



## Dance, Dance Revolution

*Dance Dance Revolution* abbreviated **DDR** and also known as *Dancing Stage* in earlier games in [Europe](#) and [Australasia](#), and some other games in [Japan](#), is a [music video game](#) series produced by [Konami](#). Introduced in [Japan](#) in 1998 as part of the [Bemani](#) series, and released in [North America](#) and Europe in 1999, *Dance Dance Revolution* is the pioneering series of the rhythm and dance [genre](#) in video games. Players stand on a "dance platform" or stage and hit colored [arrows laid out in a cross](#) with their feet to musical and visual cues. Players are judged by how well they time their dance to the patterns presented to them and are allowed to choose more music to play to if they receive a passing score.

*Dance Dance Revolution* has been given much critical acclaim for its originality and stamina in the video game market. There have been dozens of [arcade](#)-based releases across several countries and hundreds of home [video game console](#) releases, promoting a music library of original songs produced by Konami's in-house artists and an eclectic set of [licensed music](#) from many different genres. The *DDR* series has inspired similar games such as *Pump It Up* by [Andamiro](#) and *In the Groove* by [Roxor](#).

### Gameplay

The core gameplay involves the player, stepping his or her feet to correspond with the arrows that appears on screen and the beat. During normal gameplay, arrows scroll upwards from the bottom of the screen and pass over a set of stationary arrows near the top (referred to as the "guide arrows" or "receptors", officially known as the Step Zone). When the scrolling arrows overlap the stationary ones, the player must step on the corresponding arrows on the dance platform, and the player is given a judgment for their accuracy of every streaked notes (From highest to lowest: Marvelous,<sup>[1]</sup> Perfect, Great, Good, Almost,<sup>[2]</sup> Miss<sup>[3]</sup>).

Additional arrow types are added in later mixes. For instance, *Freeze Arrows* (introduced in [DDRMAX](#)) which is a long green arrow that must be held down until the tail of it reaches the Step Zone, that is given an "O.K.!" judgment if it succeed or "N.G." if fails to do so, or *Shock Arrows* (introduced in [DDRXL](#)), walls of arrows with lightning effects which must be avoided, which are scored in the same way as Freezes (O.K./N.G.); if they are stepped on, a N.G. is awarded, the life bar decreases, and the steps become hidden for a short period of time. Until *DDR SuperNOVA2*, the N.G. judgment did not break the combo, though it does decrease the life bar.

Successfully hitting the arrows in time with the music fills the "Dance Gauge", or [life bar](#), while failure to do so drains it. If the Dance Gauge is fully depleted during gameplay, the player fails the song, usually resulting in a [game over](#). Otherwise, the player is taken to the Results Screen, which rates the player's performance with a [letter grade](#) and a numerical [score](#), among other statistics. The player may then be given a chance to play again, depending on the settings of the particular machine (the limit is usually 3-5 songs per game).

Aside from play style Single, Dance Dance Revolution provides two other play styles: Versus (Player 1 side of play style Single and player 2 side of play style Single playing together) and Double (One player utilizes both pads to play). Some games offer additional modes beyond these, such as Course mode (players must play a set of songs back-to-back) and Battle mode (two players compete with a tug-of-war life bar by sending distracting modifiers to each other). Earlier versions also have Couple/Unison Mode, where two players must cooperate to play the song. This mode later become the basis for "TAG Play" in newer games.

[https://en.wikipedia.org/wiki/Dance\\_Dance\\_Revolution](https://en.wikipedia.org/wiki/Dance_Dance_Revolution)