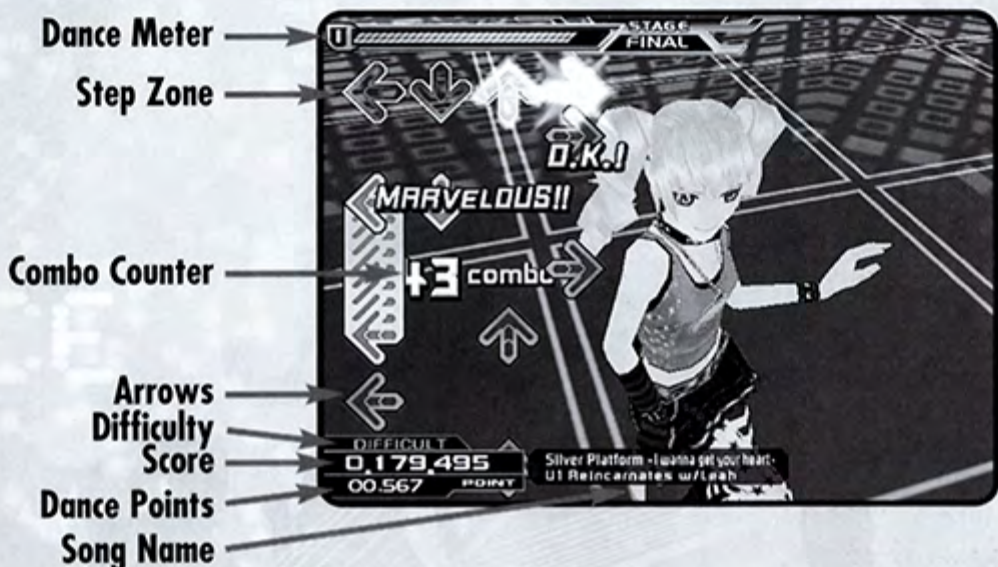
- Please read the manual included with the DDR Controller in addition to this manual before use.
- The DDR Controller should be used with care to avoid injury. Konami will not be liable from injuries resulting from improper use of the DDR Controller.
- Bare feet should be used to operate the DDR Controller. Do not use with shoes or 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



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 SuperNOVA2 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.

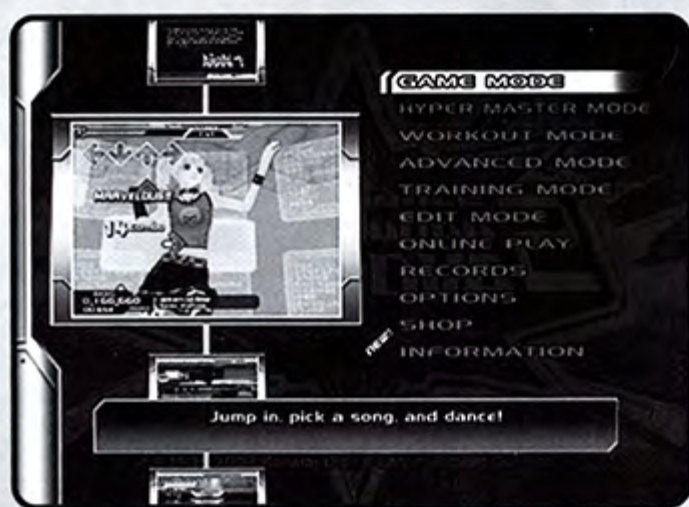
Build up your dance meter and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance meter level drops. If the meter drops to zero, the game will end.

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 \times , \odot or \blacktriangle button to bring up the **MODE SELECT** Screen. Use the directional buttons to scroll UP and DOWN to choose a mode and press the \times , \odot or \blacktriangle button to confirm your selection.

NOTE: There are many different songs and modes in Dance Dance Revolution SuperNOVA2. Some songs, modes, and characters cannot be played until specific mission targets are cleared. Do your best and try to unlock them all!



GAME MODE: This mode is similar to the game mode found in other versions of DDR®. If you have an EyeToy™ USB camera (for PlayStation®2) connected to your game system the Hands & Feet difficulty setting can be enabled in GAME MODE.

HYPER MASTER MODE: Prove your worth as a true dancing master by completing this mode. Clear difficult missions with good combinations of Custom Modules.

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: A mode for advanced players to test their skills with different rule sets. There are modes for two players, a Battle Mode for one player to play against the computer or a friend and a Course Mode to play through multiple songs in a row.

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

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 SuperNOVA2.

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

ONLINE PLAY: You can connect to the Internet to play against other players or chat. Up to 4 players can play simultaneously.

RECORDS: Check out your High Scores for each section.

OPTIONS: Adjust settings for sound, display, your gameplay options and view the credits.

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

INFORMATION: This section contains important information about DDR SuperNOVA2 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.

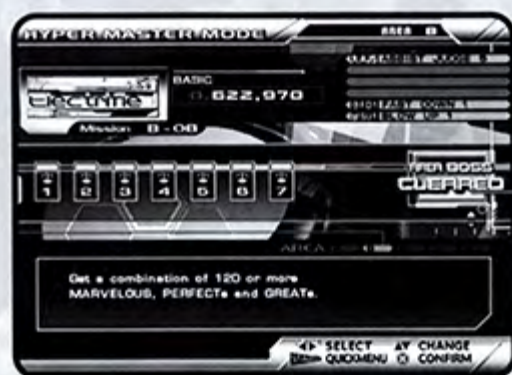
GAME MODE

This mode is similar to the game mode found in other versions of DDR. Choose your play style (Single, Versus, Double), select your mode (Tutorial, Beginner, Standard), select your music and step difficulty (Beginner, Basic, Difficult, Expert, Challenge), access personalized Edit Data (if available), change gameplay options (if necessary) and then begin playing a series of songs. Refer to the on-screen instructions for further information.



HYPER MASTER MODE

Prove your skill as a Dance Master in Hyper Master mode! This mode challenges you to clear courses of four to eight missions, followed by a super-difficult "boss" battle. If you can beat the boss, you can move on to the next course. Each mission and boss requires you to beat a particular song on a particular difficulty. Sometimes you have to meet additional requirements, like having a certain score or percentage of your dance meter left. The missions start easy, but the more you clear, the harder they get!



As you beat missions, you unlock Custom Modules. Equip a Custom Module to your dance avatar, and your dance abilities change. Your avatar's appearance may also change! There are three kinds of Custom Modules in the game, Supportive Modules that help you and Challenge Modules that make songs more difficult. You have to unlock new modules by beating missions, and then buy them in the Shop with points. You can equip up to two Challenge Modules, and four Supportive Modules.

Equip a Supportive Custom Module to your dance avatar to give yourself extra skills and abilities when completing a Hyper Master mission. You can use these special skills to make difficult missions much easier to pass. Be careful, though! The more Support Modules you use, the greater the penalty to your score. If you want to get the best score for a song,

practice until you can beat it without using any Support Modules to help you at all. Some challenges also become more difficult if you equip the wrong Supportive Modules, so choose your equipment before a song carefully.

If you equip a Challenge Module, you actually make it much harder to complete the song. If you beat a song with a Challenge Module equipped, the game gives you a special "Hyper Score", and may reward you by unlocking new Custom Modules. You can actually use Support Modules to help you beat a song with Challenge Modules equipped, but using them has a negative impact on your Hyper Score. Some levels are unaffected by certain Challenge Modules, due to the requirements of the mission.

The more missions you clear in different ways, the more points you get and secrets you unlock. You can use points earned in any part of the game to purchase Custom Modules, but can only unlock and use them in Hyper Master Mode. Use Hyper Master Mode to hone your DDR skills and enjoy customizing the appearance of your dance avatar.

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

SuperNOVA2 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 ten different players can track their data in **WORKOUT MODE** by saving play data to a User File.

Refer to the on-screen instructions for further information.



ADVANCED MODE

Geared towards advanced players, you can enjoy playing the game under more challenging rules. Advanced Mode features five different types of gameplay. Initially only the COURSE mode and Battle Mode are available. You will have to unlock the rest by achieving certain targets while playing DDR SuperNOVA2.



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

BATTLE: A mode in which you can build up power in your Attack Meter to attack your opponent as you play. You can play with two players or alone against the computer.



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.

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.

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.

Refer to the on-screen instructions for further information.

TRAINING MODE

The TRAINING MODE is designed to help you practice any songs featured in DDR SuperNOVA2. 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 the song you wish to practice and press the  or  button to bring up the Training Menu. Refer to the on-screen instructions for further information.



EDIT MODE

EDIT MODE enables you to create a custom designed dance routine for any song featured in DDR SuperNOVA2. 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 GAME MODE and TRAINING MODE. Refer to the on-screen instructions for further information.



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

ONLINE PLAY

Compete with other players online, and fight for a place in the worldwide Internet rankings! Up to 4 players can play simultaneously.

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. Refer to the on-screen instructions for further information.



RECORDS

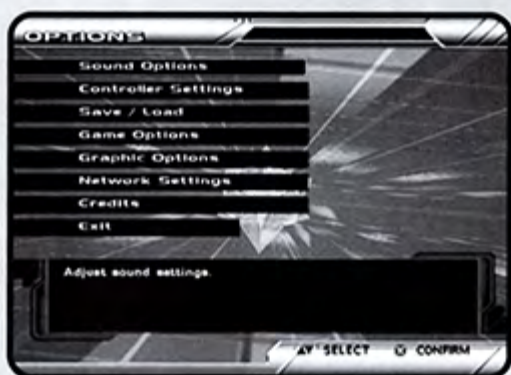
Keep track of your progress and view your all time high scores! You can view scores from any of the following categories: High Scores, Hyper Master Mode, Advanced Mode [COURSE/NORMAL], Advanced Mode [COURSE/CHALLENGE], and Hands & Feet.

Refer to the on-screen instructions for further information.



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 **⊙** button to confirm the settings and return to the previous menu. Cancel a selection with the **△** or **■** buttons. Refer to the on-screen instructions for further information.



NOTE: This game is presented in Dolby® Pro Logic® 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 MODE is where you can unlock a number of great items by using the dance points you earned by playing. As you play through the game, more and more items will become available. Can you unlock it all?



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!

INFORMATION

Stop by INFORMATION to check out the latest updates. This is where DDR SuperNOVA2 tracks your play as you progress through the game. As you accomplish certain goals and objectives, this section will detail the changes. It also lets you find out more information about the songs in DDR SuperNOVA2, by letting you read the song's profile after you've beaten it once.

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

MUSIC CREDITS

And Then We Kiss (Junkie XL Mix)

Performed by Britney Spears

Britney Spears appears courtesy of Jive Records by arrangement with
SONY BMG MUSIC ENTERTAINMENT

Written by Paul Michael Barry; Britney Spears; Mark Philip Taylor

Zomba Songs (BMI)/Britney Spears Music

© METROPHONIC MUSIC LTD. All rights in the United States and Canada administered by
UNIVERSAL-POLYGRAM INT. PUBL., INC. (ASCAP)

ANGELUS

Performed by Hitomi Shimatani

Written by BOUNCE BACK/BULGE

Arranged by Yasuaki Maejima

© 2004 AVEX ENTERTAINMENT INC.

Licensed by AVEX ENTERTAINMENT INC.

2004 by Yomiuri-TV Enterprise, PRIME DIRECTION, INC., SUNRISE MUSIC PUBLISHING CO., LTD.
& BURNING PUBLISHERS CO., LTD.

Beginning Of The End

Written by Klayton

Performed by Celldweller

Courtesy of Fixit Music/Position Music

Can't Stop the Rain

Performed by Cascada

Written by Allan Eshuijs, Yann Pfeifer and Manuel Reuter

© UNIT SONGS. All rights administered by UNIVERSAL-POLYGRAM INT. PUBL., INC. (ASCAP) (ASCAP)

© 2006 Zooland Records

Courtesy of Robbins Entertainment LLC

EternuS

Written by Anthony Konzel; performance by Sanxion7

EVERY LITTLE STEP

Performed by Bobby Brown

© 1988 Geffen Records

Courtesy of Geffen Records under license from Universal Music Enterprises

Written by Antonio "L.A." Reid and Kenneth "Babyface" Edmonds

© 1988 WARNER-TAMERLANE PUBLISHING CORP. (BMI), SONY SONGS, INC. (BMI) AND
EPIC/SOLAR SONGS, INC. (BMI)

ALL RIGHTS RESERVED

Faster Kill Pussycat

Performed by Paul Oakenfold feat. Brittany Murphy

Written by Paul Oakenfold, Kelli Ali (Dayton), Ian Green & Anthony Crawford

Kelli Ali Copyright Control

Chrysalis Music

US/Canada o/b/o Oakenfold, Green Crawford

Published by Perfecto Music/Pollination Music

Published by PRS/MCPS

Courtesy of Maverick Recording Company

By arrangement with Warner Music Group Video Game Licensing

© 2006 Maverick Recording Company

MUSIC CREDITS

Fevah

Written by M. Johnson, J. Faria

Published by Orange Sofa LTD (ASCAP)/Copyright Control.

© & © 2006 System Recordings

Got To Be Real

Performed by Cheryl Lynn

Courtesy of Cheryl Lynn Productions

Used by permission. All rights reserved.

Written by David Paich, David Foster, Cheryl Lynn

© 1978 Hudmar Publishing Co., Inc. (ASCAP), Butterfly Gong Music (BMI),

Published by Cotaba Music (BMI), admin, by Peermusic, Ltd. (BMI)

Used by permission. All rights reserved.

He Said She Said

Performed by Ashley Tisdale

Courtesy of Warner Bros. Records Inc.

By arrangement with Warner Music Group Video Game Licensing

© 2006 Warner Bros. Records Inc.

Written by Evan K. Bogart, Jonathan Rotem & Ryan Tedder

Published by Jonathan Rotem Music / Independent Music Publishing, LLC (BMI),

Reach Global Songs (BMI) obo itself & Here's Lookin' At You Kidd Music,

Write 2 Live (ASCAP) Used by permission. All Rights Reserved.

Just A Girl (Radio Edit)

Performed by Ian Van Dahi

Written by P. Luts, A. Coenen and D. Vervoort

Published by Rocks (ASCAP) o/b/o A&S Productions/Be's Songs

© 2006 A&S Productions

Courtesy of Robbins Entertainment LLC

Le Freak

Performed by Chic

Courtesy of Atlantic Recording Corp.

By arrangement with Warner Music Group Video Game Licensing

© 1978 Atlantic Recording Corp.

Written by Bernard Edwards and Nile Rodgers

© 1978 BERNARD'S OTHER MUSIC (BMI) AND SONY SONGS, INC. (BMI)

ALL RIGHTS ON BEHALF OF BERNARD'S OTHER MUSIC ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP. (BIG CARY MUSIC)

ALL RIGHTS RESERVED

Love On My Mind (Radio Mix)

Produced by Freemasons

Vocal by Amanda Wilson

Contains elements from "This Time Baby" by Jackie Moore used courtesy of Sony Music

© Loaded Records 2005 License courtesy of Loaded Records

www.loadedrecords.com under exclusive license to Ultra Records, Inc.

Licensed courtesy of Ultra Records, Inc.

Right Bank Music Inc. (ASCAP) 15% MCS Music LTD.

MUSIC CREDITS

Number 1 (Alan Braxe & Fred Falke Main Remix)

Performed by Goldfrapp

Courtesy of Mute Records

Under license from EMI Film & Television Music

Written by Alison Goldfrapp and William Gregory

© 2005 WARNER/CHAPPELL MUSIC PUBLISHING LTD (PRS)

ALL RIGHTS RESERVED

Rock Your Body

Performed by Justin Timberlake

Justin Timberlake appears courtesy of Jive Records by arrangement with

SONY BMG MUSIC ENTERTAINMENT

Written by Justin Timberlake, Pharrell Williams, Chad Hugo

Zomba Enterprises Inc. [ASCAP], Tennman Tunes [ASCAP], EMI Blackwood Music Inc,

Waters of Nazareth Publishing, EMI April Music, Chase Chad Music

Published by EMI April Music Inc. and EMI Blackwood Music Inc.

All Rights Reserved. Used by Permission.

Say Goodbye

Performed by Chris Brown

Chris Brown appears courtesy of Jive Records by arrangement with

SONY BMG MUSIC ENTERTAINMENT

WORDS AND MUSIC BY BRYAN MICHAEL COX, KENDRICK DEAN AND ADONIS SHROPSHIRE

© 2005 W.B.M. MUSIC CORP. (SESAC), NOONTIME SOUTH INC. (SESAC), BABYBOY'S LITTLE

PUBLISHING COMPANY (SESAC), DECEMBER FIRST PUBLISHING GROUP, INC. (SESAC),

THE DEAN'S LIST (SESAC), EMI APRIL MUSIC INC. (ASCAP), JUSTIN COMBS PUBLISHING

(ASCAP) AND PHOENIX AVE MUSIC PUBLISHING (ASCAP)

ALL RIGHTS ON BEHALF OF ITSELF, NOONTIME SOUTH INC., BABYBOY'S LITTLE PUBLISHING

COMPANY, DECEMBER FIRST PUBLISHING GROUP, INC. AND THE DEAN'S LIST ADMINISTERED

BY W.B.M. MUSIC CORP.

ALL RIGHTS RESERVED

Strict Machine

Performed by Goldfrapp

Courtesy of Mute Records

Under license from EMI Film & Television Music

Written by Nichola Batt, published by Beautiful Songs Ltd

Written by Alison Goldfrapp, William Gregory, and Nick Batt

© 2003 WARNER/CHAPPELL MUSIC PUBLISHING LTD (PRS)

ALL RIGHTS ON BEHALF OF WARNER/CHAPPELL MUSIC PUBLISHING LTD

ADMINISTERED BY WB MUSIC CORP.

Suddenly I See

Performed by KT Tunstall

Courtesy of Virgin Records America Inc.

Under license from EMI Film & Television Music

Written by KT Tunstall

Sony/ATV Songs LLC (BMI) o/b/o Sony/ATV Sony/ATV Music Publishing LTD

MUSIC CREDITS

TAKE ON ME

Performed by A-Ha

Courtesy of Warner Bros. Records Inc.

By arrangement with Warner Music Group Video game Licensing

© 1985 Warner Records Inc.

Written by Pal Waaktaar/Magne Furuholmen/Morten Harket

Sony/ATV Songs LLC (BMI) o/b/o Sony/ATV/Sony/ATV Music Publishing Ltd (UK)

Temperature

Performed by Sean Paul

Courtesy of Atlantic Recording Corp.

By arrangement with Warner Music Group Video Game Licensing

© 2005 Atlantic Recording Corp.

Written By Sean Paul Henriques, Adrian Marshall and Rohan Fuller

Published by EMI April Music Inc.

All Rights Reserved. Used by Permission.

STB Music, Inc. (ASCAP)

The Rockafeller Skank

Performed by Fatboy Slim

Courtesy of Astralwerks

Under license from EMI Film & Television Music

Written By John Barry; Norman Cook; Johnny Winford Terry

Published by Glenwood Music Corp.

All Rights Reserved. Used by Permission.

Publisher(s): UNIVERSAL-POLYGRAM INT. PUBL., INC. (ASCAP) on behalf of POLYGRAM MUSIC PUBL. LTD. (PRS) / SONGS OF UNIVERSAL, INC. (BMI) on behalf of GOLD FOREVER MUSIC, INC. (BMI)

The World Around Me

Written By M. Marsciano, D. Aude

Published By Copyright Control.

© & © 2005 System Recordings

Unbelievable

Performed by EMF

Courtesy of EMI Records Ltd

Under license from EMI Film & Television Music

Written by Ian Dench, James Atkin, Zachary Foley, Mark Decloedt, and Derran Brownson

© 1990 WARNER CHAPPELL MUSIC LTD. (PRS)

ALL RIGHTS ON BEHALF OF WARNER CHAPPELL MUSIC LTD. (PRS) ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP. (BMI)

ALL RIGHTS RESERVED

MUSIC CREDITS

Until Forever

Written by Dain C. Olsen; performed by Beatdrop

Unwritten (Vicious Club Mix)

Performed by Natasha Bedingfield

Natasha Bedingfield appears courtesy of Columbia Records by arrangement with SONY BMG MUSIC ENTERTAINMENT

By Wayne Rodrigues, Natasha Bedingfield and Danielle Brisebois

© 2005 WSRJ Music (ASCAP). Used by permission. All rights reserved.

EMI Music Publishing Ltd., Gator Baby Music (BMI), EMI Blackwood Music Inc. (BMI), WSRJ Music (ASCAP)

Produced by Wayne Rodrigues & Danielle Brisebois

Used by permission. All rights reserved.

Wind It Up (Original Neptunes Mix)

Performed by Gwen Stefani

© 2006 Interscope Records

Courtesy of Interscope Records under license from Universal Music Enterprises

Written by Pharrell Williams, Gwen Stefani, Oscar Hammerstein II and Richard Rogers

Published by EMI Blackwood Music Inc.

All Rights Reserved. Used by Permission.

Published by Harajuku Lover Music (ASCAP)

LEGAL

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This product uses DNAS (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc., to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law.

AVE-TCP by ACCESS CO., LTD. is adopted for the Internet function of this product. AVE and AVE-TCP are trademarks or registered trademarks of ACCESS CO., LTD. in Japan and other countries. Copyright © 1986-2007 ACCESS CO., LTD.

This software uses fonts produced by Fontworks Japan, Inc. Fontworks Japan, Fontworks, and font names are trademarks or registered trademarks of Fontworks Japan, Inc.

ONLINE USER AGREEMENT

(DANCE DANCE REVOLUTION SUPERNOVA2)

PLEASE READ THIS ONLINE USER AGREEMENT CAREFULLY AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "AGREE" OR "DISAGREE" BUTTON ON THE SCREEN. IF YOU CLICK THE "DISAGREE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE PORTION OF THIS GAME ("Online Game").

1. ACCEPTANCE OF AGREEMENT. This Agreement can be accepted only by an adult 18 years or older. By clicking the "AGREE" button, you affirm that you are an adult 18 years or older and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).

2. GRANT OF LICENSE. Subject to the terms and conditions of this Agreement, KONAMI grants you a non-exclusive, limited right to use the Online Game for play on a PlayStation² computer entertainment system only. You may not (i) sublicense the Online Game, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the Online Game, (iii) attempt to create the source code from the object code for the Online Game, or (iv) use it in any way not expressly authorized in writing by KONAMI.

3. AUTHENTICATION. This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

4. COLLECTION OF INFORMATION. When you login to play the Online Game, KONAMI may retrieve information about the hardware, software and online connection you are using for copy protection, administration of the game site, account blocking, system, rules or game management and other purposes. Before you can play the Online Game, you will be asked to create an account with a user, player or other game name ("Game Name") and password. You may also be asked to select or provide additional information for a game profile. This Online Game does not contain any personally identifying information. KONAMI does not collect other personal information in this manner, but may record your in-game chat and messaging.

5. PROTECTION OF IDENTITY. When you choose a Game Name, choose an alias to protect your identity. Avoid using any part of your Game Name in your password. When you choose a password, choose a unique combination of letter and numbers that is unrelated to your Game Name or to any information you may share with other players in the Online Game. KONAMI will not ask you for your password and you should not provide this information to any third party. This Online Game does not have any automatic save feature and therefore will ask you to save your information to a memory card or hard disc drive. Always keep your memory card in a secure location and do not lend it to others. You agree that you have no expectation of privacy or confidentiality in the personal information you may intentionally or unintentionally disclose through login, game play and chat. Any personal information that you disclose through login, game play and chat will be seen by others and may be used by them to send you unwanted messages or communications or otherwise contact you. You should avoid saying anything personally identifying in chat. KONAMI has no liability for any disclosure of your personal information through a violation of this Agreement by you or by any other player.

6. ONLINE CONTENT. When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:

- (a) Harassing or intimidating other players while chatting or playing this Online Game or using information obtained while chatting or playing this Online Game to harass or intimidate fellow players outside of the Online Game;
- (b) Using language, selecting names or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;
- (c) Using content that is commercial in nature such as advertisements, solicitation and promotions for goods or services;
- (d) Using as Game Name the real name of any other person or using any word or phrase that is proprietary to any third party such as a brand name;
- (e) Disrupting the normal flow of chat in Online Game chat rooms;
- (f) Making a false report of user abuse to Consumer Services at the number described in the manual of this software ("Consumer Service");
- (g) Violation of any law including but not limited to laws related to copyright, trademark, defamation, invasion of privacy, identity theft, hacking and the distribution of counterfeit software.

If you violate this Agreement in any manner, KONAMI may at its discretion and without notice to you temporarily or permanently block your account in this Online Game and any related games. In appropriate cases, KONAMI may bring legal action against you or cooperate in any government or private legal action or investigation relating to your conduct within the Online Game. To report violations of this Agreement or to inquire about a blocked account, call Consumer Services. KONAMI has no liability for any violation of this Agreement by you or by any other player.

7. INTELLECTUAL PROPERTY RIGHTS. All title and intellectual property rights in and to the content of this Online Game is the property of the content owner(s) and may be protected by applicable copyright and other intellectual property laws and treaties. This Agreement grants you no ownership rights in such content. All rights not expressly granted are reserved by KONAMI. You do not have any personal property right in your Online character(s) or items and any attempt to sell or purchase such character(s) or items is strictly forbidden.

8. DISCLAIMER OF WARRANTY. TO THE MAXIMUM EXTENT ALLOWED BY LAW, KONAMI, ITS LICENSORS AND SUBCONTRACTORS DO NOT WARRANT ANY CONNECTION TO, TRANSMISSION OVER, OR RESULTS OR USE OF, ANY NETWORK CONNECTION OR FACILITIES PROVIDED (OR FAILED TO BE PROVIDED) THROUGH THE ONLINE GAME. YOU ARE RESPONSIBLE FOR ASSESSING YOUR OWN HARDWARE AND TRANSMISSION NETWORK NEEDS.

THE ENTIRE RISK OF USE (INCLUDING WITHOUT LIMITATION ANY DAMAGE TO HARDWARE OR SOFTWARE) OF THE ONLINE GAME RESIDES WITH YOU.

EXCEPT AS PROVIDED HEREIN, THE ONLINE GAME AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND "AS AVAILABLE" BASIS FOR YOUR USE. TO THE MAXIMUM EXTENT PROVIDED UNDER LAW, KONAMI DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, AND THOSE ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE, REGARDING THE ONLINE GAME AND THE INTERNET. KONAMI PROVIDES THE SERVICE ON A COMMERCIALY REASONABLE BASIS AND DOES NOT GUARANTEE THAT YOU WILL BE ABLE TO ACCESS OR USE THE ONLINE GAME AT TIMES OR LOCATIONS OF YOUR CHOOSING, OR THAT KONAMI WILL HAVE ADEQUATE CAPACITY FOR THE SERVICE AS A WHOLE OR IN ANY SPECIFIC GEOGRAPHIC AREA.

WITHOUT LIMITING THE FOREGOING, KONAMI DOES NOT PROMISE THAT THIS ONLINE GAME WILL WORK PROPERLY WITH ANY NETWORK ADAPTOR, MODEM, MEMORY CARD OR OTHER PERIPHERAL DEVICE THAT HAS NOT BEEN LICENSED BY SCEI OR SCEA. SONY COMPUTER ENTERTAINMENT, INC. AND ITS AFFILIATED COMPANIES. KONAMI ASSUMES NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY YOU, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA, ITEMS OR CHARACTERS FROM DELAYS, NONDELIVERIES, ERRORS, SYSTEM DOWN TIME, MISDELIVERIES, OR SERVICE INTERRUPTIONS CAUSED BY KONAMI, ITS LICENSORS AND SUBCONTRACTORS, OR BY YOUR OR ANY OTHER MEMBER'S OWN ERRORS AND/OR OMISSIONS.

9. LIMITATION OF LIABILITY. YOU ACKNOWLEDGE AND AGREE THAT YOUR SOLE AND EXCLUSIVE REMEDY FOR ANY DISPUTE WITH KONAMI, ITS SUBSIDIARIES, LICENSOR OR AFFILIATES IS TO STOP USING THE ONLINE GAME AND TO CANCEL YOUR ACCOUNT. YOU ACKNOWLEDGE AND AGREE THAT KONAMI, ITS SUBSIDIARIES, LICENSOR AND AFFILIATES ARE NOT LIABLE FOR ANY ACT OR FAILURE TO ACT BY THEM OR ANY OTHER PERSON REGARDING CONDUCT, COMMUNICATION OR CONTENT ON THE ONLINE GAME OR USE OF THE ONLINE GAME. IN NO CASE SHALL KONAMI, ITS SUBSIDIARIES, LICENSOR, AFFILIATES, THEIR EMPLOYEES, OFFICERS, OR DIRECTORS (COLLECTIVELY, "KONAMI AFFILIATES") HAVE LIABILITY TO YOU EXCEED THE AMOUNT THAT YOU PAID TO KONAMI FOR THE GAME CD AND ONLINE GAME. IN NO EVENT SHALL KONAMI OR KONAMI AFFILIATES BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING FROM ANY CLAIM RELATED IN ANY WAY TO YOUR USE OF THE ONLINE GAME.

10. SUSPENSION. KONAMI may temporarily suspend the Online Game service in whole or in part without notice due to routine maintenance, emergency repairs, fire, earthquake, tidal wave, flood, volcanic eruption, war, strike, governmental action or failure to act, the act of any civil or military authority, act of god, or by any other causes beyond KONAMI's control whether or not similar to the foregoing, or any other reasons that KONAMI determines in its sole discretion that temporary suspension is deemed.

11. MODIFICATION. KONAMI at its sole discretion may modify the terms of this Agreement at anytime. You are responsible for reviewing the terms of the Agreement each time you login to play. By accepting this Agreement and by playing the Online Game, you agree to be bound by all current terms of the Agreement. To print out a current copy of this Agreement using your computer, go to <http://www.konami.com/>.

12. INDEMNITY. You agree to indemnify, defend and hold KONAMI, its partners, licensors, contractors, officers, directors, employees, and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Online Game pursuant to the terms of this Agreement. KONAMI reserves the right, at its own expense, to assume the exclusive defense and control of any matter otherwise subject to indemnification by you.

13. INJUNCTION. Because KONAMI would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that KONAMI shall be entitled, without bond, other security or proof of damages, to appropriate remedies including obtaining an interim injunction with respect to breaches of this Agreement, in addition to such other remedies as KONAMI may otherwise have under applicable laws.

14. TERMINATION. Both you and KONAMI have the right to terminate or cancel your account at any time. You understand and agree that if the provision of Online Game or your account is cancelled or terminated at any time, for any reason: (1) you will not be entitled to any refund proration of any fees or unused access time; (2) you will lose any characters developed or items accumulated, if any, and you will not have the right to transfer, sell or otherwise assign any characters or items to anyone else; and (3) when applicable, you may not access the Online Game in any manner or for any reason, including via any other account. KONAMI reserves the right to terminate the Online Game at any time without further obligation to you. KONAMI may terminate the provision of the Online Game after 30 days notice posted on <http://www.konami.com/>.

15. GOVERNING LAW. This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. Both parties submit to personal jurisdiction in California and further agree that any dispute arising from or relating to this Agreement shall be brought in a court within San Mateo County, California.

16. ENFORCEABILITY. If a provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of the Agreement shall not be affected thereby.

NOTES



WARRANTY

Konami Digital Entertainment, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty and Technical Service number at 310.220.8330 or 310.220.8331 from 9:00 am EST to 9:00 pm EST, Monday-Friday, or send an email to support@konami.com. All products must be deemed defective by a Konami Customer Service representative and an RMA number assigned prior to returning the product, all products received not matching this criteria will be returned if a Konami Customer Service Representative can not reach you within three days upon receipt of the unauthorized return.

Konami Digital Entertainment, Inc.
Attention: Customer Service
2381 Rosecrans Ave, Suite 200
El Segundo, CA 90245
USA

CUSTOMER SERVICE

If you feel stuck in the game or just need a boost, don't worry! You can write to our game experts at support@konami.com or view our Support section at www.konami.com.

Become a **KONAMI INSIDER**

Register now to become a "Konami Insider" at www.konami.com to be automatically entered in a monthly drawing to win FREE games and receive exclusive game play tips and product news!

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.

KONAMI

www.konami.com

SUPER MOVES. SUPER GROOVES. SUPERNOVA.**FEATURING MUSIC BY**

The Crystal Method
 Ferry Corsten
 Franz Ferdinand
 Fall Out Boy
 Armin van Buuren
 Roger Sanchez
 Cyndi Lauper

PLUS MANY MORE

Dance Dance Revolution SuperNOVA

**AVAILABLE
 NOW**

- Over 70 songs and 100+ minutes of music
- All-new Battle Mode alters the dance steps in real-time
- Become the ultimate dancing machine with the new Stellar Master Mode
- Go online to dance head-to-head, chart internet rankings, chat and more!

**PlayStation 2**

KONAMI is a registered trademark of KONAMI CORPORATION. BEMANI is a registered trademark of Konami Digital Entertainment Co., Ltd. Dance Dance Revolution SuperNOVA is a trademark of Konami Digital Entertainment Co., Ltd. © 2006 Konami Digital Entertainment, Inc. Developed & Published by Konami Digital Entertainment, Inc. under license from Konami Digital Entertainment Co., Ltd. USP 6450888 PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc. Online play requires internet connection and Memory Card (8MB) (for PlayStation 2) (each sold separately). The ratings icon is a registered trademark of the Entertainment Software Association.

Dance Dance Revolution and BEMANI are registered trademarks of Konami Digital Entertainment Co., Ltd. Dance Dance Revolution SuperNOVA is a trademark of Konami Digital Entertainment Co., Ltd. KONAMI is a registered trademark of KONAMI CORPORATION. © 1998-2007 Konami Digital Entertainment Co., Ltd. Developed & Published by Konami Digital Entertainment, Inc. under license from Konami Digital Entertainment Co., Ltd. USP 6227968 6450888 8320110 6895694 6786821 Dolby Pro Logic, and the double D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories. EyeToy is a trademark of Sony Computer Entertainment Europe. The ratings icon is a trademark of the Entertainment Software Association.