



# beatmania™

EVERYONE 10+  
TM  
**E**  
10+  
CONTENT RATED BY  
**ESRB**

**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.

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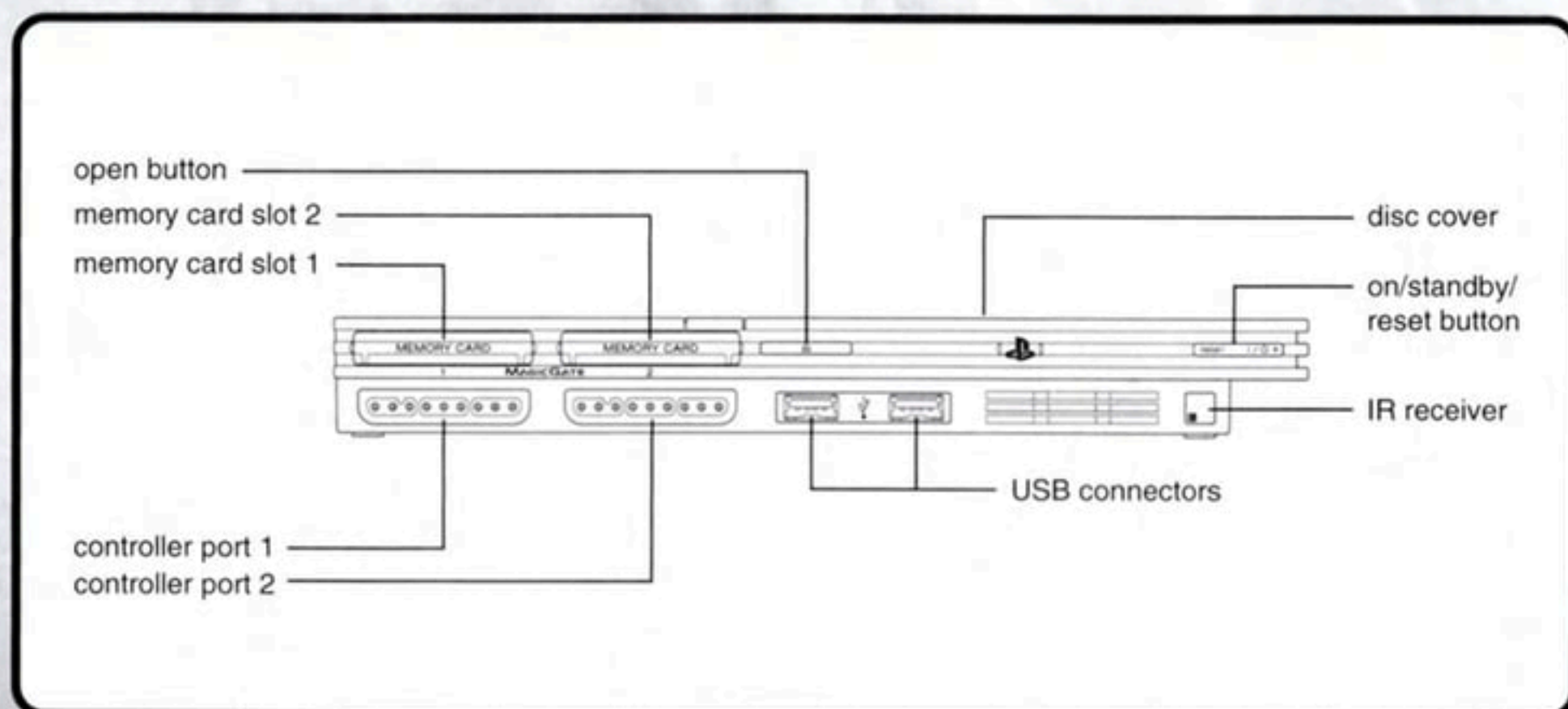
## **INTRODUCTION**

Thank you for purchasing Konami's **beatmania**<sup>™</sup>. 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.

**beatmania**<sup>™</sup> 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



## **Setting Up Your PlayStation®2 Computer Entertainment System**

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **beatmania™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. 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 console. You can load saved game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

**NOTE:** **beatmania™** uses at least 165KB 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 off.

# USING THE CONTROLLER

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## BASIC CONTROLS

### GENERAL CONTROLS

directional buttons

△ button

○ button

× button

□ button

left analog stick


right analog stick


**L1** button

**L2** button

**R1** button

**R2** button

 button

 button

ANALOG mode switch

Move and navigate menus

Cancel

Not used

Confirm Selection

Not used

Not used

Not used

Not used

Not used

Not used

Not used

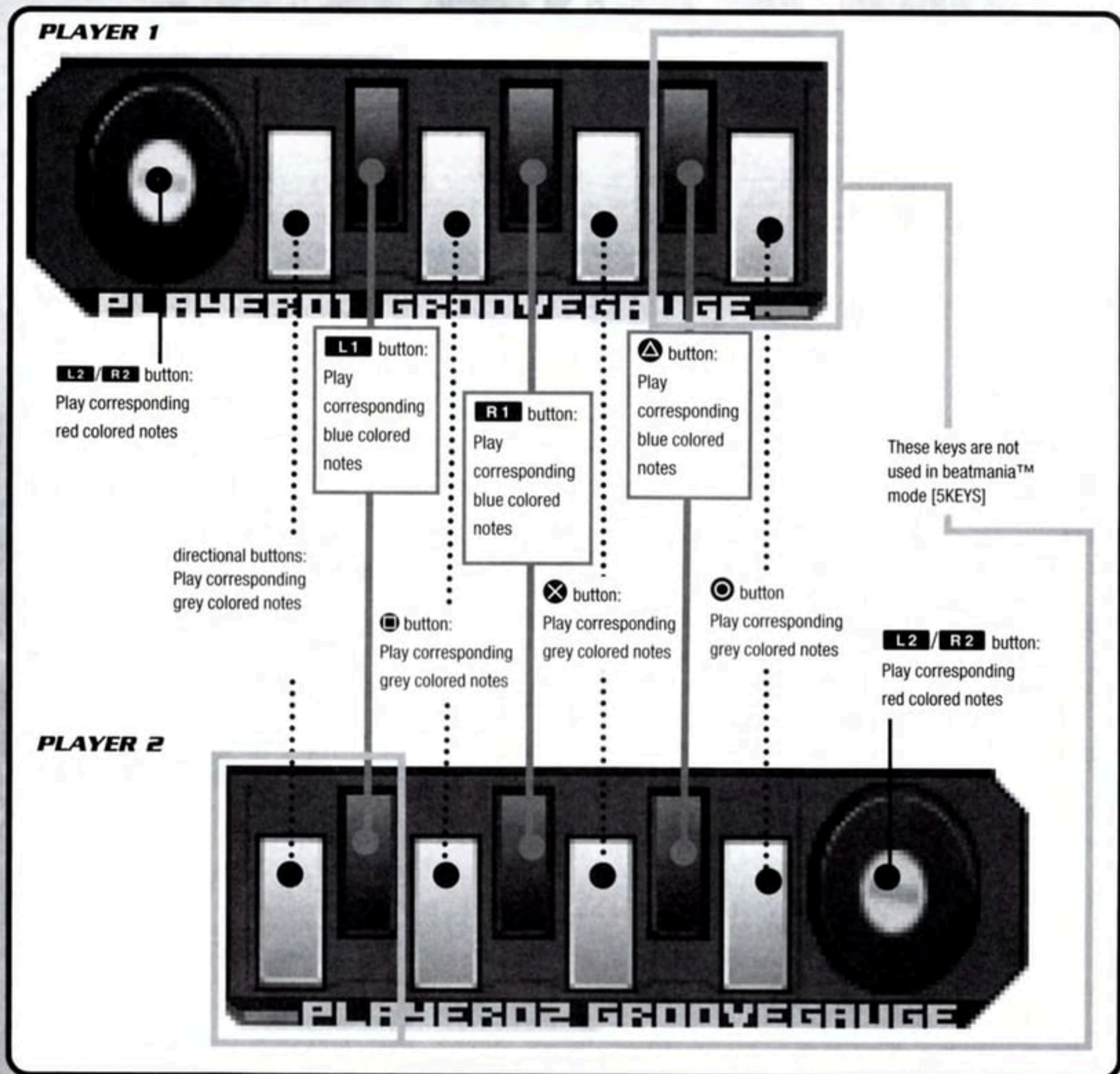
Change Difficulty

Confirm Selection

Not used

# BASIC CONTROLS

## GAMEPLAY CONTROLS



- START** button: Hold down to exit current song.
- SELECT** button: Change sound processing effects.

### ATTENTION

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.

The controls displayed above are the default settings. You can change the controls by going to **OPTIONS** and selecting **CONTROLLER SET UP**, **DUALSHOCK®2** analog controller and **KEY CONFIG**.

To change controllers, go to **OPTIONS** and select **CONTROLLER SET UP**.

You can turn the controller vibration function on/off by going to **OPTIONS** and selecting **VIBRATION SETTINGS**. Regardless if the LED indicator light is on/off, vibration is turned on when this option is adjusted in **VIBRATION SETTINGS**. See **OPTIONS**, p. 28 for more information.

The left and right analog stick are not used in this game.

# **USING THE beatmania™ CONTROLLER**

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

- Please read the manual included with the **beatmania™** Controller (BM CONTROLLER) in addition to this manual before use.
- The BM CONTROLLER should be used with care to avoid injury. Never use the BM CONTROLLER in a manner that is inconsistent with the intended use. Always operate the BM CONTROLLER according to the supplied instructions.
- Never try to connect or install the components of the BM CONTROLLER to other devices. Only use the BM CONTROLLER in the manner according to the supplied instructions.
- Persons experiencing physical discomfort or physical impairments with the upper extremities (such as, but not limited to, arm, hand, wrist, finger, joint, musculature, fatigue, and motor coordination problems) that limit physical activity, or have been advised by their physician to limit their physical activity should not use the BM CONTROLLER.
- Persons under the influence of alcohol, or drugs that could impair a persons sense of coordination or physical activity, should not use the BM CONTROLLER.
- The BM CONTROLLER should be used on a clean, flat surface. Do not use the BM CONTROLLER on concrete, rock or any surface with sharp or abrasive objects.
- Remove objects within close proximity to the BM CONTROLLER, and use it in an area with plenty of space.
- Keep the BM CONTROLLER away from open flame and other heat sources.
- Do not use the BM CONTROLLER on a wet surface.
- For personal safety, do not allow children to play with the black rubber plugs or the individual components of the BM CONTROLLER. Children should be monitored at all times when using the BM CONTROLLER.
- The cord for the BM CONTROLLER should be placed properly to avoid risk of tripping persons.
- If two BM CONTROLLERS are being used, make sure the BM CONTROLLERS are far enough apart to avoid injury to players.
- When the BM CONTROLLER is not in use, it should be removed from the playing area and stored properly.
- The BM CONTROLLER is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the BM CONTROLLER. Such actions can void your warranty.
- Audio and video disruptions may occur during game play due to controller vibrations. Adjust the location of the BM CONTROLLER from the game console to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.

# USING THE *beatmania*<sup>TM</sup> CONTROLLER

## GENERAL CONTROLS

**START** button: Confirm Selection

**SELECT** button: Change difficulty

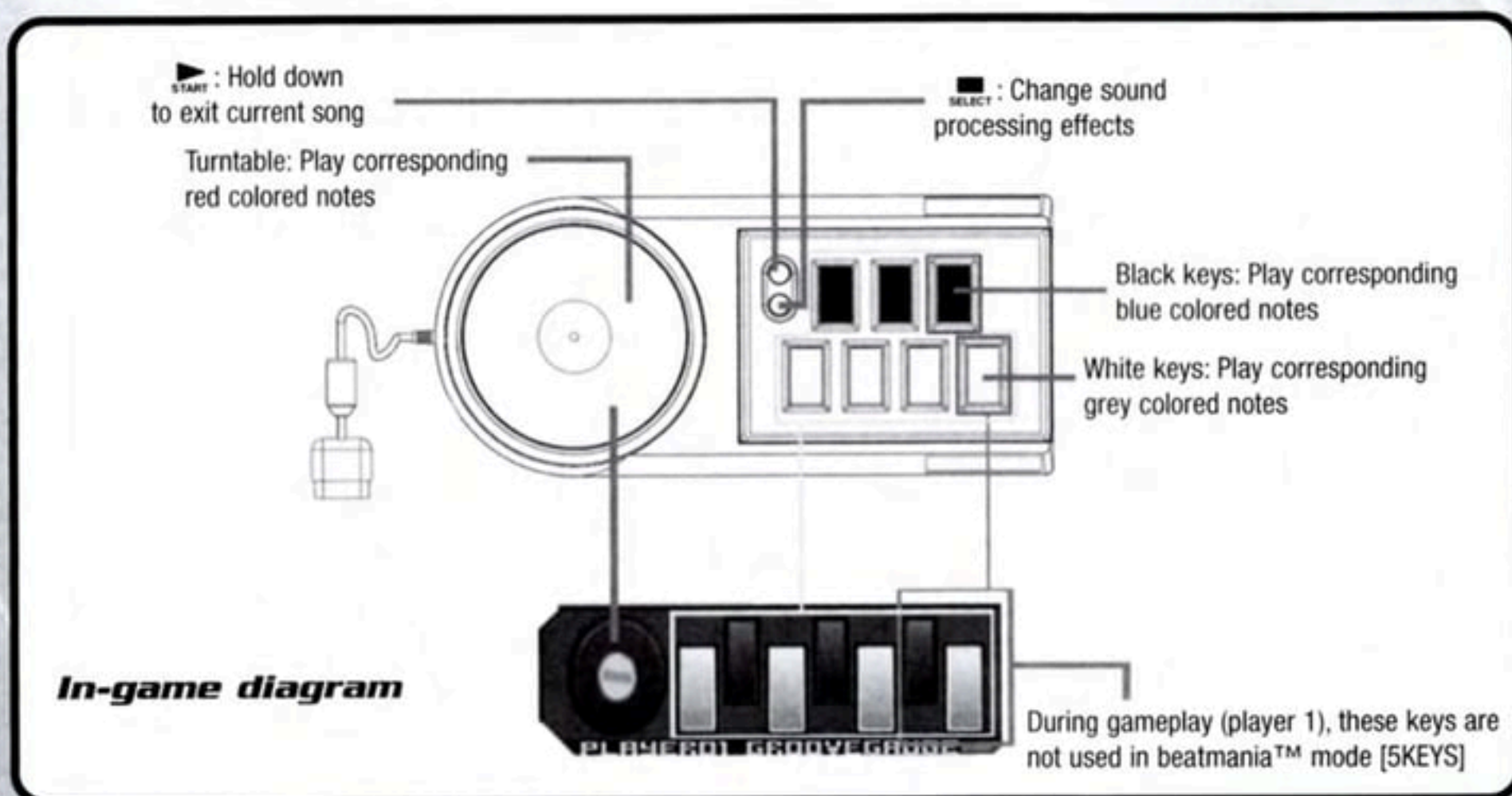
Turntable: Move and navigate menus

Black keys: Cancel

White keys: Confirm Selection

## GAMEPLAY CONTROLS

### Controller overview



## ATTENTION

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.


To change controllers, go to **OPTIONS**, and select **CONTROLLER SET UP**. When switching the controller unit from Player 1 to Player 2 (or vice versa) and/or changing the key configurations, please make sure that the controller unit is plugged into the correct controller port. See **OPTIONS**, p. 28 for more information.

When playing on the Player 2 side, plug the controller unit with the turntable on the right-hand side.

For details on using the **beatmania**<sup>TM</sup> controller, please refer to the controller's instruction manual.

The controller functions for Player 2 are the same as Player 1, but depending on user preferences and controller orientation, the button functions and layout may be different.

# SET UP

1. When you start the game, the title screen is displayed.
2. Press the  button, and a controller select screen will be displayed. Choose between the DUALSHOCK®2 analog controller or the beatmania™ controller.
3. Upon confirming the controller to use, the MAIN MENU will be displayed.

If you wish to change controllers during a game, use the following instructions:

Return to the MAIN MENU, go to OPTIONS, and select CONTROLLER SET UP. Select and set the controller you wish to use on screen and plug in the controller. See OPTIONS pg. 28 for more information.

**NOTE:** In order for the controller to function properly, please make sure to change the CONTROLLER SET UP in the OPTIONS screen.

## ATTENTION

The controller may not function properly when playing the game with a controller different from the one you have selected.

When saving a game, the CONTROLLER SET UP will be saved onto the Memory Card (8MB) (for PlayStation®2). This set up will be loaded every time you start the game.

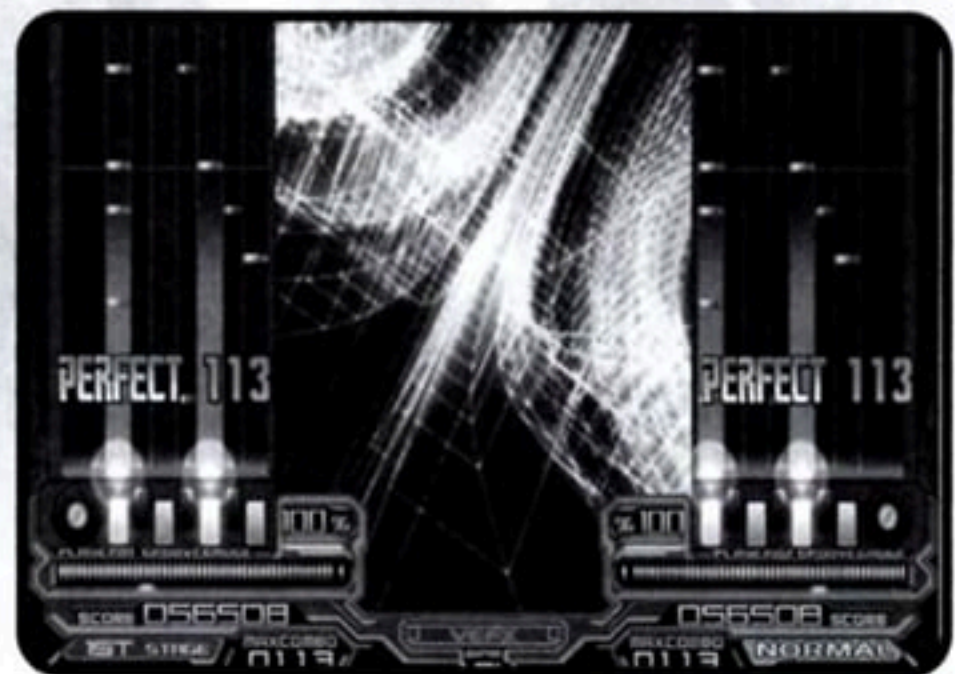


# HOW TO PLAY (OVERVIEW)

**beatmania™** is an interactive DJ simulation game that combines quick reflexes and timing with cool music. All you have to do is follow along to the notes that appear on-screen and play the correct sequence on cue. The correct notes must be played when it crosses the red colored Judgment line. The Judgment line for each player is located in the lower part of the screen.

Build up your Groove Gauge and continue to the next stage by successfully playing the correct notes and reaching the Red Zone of the Groove Gauge by the end of the song (minimum cutoff point is 80% of the Groove Gauge). However, if you continue to miss notes, the Groove Gauge level drops. If the meter drops to zero, the game will end.

**TIP:** Listen to the music as you play and play the notes to the rhythm of the beat.

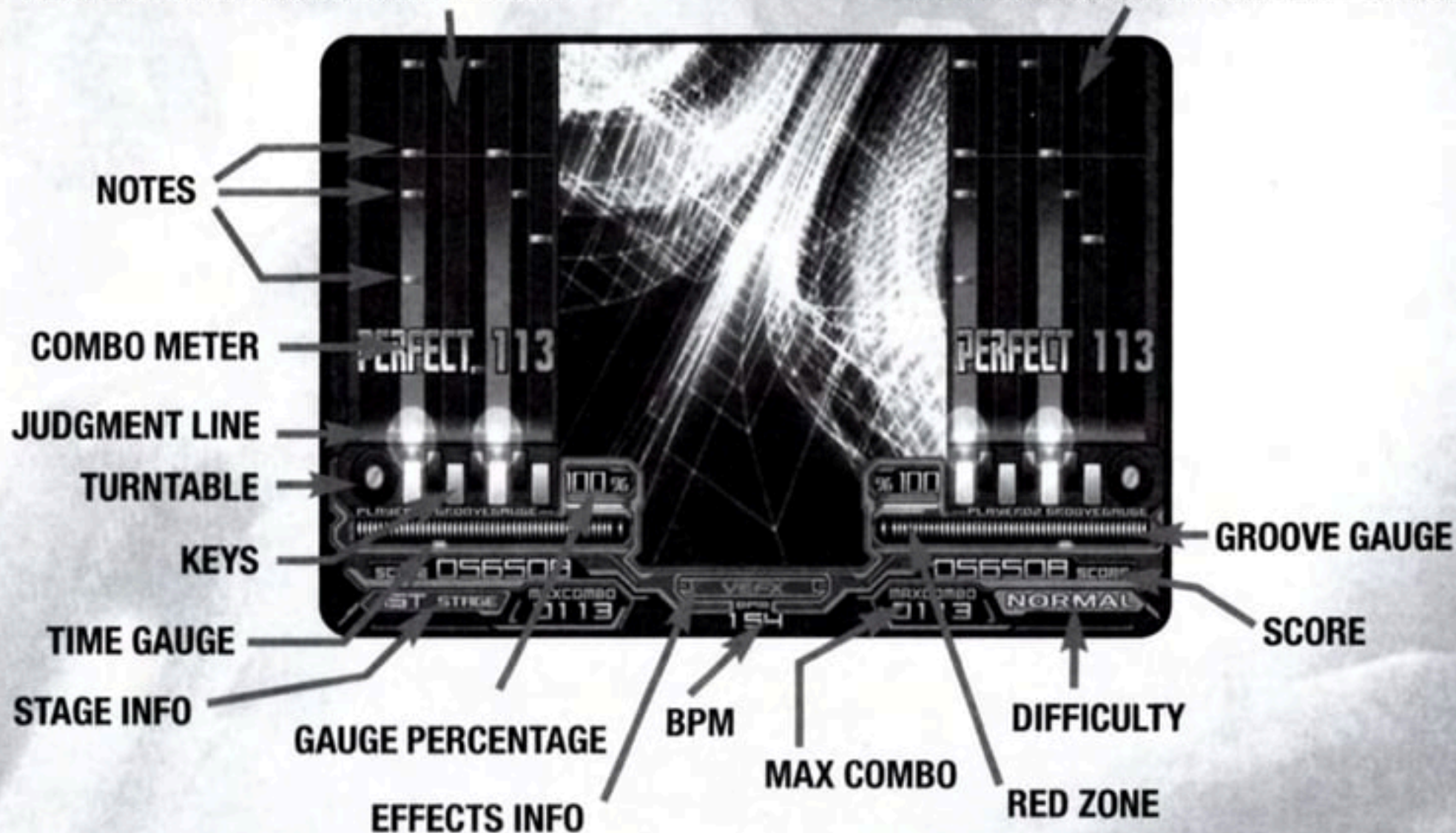


# HOW TO PLAY (DETAILED)

When playing the game, understanding the overall screen layout is very helpful in learning how to play.

PLAYER 1 RHYTHM PATTERN GAUGE

PLAYER 2 RHYTHM PATTERN GAUGE



When music is played and the scrolling notes cross the Judgment line on screen, press the corresponding key (or button). Spin the turntable if it is a red colored note (if using a beatmania™ controller). The music will play properly when the notes are played correctly. The music will not play properly when your timing is off or the wrong key (or button) is pressed.

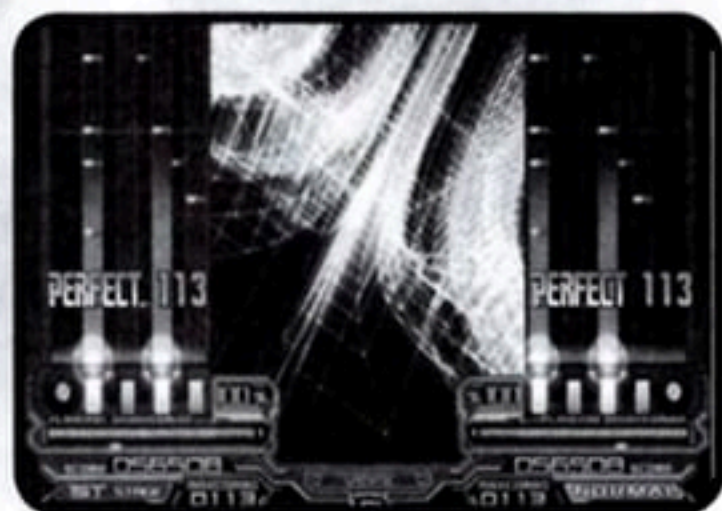


# HOW TO PLAY (DETAILED)

When playing **beatmania™**, the rules vary depending on the mode selected.

## **When GAME / PRACTICE / FREE is selected**

If the timing is right, GREAT or GOOD is displayed and the Groove Gauge will increase. When the timing is off or if the wrong key (or button) is pressed, POOR or BAD is displayed and the Groove Gauge will decrease. When the timing is exactly on cue, PERFECT is displayed. Clear the stage by reaching the Red Zone in the Groove Gauge by the end of the song.





## **When EXPERT is selected**

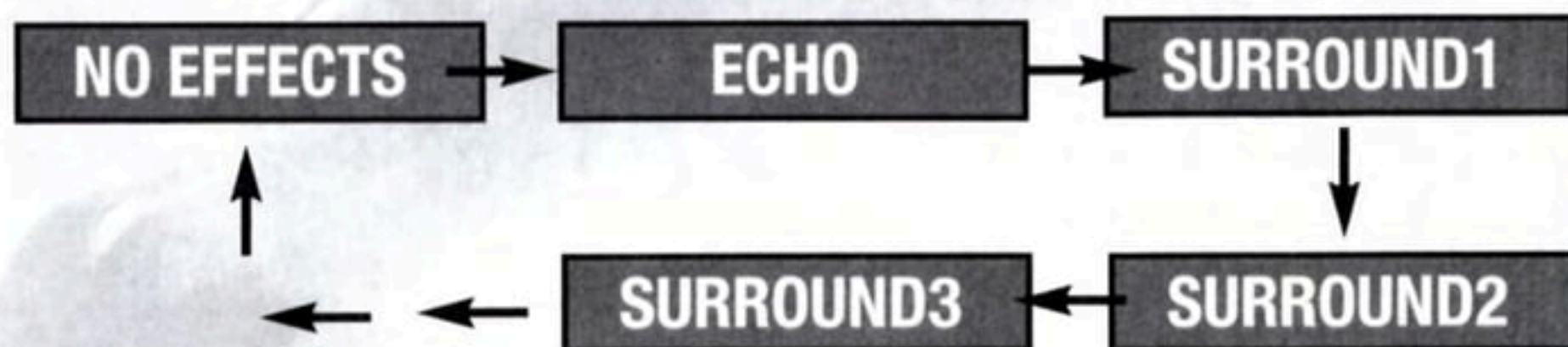
The game starts out with the Groove Gauge completely filled. The gauge decreases if you do POOR or BAD. When GOOD is displayed, the gauge does not change, but when you do a combo of either PERFECT or GREAT, the gauge slightly increases. The game is over when the Groove Gauge reaches 0% during the game. If you have cleared the stage, the remaining level of the gauge at the end of the stage will carry onto the next stage.



# HOW TO PLAY (DETAILED)

## EFFECTS

During game play, you can switch between different sound processing effects by pressing the  button. Continue pressing the  button to bring up other sound processing effects. Some static noise may occur when switching between effects.



## FREE Scratch ZONE

Some turntable notes also have a FREE Scratch ZONE. During this zone, you can scratch the turntable in freestyle. Bonus points will be rewarded for great plays. When playing EXPERT mode, the points will not be added to your score.



## Regarding combos

The number of combos is displayed when you consecutively do a PERFECT, GREAT and/or GOOD. The combo will reset when you do a POOR or BAD.

**NOTE:** A FULL COMBO CLEAR is when you have cleared the stage with a consecutive combo of GOOD, GREAT, and/or PERFECT play throughout the entire song. A PERFECT CLEAR is when you have cleared the stage with either a GREAT and/or PERFECT play throughout the entire song.

# MAIN MENU

## GAME

This is the standard game mode of **beatmania™** and consists of stages that must be cleared in order to progress further. See GAME, p. 13 for more information.

## PRACTICE

This mode is for beginners. Learn the basics of **beatmania™** in a relaxed setting. This tutorial will help you master the introductory songs as well as provide some useful techniques. See PRACTICE, pg. 16 for more information.

## FREE

This mode is similar to GAME mode in terms of gameplay and difficulty, however there is no limit to the number of songs you can play. You can select any song that you want to play. In order for songs to be accessible in FREE mode, they must first be played in GAME mode. You can also save your performances to the memory card (8MB) (for PlayStation®2) in this mode. See FREE, pg. 18 for more information.

## TRAINING

Having trouble with your technique or a particular song? Then TRAINING mode is what you need. This mode allows you to break down a difficult song by changing the play speed as well as practicing parts of a song that gives you the most trouble. See TRAINING, pg. 20 for more information.

## EXPERT

Challenge your skills with this difficult mode as you try to complete a series of songs with only one Groove Gauge. Some courses will enable you to compete for INTERNET RANKING. You can also create your own courses for added challenge. See EXPERT, pg. 22 for more information.

## RECORDS

Check out your High Scores in this section. See RECORDS, pg. 26 for more information.

## REPLAY

Relive some of your best moments by accessing previously saved performances from FREE mode. See REPLAY, pg. 27 for more information.

## OPTIONS

Configure various settings and tweak the game to your liking. See OPTIONS, pg. 28 for more information.

## SAVE & LOAD

Save current status or load an existing saved game. You can also turn the autosave function on/off in this section. See SAVE & LOAD, pg. 31 for more information.

## CREDITS

Review the list of people who worked hard to bring you **beatmania™** and other credits for the game. See CREDITS, pg. 35 for more information.



# GAME

## 1. Select GAME in the MAIN MENU screen.

Use the turntable (or directional buttons) to select GAME from the MAIN MENU and confirm the selection using the white keys (or **X** button).

## 2. Select a mode in the MODE SELECT screen.

Use the turntable (or directional buttons) to select from the MODE SELECT screen and confirm the selection using the white keys (or **X** button).

### beatmania™ mode [5KEYS]

This mode only uses 5 keys on the keyboard and the turntable. This mode is recommended for beginners and intermediate players.

### beatmania™ IIDX mode [7KEYS]

This mode uses all 7 keys on the keyboard and the turntable. This mode is recommended for intermediate and expert players.

## 3. Select a style in the STYLE SELECT screen.

Use the turntable (or directional buttons) to select from the STYLE SELECT screen and confirm the selection using the white keys (or **X** button).

**SINGLE:** This is a single player game.

**DOUBLE:** This is a single player game using two controllers.

**BATTLE:** This is a two player game where both players compete against each other.



# GAME

## 4. Select a song to play in the MUSIC SELECT screen.

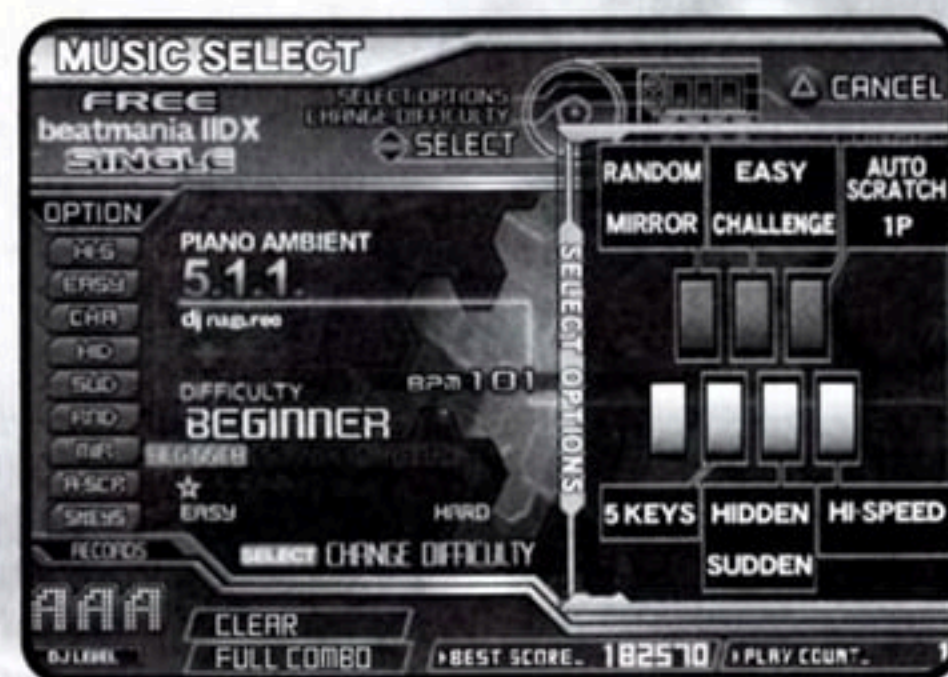
Use the turntable (or directional buttons) to select from the MUSIC SELECT screen and confirm the selection using the white keys (or **X** button).

The numbers of stars beside the song title indicates the level of difficulty (1 is easiest / 10 is hardest). The song list is sorted according to difficulty level.



In **beatmania™ IIDX** mode [7KEYS], pressing the **SELECT** button during song selection will allow you to change difficulty between BEGINNER, NORMAL and HYPER. There is no BEGINNER difficulty when playing DOUBLE.

Pressing the **START** button during song selection will open up the GAME OPTIONS menu. This menu allows you to adjust various attributes and make subtle difficulty changes. See GAME OPTIONS, pg. 25 for more information.



RECORDS are located at the bottom part of the song selection screen, displaying the best score, stage clear status, and play count of the song selected.

**PLAY COUNT:** Displays the number of times the song was played.

**BEST SCORE:** Displays the highest score.

**DJ LEVEL:** Displays the highest DJ LEVEL earned.

**PLAY:** Displayed on songs which have been played but not yet cleared.

**EASY CLEAR:** Displayed on songs which have been cleared on EASY. See EASY on page 25 for more information.

**CLEAR:** Displayed on songs which have been cleared.

**CHALLENGE CLEAR:** Displayed on songs which have been cleared on CHALLENGE. See CHALLENGE on page 25 for more information.

**FULL COMBO:** Displayed on songs cleared by FULL COMBO CLEAR. See Regarding Combos on page 10 for more information.

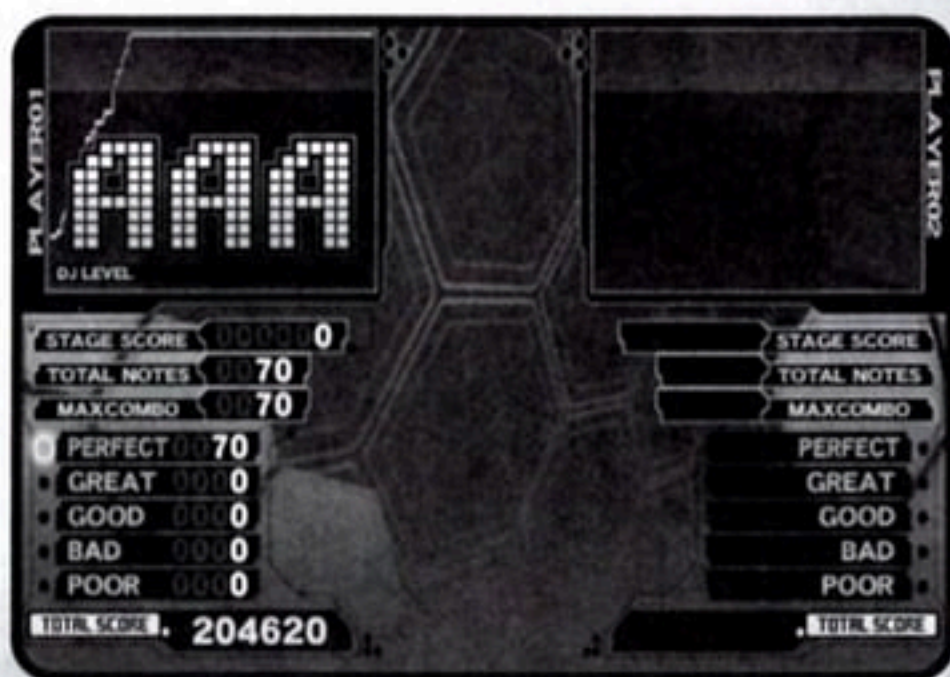
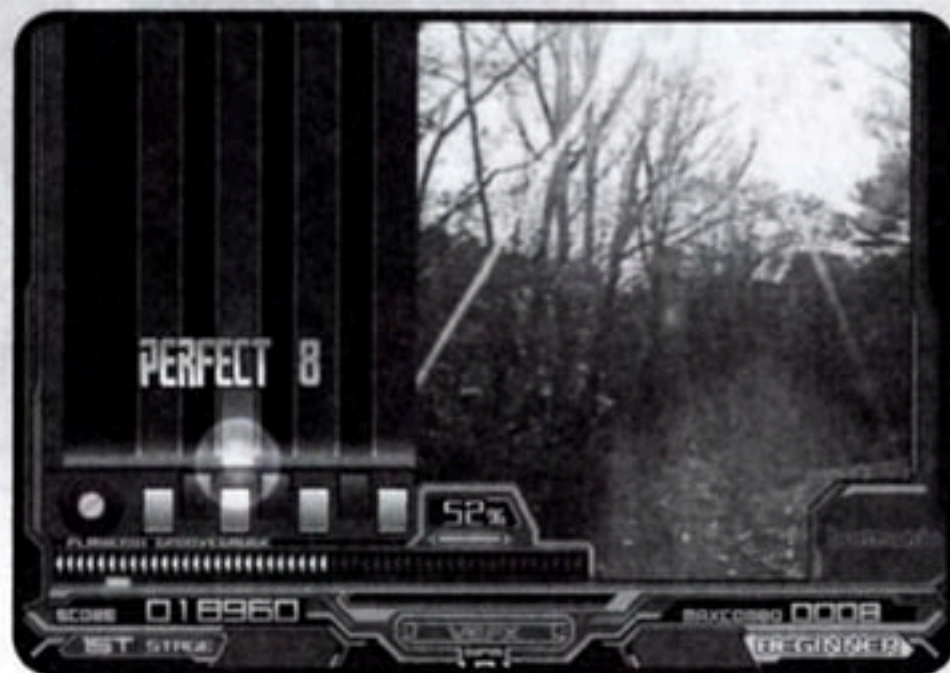
**PERFECT:** Displayed on songs cleared by PERFECT CLEAR. See Regarding Combos on page 10 for more information.

# GAME

5. When a song is selected, the game will begin.

6. After playing a game, the result screen is displayed.

A graph will be displayed showing changes in your Groove Gauge during game play, along with your DJ LEVEL (AAA is highest grade / F is lowest grade), number of PERFECT/GREAT/other ratings and score. It will also display a comparison between your current results and the best scoring result in the game. Press any of the keys (or buttons) to proceed to the next stage. When you have cleared all the stages, or the game is over, you will proceed to the overall results screen which displays your overall DJ LEVEL (ranging from A to F).



# PRACTICE

The PRACTICE mode is your first step in becoming an expert **beatmania™** player. This easy-to-use tutorial will teach you valuable techniques while helping you learn the basics.

**1. Select PRACTICE in the MAIN MENU screen.**

Use the turntable (or directional buttons) to select PRACTICE from the MAIN MENU and confirm the selection using the white keys (or **X** button).

**2. Choose from Practice 1-3 and begin the tutorial.**

Use the turntable (or directional buttons) to choose from Practice 1-3 and confirm the selection using the white keys (or **X** button).

**NOTE:** You can only choose Practice 1 when you play the game for the first time.

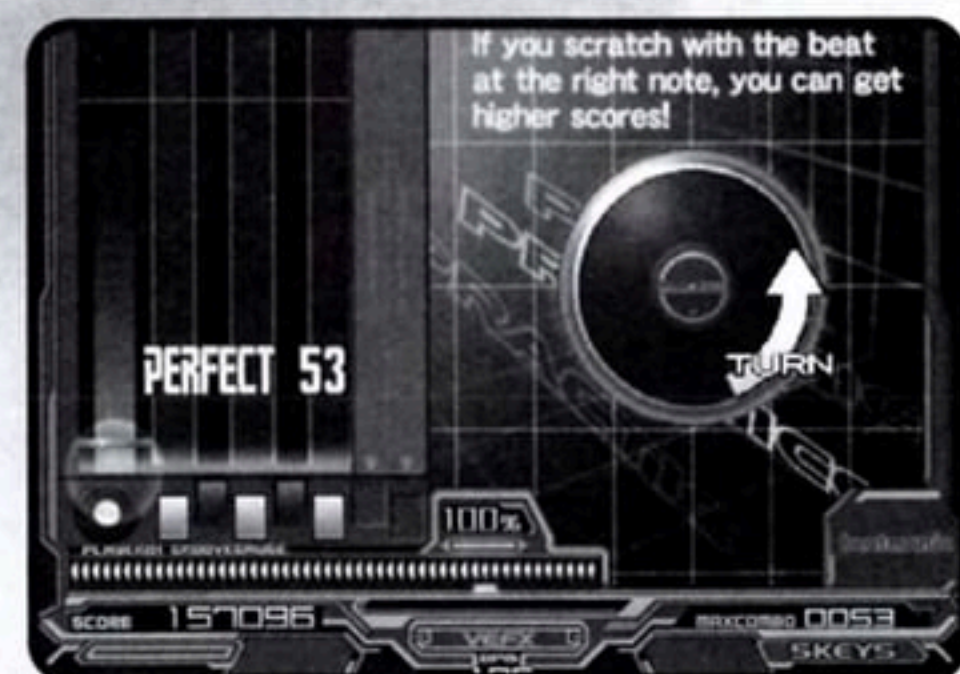
**3. The instructions for each Practice are shown on screen.**

Instructions on how to play and rules of the game are covered in each practice session.

**NOTE:** You can skip the instructions for each practice session by pressing the **START** button.

**4. After the instructions are shown, the practice session will begin.**

Follow along with the instructions and then play along to the notes that appear on screen.



# **PRACTICE**

5. When the practice session is finished, the result screen is displayed followed by a pop-up menu.

Depending on your performance, a rating of GOOD, BAD or PERFECT will be displayed.

You can proceed to the next practice session if you have cleared the game (any rating above GOOD).



**NEXT STAGE:** Proceed to the next stage.

**RETRY:** Play the same PRACTICE again.

**RETURN:** Return to the PRACTICE menu screen.

**EXIT:** Exit PRACTICE mode and return to the MAIN MENU screen.

## **ATTENTION**

PRACTICE is a single player game. DOUBLE or BATTLE play cannot be selected.

PRACTICE mode is only available in **beatmania**<sup>™</sup> mode [5KEYS].

# FREE

In this mode, you can choose any song and play them in different modes.

When you play the game for the first time, the songs "jam jam reggae" and "5.1.1." are available in **beatmania™** mode [5KEYS] and **beatmania™ IIDX** mode [7KEYS] respectively. You must play other songs through regular GAME mode in order to make them accessible in FREE mode. You can also save your replay in this mode for future playback.

## 1. Select FREE in the MAIN MENU screen.

Use the turntable (or directional buttons) to select FREE from the MAIN MENU and confirm the selection using the white keys (or **X** button).

## 2. Select a mode in the MODE SELECT screen.

Use the turntable (or directional buttons) to select from the MODE SELECT screen and confirm the selection using the white keys (or **X** button).

## 3. Select a style in the STYLE SELECT screen.

Use the turntable (or directional buttons) to select from the STYLE SELECT screen and confirm the selection using the white keys (or **X** button).



# FREE

## 4. Select a song to play in the MUSIC SELECT screen.

Use the turntable (or directional buttons) to select from the MUSIC SELECT screen and confirm the selection using the white keys (or **X** button).

**NOTE:** Details listed on the MUSIC SELECT screen and controls in FREE mode are the same as GAME mode. See GAME mode, pg. 13 for more information.

## 5. When a song is selected, the game will begin.

The screen and gameplay are the same as GAME mode. See HOW TO PLAY (DETAILED), pg. 9 for more information.

## 6. When the game is finished, the result screen is displayed followed by a pop-up menu.

In FREE mode, the game is finished after each stage. You are free to quit the game, replay the same song or choose a different song.

Similar to GAME mode, upon finishing a song, the results screen will be displayed followed by a pop-up menu.

**RETRY:** Play the same song again.

**MUSIC SELECT:** Proceed to the MUSIC SELECT screen.

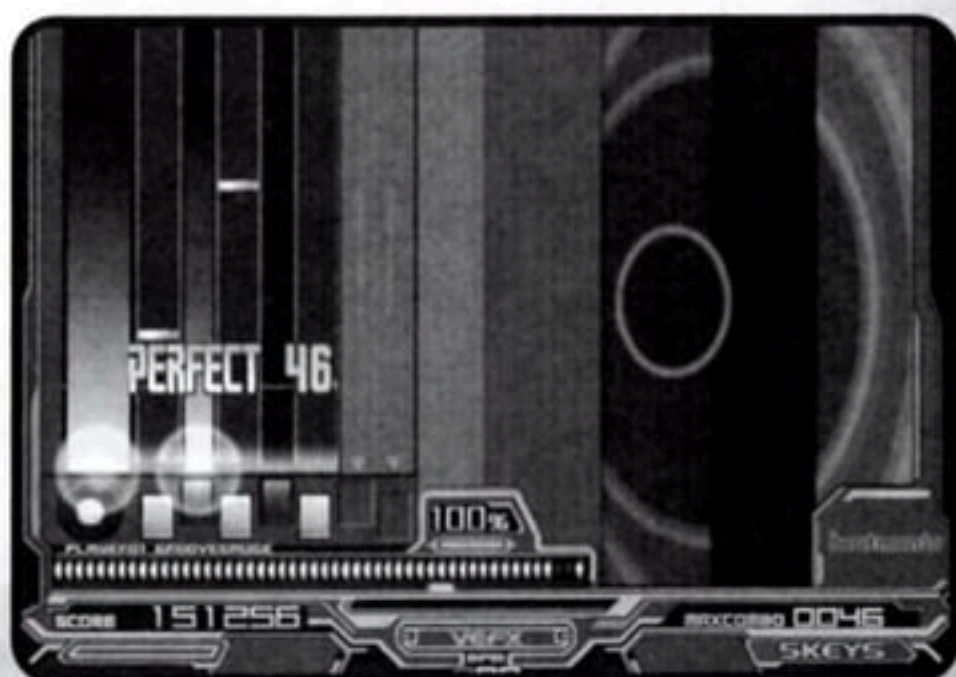
**MODE SELECT:** Proceed to the MODE SELECT screen.

**SAVE REPLAY:** Save replay of the song you have just played. For more information on saving and viewing replays, see REPLAY pg. 27.

**EXIT:** Exit FREE mode and return to MAIN MENU screen.

## ATTENTION

When playing a song in GAME mode, the song will not be added in FREE mode if you have exited during the game.



# TRAINING

The TRAINING mode is designed to help you practice any songs featured in **beatmania™**. This mode is especially useful when learning harder songs at higher difficulty levels.

TRAINING mode is for one player only.

You can practice the entire song or concentrate on a specific portion of a song that gives you the most trouble. You can also change the play speed which allows you to analyze the note sequences more effectively.

Just like in FREE mode, songs played in the GAME mode will be added to TRAINING mode.

## 1. Select TRAINING in the MAIN MENU screen.

Use the turntable (or directional buttons) to select TRAINING from the MAIN MENU and confirm the selection using the white keys (or **X** button).

## 2. Select settings suited to your practice methods in the TRAINING menu screen.

Use the turntable (or directional buttons) to select from the TRAINING menu screen and confirm the selection using the white keys (or **X** button).

**START:** Begin practice.

**MUSIC SELECT:** This proceeds to the MUSIC SELECT screen and you can choose the song you want to practice.

**MODE:** Choose from either **beatmania™** mode [5KEYS] or **beatmania™ IIDX** mode [7KEYS].

**STYLE:** Select play style from SINGLE, DOUBLE, HUM•COM (HUM•COM is essentially DOUBLE mode but one of the players is controlled by the computer).



# TRAINING

**DIFFICULTY:** When set to **beatmania™ IIDX mode [7KEYS]** , you can select from three difficulties: BEGINNER, NORMAL and HYPER. When set to **beatmania™ mode [5KEYS]**, you have only one option: 5KEYS.

**SELECT OPTIONS:** Select GAME OPTIONS. You can select from RANDOM, MIRROR, HIDDEN, SUDDEN, and HI SPEED 1-4. For details on GAME OPTIONS, please refer to pg. 25.

**1ST MEASURE/LAST MEASURE:** Select which section of the song you wish to practice. Choose a starting point with 1ST MEASURE. The notes and measure number will appear on the Rhythm Pattern Gauge. Use the turntable or directional button to scroll and confirm your selection. For the end point, follow the same steps, this time using LAST MEASURE. If no specific section is identified, the entire song will be played.

**REPEAT:** Set it to ON and you can practice the same song repeatedly.


**PLAY SPEED:** Set the song's play speed. There are 5 speed levels, 5 being the normal speed. The lower the speed, the slower the song will play.

**EXIT:** Exit TRAINING mode, and return to MAIN MENU.

3. Select **START** and the **TRAINING** session will begin.

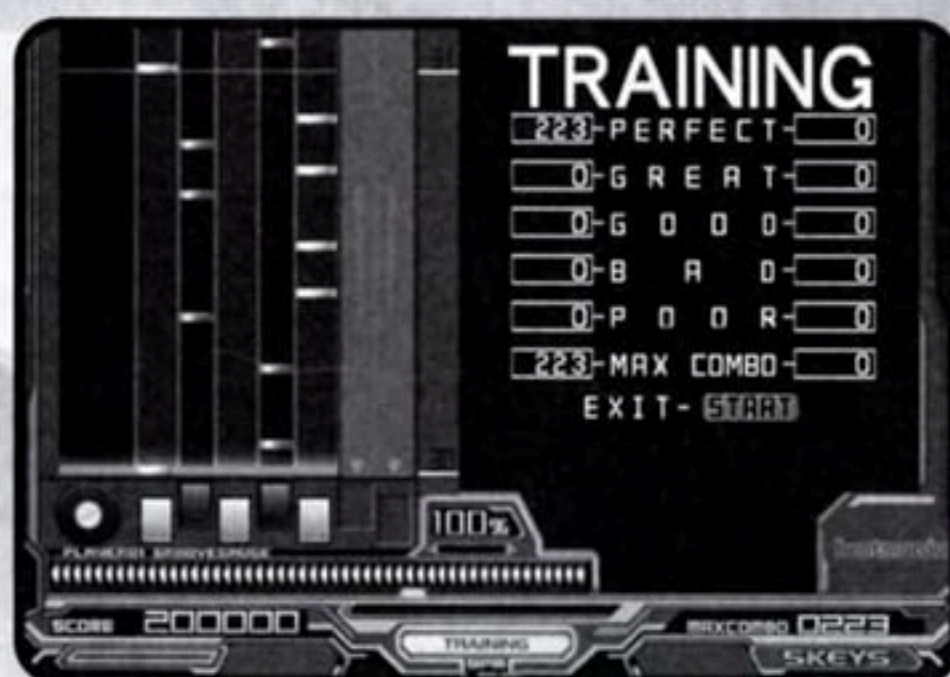
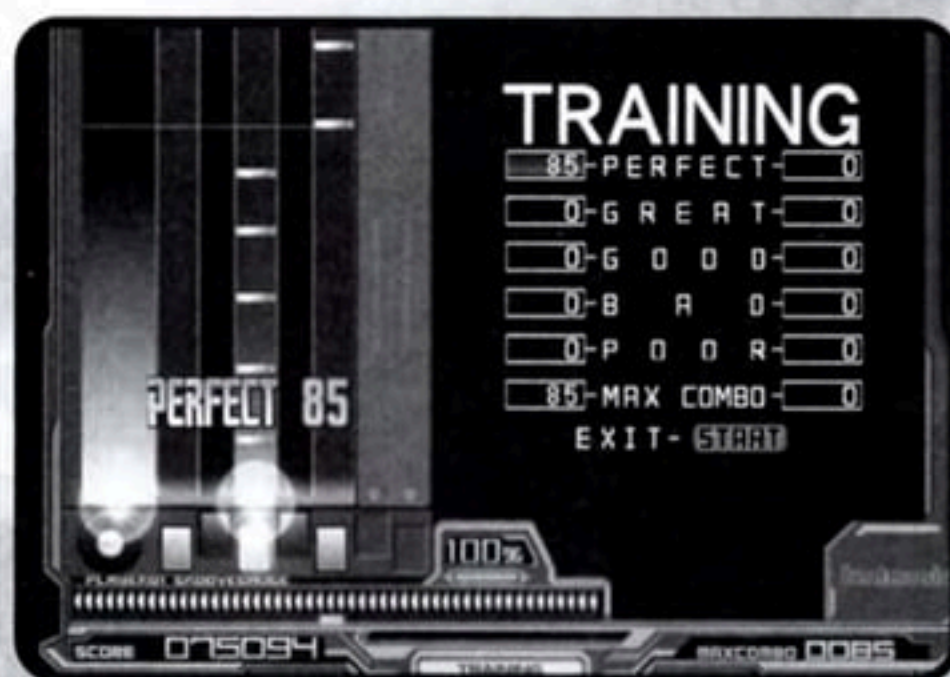
4. When the game is finished, the result screen is displayed.

When the TRAINING session is finished, the results will be displayed. The number of ratings such as PERFECT, GREAT, etc. will be displayed. Your play will appear in translucent notes while the correct timing will be displayed in normal (opaque) notes. Using the turntable, you can scroll through the sections you practiced and check your overall accuracy.

Pressing the  button will return you to the TRAINING menu screen.

5. Select **EXIT** to leave **TRAINING** mode.

Selecting EXIT will leave the TRAINING mode and return to MAIN MENU.



# EXPERT

## 1. Select EXPERT in the MAIN MENU screen.

Use the turntable (or directional buttons) to select EXPERT from the MAIN MENU and confirm the selection using the white keys (or **X** button).

## 2. Select a mode in MODE SELECT screen.

Use the turntable (or directional buttons) to select from the MODE SELECT screen and confirm the selection using the white keys (or **X** button).

### beatmania™ mode [5KEYS]

This mode only uses 5 keys on the keyboard and the turntable. This mode is recommended for beginners and intermediate players.

### beatmania™ IIDX mode [7KEYS]

This mode uses all 7 keys on the keyboard and the turntable. This mode is recommended for intermediate and expert players.

## 3. Select a style in the STYLE SELECT screen.

Use the turntable (or directional buttons) to select from the STYLE SELECT screen and confirm the selection using the white keys (or **X** button).

**SINGLE:** This is a single player game.

**DOUBLE:** This is a single player game using two controllers.

**BATTLE:** This is a two player game where both compete against each other.

## 4. Select a course to play in the COURSE SELECT screen.

Use the turntable (or directional buttons) to select from the COURSE SELECT screen and confirm the selection using the white keys (or **X** button).



# EXPERT

In **beatmania**™ IIDX mode [7KEYS], pressing **SELECT** during the COURSE SELECT screen will allow you to choose between LIGHT, STANDARD and HEAVY difficulty levels.

Pressing the **START** button during song selection will take you to the GAME OPTIONS.

RECORDS are located at the bottom part of the COURSE SELECT screen, displaying the best score, stage clear status, and play count of the course selected.

**PLAY COUNT:** Displays the number of times the course was played.

**BEST SCORE:** Displays the highest score.

**DJ LEVEL:** Displays the highest DJ LEVEL earned.

**PLAY:** Displayed on courses which have been played but not yet cleared.

**CLEAR:** Displayed on courses which have been cleared.

You can also adjust settings for ORIGINAL COURSE if you select COURSE SETTING.

5. When a course is selected the game will begin.
6. After playing a course, the overall result screen is displayed.

If you have cleared a certain criteria for courses that offer INTERNET RANKING, the PASSWORD will be displayed followed by the overall ranking (AAA-F Scale). See INTERNET RANKING pg. 32 for more information.



# EXPERT

## ORIGINAL COURSE SETTING

### 1. Select COURSE SETTING in COURSE SELECT screen of EXPERT mode.

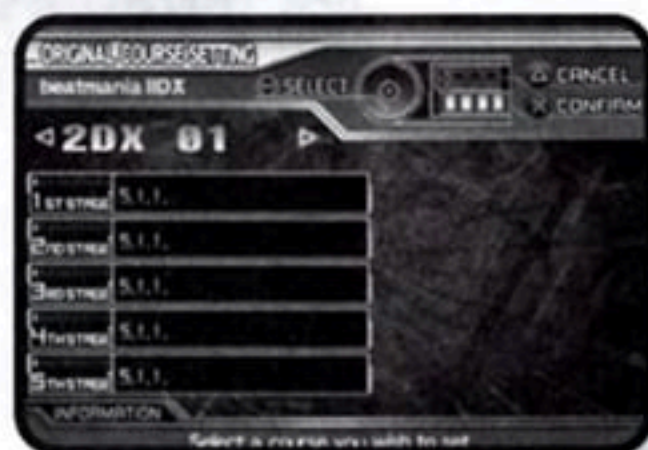
Use the turntable (or directional buttons) to select COURSE SETTING from the COURSE SELECT menu and confirm the selection using the white keys (or **X** button).



### 2. Select the course you wish to set.

Select a course from **beatmania™** [5KEYS] (BM 01-05) or **beatmania™ IIDX** [7KEYS] (2DX 01-05) to set.

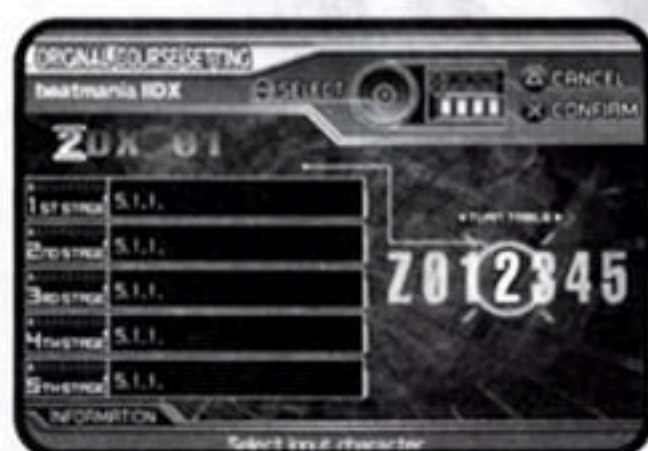
Use the turntable (or directional buttons) to select from the menu and confirm the selection using the white keys (or **X** button).



### 3. Enter a course name in NAME ENTRY.

Enter a course name using up to 8 characters in length.

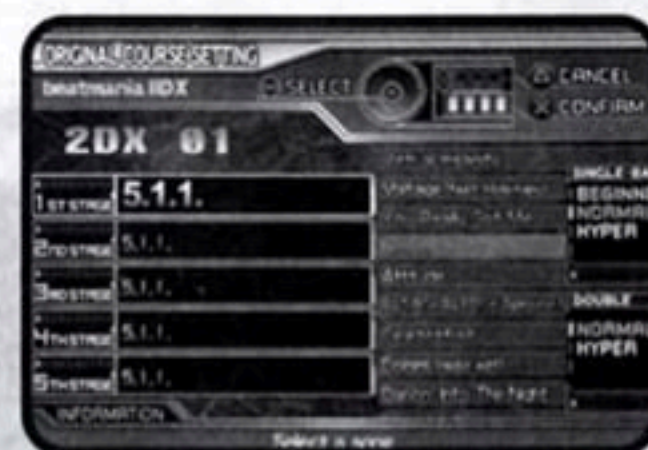
Use the turntable (or directional buttons) to select from the NAME ENTRY menu and confirm the selection using the white keys (or **X** button).



### 4. Set songs for each stage in MUSIC SELECT.

Use the turntable (or directional buttons) to select from the MUSIC SELECT screen and confirm the selection using the white keys (or **X** button).

Select a song for each stage. Then select a difficulty for SINGLE•BATTLE/DOUBLE. Selecting OK will move to the next stage. Repeat this process until songs have been selected for all the stages. To continue creating an ORIGINAL COURSE, repeat steps 2-4. You can create up to 5 ORIGINAL COURSES each for **beatmania™** mode [5KEYS] and **beatmania™ IIDX** mode [7KEYS].



Just like in FREE mode, songs that are accessible in ORIGINAL COURSES are songs that you have already played in GAME mode.

### 5. Finish settings by pressing the black keys (**△** button) and you will be brought back to the COURSE SELECT screen.

### 6. The ORIGINAL COURSE you have created will be displayed in the COURSE SELECT screen.

The ORIGINAL COURSE you have created will now be selectable and playable from the COURSE SELECT menu.



# GAME OPTIONS

Pressing the **START** button during the MUSIC SELECT screen in each mode will display the GAME OPTIONS screen. This menu allows you to adjust various attributes and make subtle difficulty changes. After you have made all the adjustments, pressing the **START** button again confirms your selections and closes the GAME OPTIONS screen.

## HI-SPEED

Adjust the default scrolling speed of the notes by four different speed levels, HI-SPEED 1, HI-SPEED 2, HI-SPEED 3 and HI-SPEED 4. This selection does not affect the playback speed of the music.

## EASY

This makes the Groove Gauge decrease more gradually when you make an error.

## CHALLENGE

Instead of building up the Groove Gauge during your normal play, you start out with the Groove Gauge at 100%. When you make an error, the gauge decreases and the game is over when it reaches 0%. In EXPERT mode, the rate of decrease is much larger than normal.

## HIDDEN

Notes will vanish unexpectedly right before the Judgment line.

## SUDDEN

Notes suddenly appear before the Judgment line.

## RANDOM

Notes will be randomly positioned in sequence except for turntable notes.

## MIRROR

Note placement will be mirrored the normal sequence except for turntable notes.

## AUTO SCRATCH

Automatically play turntable notes.

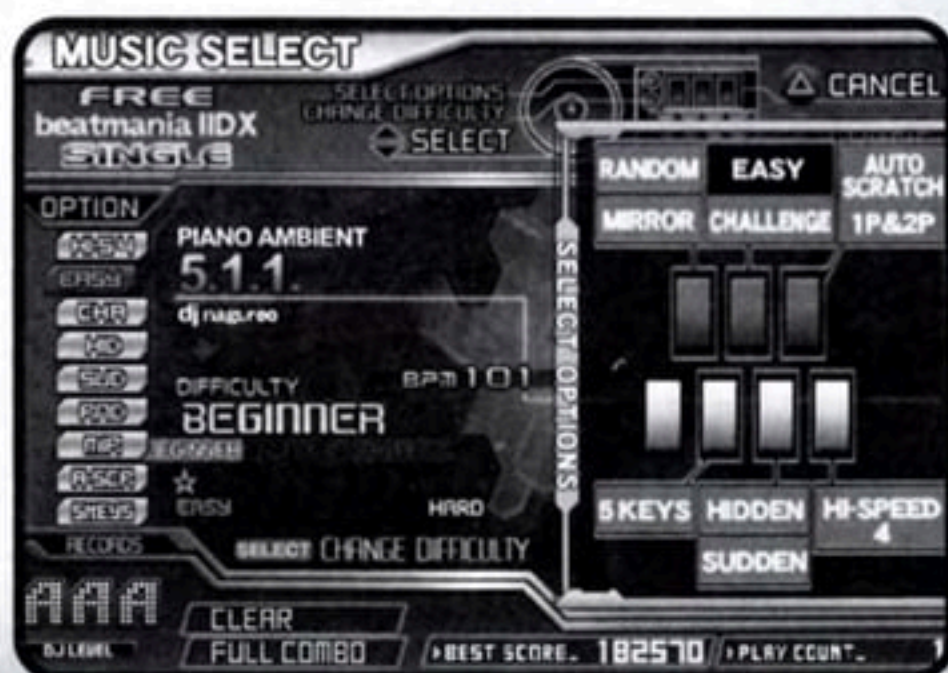
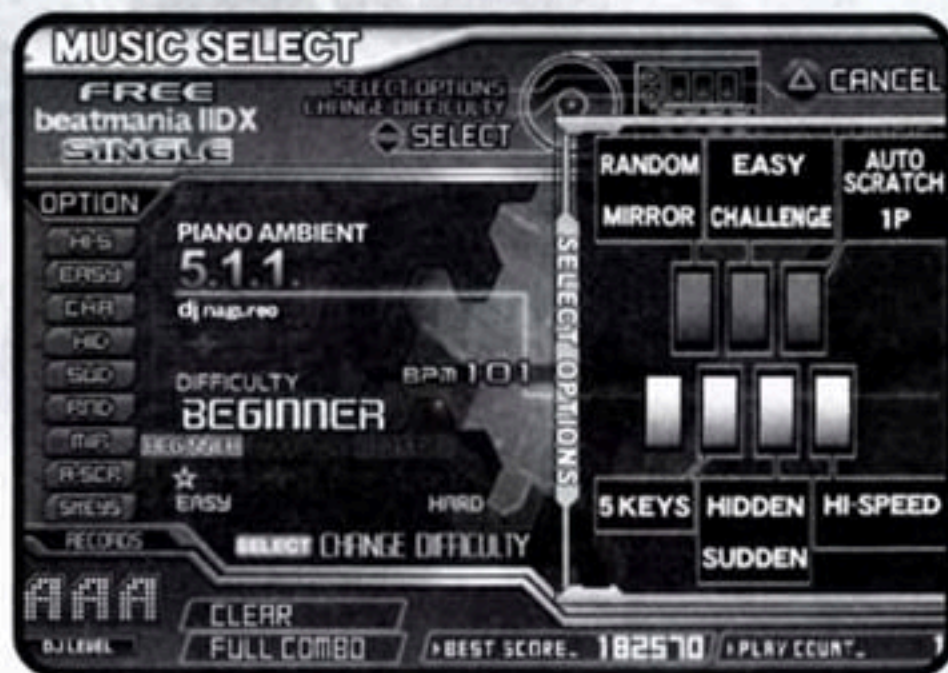
## 5KEYS

When playing **beatmania**™ IIDX mode [7KEYS], the game will assist you by automatically playing the 2 far right keys among the 7 keys.

## ATTENTION

Some of these options cannot be implemented depending on the mode you've selected.

When AUTO SCRATCH or 5KEYS are turned on, the PASSWORD for the INTERNET RANKING will not be displayed and your play results will not be saved in RECORDS.



# RECORDS

**1. Select RECORDS in the MAIN MENU screen.**

Use the turntable (or directional buttons) to select RECORDS from the MAIN MENU and confirm the selection using the white keys (or **X** button).



**2. Select the mode you want to view in the RECORDS menu screen.**

Use the turntable (or directional buttons) to select from the menu and confirm the selection using the white keys (or **X** button).



**HIGH SCORES**

**beatmania™/beatmania™ IIDX**

View high scores of the different modes in both **beatmania™** mode [5KEYS] and **beatmania™** IIDX mode [7KEYS].

**EXPERT HIGH SCORES**

**beatmania™/beatmania™ IIDX**

View high scores of the different modes in both **beatmania™** mode [5KEYS] and **beatmania™** IIDX mode [7KEYS].

**3. To view a song or course in RECORDS, use the turntable (or directional buttons) and confirm the selection using the white keys (or **X** button).**

**NOTE: BATTLE results will not be saved.**



**4. Select style and difficulty you wish to view.**

Spin the turntable (or press the directional buttons) to display the style and difficulty details of the record (located in the bottom part of screen).



**5. While a song or course is selected, pressing the **START** button will delete the section currently highlighted.**

If you are viewing EXPERT HIGH SCORES, you can view the PASSWORD by pressing the **SELECT** button in this game screen.

**6. Pressing the black keys (or **△** button) will return to the RECORDS menu screen.**

# REPLAY

## SAVING REPLAYS

1. Play a song in FREE mode.

**NOTE:** You can only save replays in FREE mode.

2. Select **SAVE REPLAY** in the pop-up menu that appears after playing a song.

A memory card (8MB) (for PlayStation®2) must be inserted into MEMORY CARD slot 1 to save replays (MEMORY CARD slot 2 is not used).

3. The Replay Save screen opens up. Choose a slot to save the replay using the turntable (or directional buttons).

Use the turntable (or directional buttons) to select from the menu and confirm the selection using the white keys (or **X** button). Up to 5 replays can be saved.

4. When replay save is completed, the screen will return to the FREE pop-up menu.



## PLAYING REPLAYS

1. Select **REPLAY** from the MAIN MENU screen.

Use the turntable (or directional buttons) to select REPLAY from the MAIN MENU and confirm the selection using the white keys (or **X** button).

A memory card with a saved replay must be inserted into MEMORY CARD slot 1 beforehand.

The REPLAY LOAD screen opens up and the replay data is automatically loaded.

2. Select the slot of the saved replay you wish to view.

Use the turntable (or directional buttons) to select from the menu and confirm the selection using the white keys (or **X** button).

3. The Replay starts.

You can cancel the REPLAY by pressing the **START** button. You can go back to RECORDS menu screen by pressing the white keys (or **X** button) after the REPLAY finishes.

4. You can go back to the MAIN MENU screen by pressing the black keys (or **△** button) from the REPLAY menu screen.



## ATTENTION

To save a replay, the memory card requires at least 385KB of memory space. Make sure there is enough free space on your memory card.

When playing in FREE mode, songs cancelled during gameplay cannot be saved as replays.

# OPTIONS

The OPTIONS mode contains a variety of settings that you can configure to suit your personal tastes.

## Select **OPTIONS** in the **MAIN MENU** screen.

Use the turntable (or directional buttons) to select **OPTIONS** from the **MAIN MENU** and confirm the selection using the white keys (or **X** button).



## **GAME LEVEL**

Select game difficulty (1-5). 3 is the normal difficulty level.

## **SOUND SETTINGS**

Adjust sound settings.

### **SOUND MODE**

Change between Stereo and Monaural.

### **BGM VOLUME**

Adjust BGM volume (1-9).

### **SE VOLUME**

Adjust sound effects volume (1-9).

## **CONTROLLER SET UP 1P / 2P**

Adjust controller settings.

### **beatmania™ controller**

Change settings on the **beatmania™** controller.

**DUALSHOCK®2 analog controller** Change settings on the **DUALSHOCK®2** analog controller.

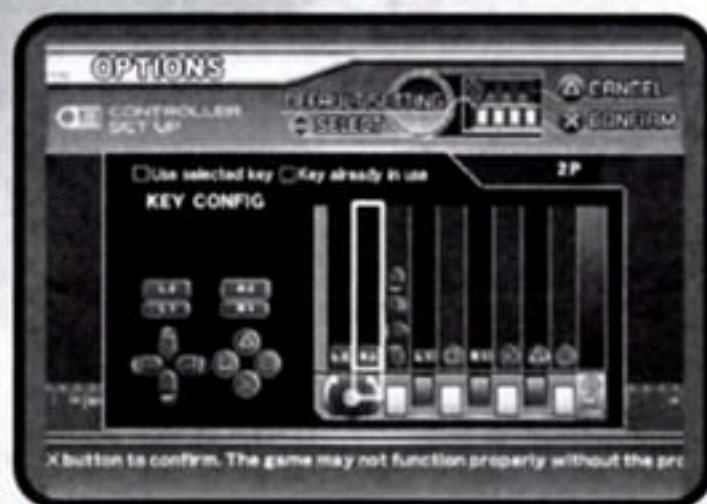
### **Regarding changing key configurations on controller**

When in the **DUALSHOCK®2** screen, pressing the **START** button will take you to **KEY CONFIG**. Here you can change the key configuration on the **DUALSHOCK®2** analog controller.

### **KEY CONFIG**

First select a key (turntable) to change, then confirm the button to assign. When all keys and turntable have been configured, press the **START** button. When a key (turntable) has not been configured, that key will be displayed.

Assign buttons as desired (for turntables, assign a button for either clockwise/counter clockwise). Pressing the **SELECT** button will revert to the default settings.



# OPTIONS

## **VIBRATION SETTINGS 1P / 2P**

Change vibration settings for the DUALSHOCK®2 analog controller

### **NONE**

No vibration.

### **BUTTONS ONLY**

Vibrate when there is button input.

### **BAD•POOR ONLY**

Vibrate when ratings are BAD or POOR.

## **DISPLAY SETTINGS**

Change display settings.

### **SINGLE MODE SETTING**

Change screen layout for SINGLE mode.

TYPE A: The Rhythm Pattern Gauge is displayed on the left and the movie on the right.

TYPE B: The Rhythm Pattern Gauge is displayed on the left and right and the movie is placed in the middle.

### **DOUBLE MODE SETTING**

Change screen layout for DOUBLE mode.

TYPE A: The Rhythm Pattern Gauge is placed in the middle and movies are displayed on both the left and right.

TYPE B: The Rhythm Pattern Gauge is displayed on the left and movies on the right.

### **JUDGMENT DISPLAY POSITION**

Set where the judgment (rating such as GREAT, GOOD, etc) is displayed on screen. The blue part is the default setting. You can change the location by using the turntable (or directional buttons). You can also remove the display (NO DISPLAY) by spinning the turntable clockwise (or pressing the down directional button).

### **TURNTABLE POSITION**

Change where the turntable is displayed.

TYPE A: Turntable is displayed on the left side.

TYPE B: Turntable is displayed on the right side.

### **ADJUSTMENT DISPLAY**

Change the screen display area.

UP/DOWN: Move the screen up/down.

LEFT/RIGHT: Move the screen left/right.

RESET TO DEFAULT: Reset screen display area to default.



# OPTIONS

## **MOVIE SETTINGS**

Change movie related settings.

### **MOVIE BRIGHT**

Adjust screen brightness (1-10).

When the movie is played, you can adjust the brightness for a better view (8 is standard setting).



### **CUT MISS MOVIE**

Turn miss movie ON/OFF.

### **MOVIE ASPECT**

Change aspect ratio of the movie when playing the game on SINGLE MODE SETTING TYPE A. Refer to SINGLE MODE SETTING on pg. 29 for more information.

## **EXTRA SETTINGS**

Change miscellaneous game settings.

### **INTERNET RANKING (NAME ENTRY & PASSWORD) [ON/OFF]**

Turn NAME ENTRY screen and PASSWORD screen on/off.



### **HI-SPEED SETTING (FREE MODE) [EACH MUSIC / NORMAL]**

Setting it to EACH MUSIC sets each song to HI-SPEED setting (in FREE MODE).

# SAVE & LOAD

Turn autosave features for saving and loading from the memory card (8MB) (for PlayStation®2) on/off.

## LOAD

Load previously saved game data.

## SAVE

Save the game's current progress.

## AUTO SAVE

Settings for autosave (autosaves scores, PASSWORD, and option settings).

### Autosaves occur:

After playing in GAME mode.

After playing in EXPERT mode or after settings have been changed in ORIGINAL COURSE SETTING.

After playing in FREE mode.

After changing a setting in OPTIONS.

After playing in PRACTICE mode.

After erasing to default records in RECORDS.

## EXIT

Exit this mode and return to MAIN MENU.

## ATTENTION

To save system data, the memory card (8MB)(for PlayStation®2) requires at least 165KB of memory space.

Only MEMORY CARD slot 1 can be used in this game.



# **INTERNET RANKING**

When clearing EXPERT mode with a certain criteria, a PASSWORD will appear. Visit Konami's official website and enter the PASSWORD information. Depending on your score, it will appear on the ranking page for a limited period of time.

EXPERT PASSWORDS can also be viewed in RECORDS.

The PASSWORD in this screenshot is only an example.

Official website for INTERNET ranking is [www.konami.com/gs/](http://www.konami.com/gs/)

## **ATTENTION**

PASSWORDS for **beatmania**™ only work on the website designated above.

You must enter a DJ name and when sending the PASSWORD, the same name must be used.

PASSWORDS are not displayed in EXPERT mode when AUTO SCRATCH or 5KEYS in GAME OPTIONS are turned on. Also, PASSWORDS are not displayed when playing ORIGINAL COURSES in EXPERT mode or when playing BATTLE mode.

Details on how to enter into the INTERNET RANKING is also included in the website above. PASSWORD entry is only available for a limited time.



# MUSIC LIST

*beatmania™ mode [5KEYS]*

<b>GENRE</b>	<b>TITLE</b>	<b>ARTIST</b>
HOUSE	20,November(single mix) 20,November(radius edit)	DJ nagureo
TECHNO POP	321 STARS	DJ SIMON
HARD TECHNO	Attack the music	DJ FX
V.R.D.J SKILLS	BATTLE BREAKS	DJ TAKAWO
SOUL MIX	Celebration	WaveGroup/DJ TK-ST
BALLAD	Do you love me?	reo-nagumo
RAVE	e-motion	e.o.s
ELECTRONICA	First Day	Timo Maas
80'S REVIVAL	Funkytown	Lipps Inc.
PSYCHEDELIC TRANCE	GENOM SCREAM	L.E.D.
R&B	HUNTING FOR YOU	Togo Project feat. Megu & Scotty D.
REGGAE	jam jam reggae	jam master'73
BOSSA GROOVE	La Bossanova de Fabienne	staccato two-F
ELECTRONICA	Lift Me Up	Moby
SOUL	LOVE SO GROOVY	LOVEMINTS
JAZZ ELECTRO	Manmachine plays Jazz~MIO2~	Mikio Endo
BIGBEAT MIX	METAL GEAR SOLID Main Theme	ESPACIO BROTHERS
WARP HOUSE	OVERBLAST!!	L.E.D.
JUNGLE	PARANOiA MAX ~DIRTY MIX~	190
HIP HOP	s.d.z.	DJ mazinger featuring Muhammad
SKA	SKA a go go	THE BALD HEADS
FUNKY JAZZ GROOVE	Stop Violence!	Herbie Hammock & His Band
DANCE	The Way You Move	Paul Grogan Featuring Natalie Martin
GARAGE MIX	Toxic	WaveGroup/Shoichiro Hirata
WORLD GROOVE	tribe groove	nite system
HIP HOP	u gotta groove	DJ nagureo
R&B MIX	Virtual Insanity	WaveGroup/DJ TK-ST
BREAKBEATS MIX	You Really Got Me	WaveGroup/Shoichiro Hirata

# MUSIC LIST

*beatmania™ IIDX mode (7KEYS)*

<b>GENRE</b>	<b>TITLE</b>	<b>ARTIST</b>
PIANO AMBIENT	5.1.1.	dj nagureo
TRANCE	Attitude	Y&Co.
NRG	BAD BOY BASS!! (dj Remo-con MIX)	Y&Co.
SOUL MIX	Celebration	WaveGroup/DJ TK-ST
TRANCE	Colors (radio edit)	dj TAKA
DISCO	Dancin' Into The Night	good-cool
MINIMAL	Digital MinD(A/T Libra mix)	TaQ
RAVE	e-motion	e.o.s
DRUM'N'BASS	era (nostalmix)	TaQ
ELECTRONICA	First Day	Timo Maas
TRANCE	fly through the night	Mr.T
80'S REVIVAL	Funkytown	Lipps Inc.
HIP HOP	g.m.d.	DJ mazinger featuring Muhammad
PSYCHEDELIC TRANCE	GENOM SCREAMS	L.E.D.
WARP HOUSE	Hitch Hiker	good-cool
HARD TECHNO	Holic	TaQ
ITALO HOUSE	I Was The One	good-cool
TRANCE	in my eyes	ric
A.O.R.	jelly kiss	Togo project feat.Sana
ELECTRONICA	Lift Me Up	Moby
HAPPY HARDCORE	LOVE IS DREAMINESS	L.E.D.-G VS GUHROOVY fw/asuka
2STEP	M-02stp.ver1.01	Shoichiro Hirata
FRENCH POP	Mobo★Moga	Orange Lounge
DANCE POP	Mr.T.(take me higher)	Risky Men feat.Asuka-M
TECHNO	MUSIC TO YOUR HEAD	SLAKE
TECHNO	NEMESIS	D.J.SETUP
DISCO	Nothing Ain't Stoppin' Us	Shoichiro Hirata
HARDCORE BREAKBEATS	OUTER LIMITS	L.E.D.-G
JUNGLE	PARANOiA MAX ~DIRTY MIX~	190
PIANO AMBIENT	Presto	Osamu Kubota
DRUM'N'BASS	SNOW	RAM
HOUSE	Spin the disc	good-cool
TRIP HOP	Summer Vacation(CU mix)	OutPhase
DRUM'N'BASS	THE CUBE	DJ SUWAMI
EPIC TRANCE	THE SHINING POLARIS	L.E.D. feat. Sana
DANCE	The Way You Move	Paul Grogan Featuring Natalie Martin
GARAGE MIX	Toxic	WaveGroup/Shoichiro Hirata
PROGRESSIVE	V	TAKA
R&B MIX	Virtual Insanity	WaveGroup/DJ TK-ST
BIG BEAT	Voltage (feat. Hidemaru)	TaQ
BREAKBEATS MIX	You Really Got Me	WaveGroup/Shoichiro Hirata

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Vocals: Jokate Benson/Brian Molko

Bass, Guitar, Drums & Keys: Martin Buttrich

Vocals Benson Recorded By Joe Jarlett@Greenfruit Studio, Bristol

Vocals Molko Recorded@Olympic Studios, London

Mixed & Recorded@Timetools: Martin Buttrich

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## **"Funkytown"**

Performed by Lipps, Inc.

Written by Steven Greenberg

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## **"Lift Me Up"**

Written and produced by Moby

Published by Little Idiot

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## **"The Way You Move"**

Music written, produced & engineered by Paul Grogan. Lyrics written by Natalie Martin & Carlos Arguello.

Vocal performed by Natalie Martin Appears courtesy of Rampant Records USA. p&c 2005. Published by

Nipple Fish Music Company (ASCAP)

## **"Toxic"**

By Cathy Dennis, Christian Karlsson, Pontus Winnberg and Henrik Jonback

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## **"Virtual Insanity"**

By Jason Kaye, Toby Smith, Stuart Zender, Derrick McKenzie, Buchannan Wallis and Simon Katz

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## **"You Really Got Me"**

by Ray Davies

Sony/ATV Songs LLC / Jayboy Music Corp. (BMI)

A black and white photograph showing a group of people in a field, possibly a school or community gathering. In the foreground, there is a large, dark, circular object, possibly a table or a large container, with a lighter-colored oval shape on its surface. The word "NOTES" is printed in bold, italicized letters at the top center of the page.

**NOTES**

**NOTES**



# **NOTES**

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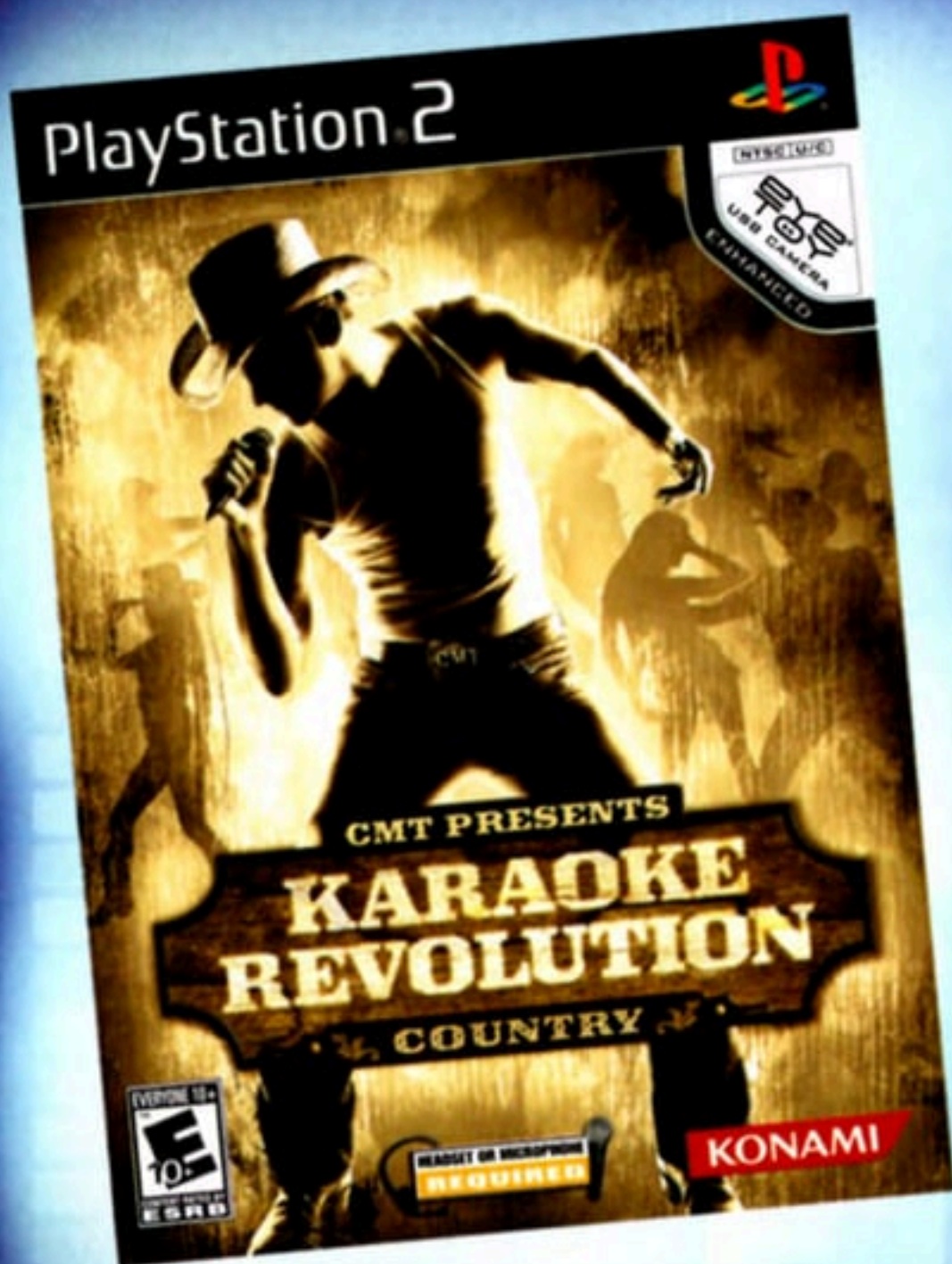
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PlayStation 2

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