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Music Game Dictionary

Submitted By: Suko **Date:** April 06, 2011, 08:20:43 AM **Views:** 1968

Summary: What's a "Catastrophic"? Ever wonder what a "UMA" is? We've got your answer.

Note: Many of these definitions were originally taken from the DDR Freak dictionary reference. I have since tried to update them with a few key words and explanations that are appropriate to modern-day dance games.

1/4 step
Placed on the beat of the song. Most basic songs are composed entirely of quarter notes. Shown in the steps page on this site in red.

1/8 step
Placed exactly halfway between the beats of the song. Shown in the steps page on this site in blue.

1/16 step
Placed exactly halfway between 1/8 steps. Dynamite Rave Single Maniac has several patterns which includes sixteenth steps. Shown in the steps page on this site in purple.

1/32 step
Placed exactly halfway between 1/16 steps. New to DDRMAX2 and beyond, and first featured in Tsugaru Heavy.

1.5x/2x/3x/5x/8x
See Speed Modifiers.

10k Commotion
A webcomic written by Yukon Makoto in 2003 and centers around a group of DDR players competing in a nation-wide DDR tournament in Hawaii, where the grand prize is $10,000. This series is also sometime referred to as the "Tenkay Commotion".

1P
Designation given to the player on the left side stage on most DDR arcade machines.

2P
Designation given to the player on the right side stage on most DDR arcade

machines.

573
A number pattern which appears throughout the DDR series and other Konami games. The significance comes from Japanese wordplay. Here's how it works: "573" spelled out would be go-nana-san. "Go" is the sound produced when you add yoon to the letter "Ko". Often when counting numbers rapidly, Japanese will truncate the sound of multisyllable words to a single syllable -> "Na". The Kanji character for 3 is a series of three horizontal lines vertically arranged, which looks similar to the Katakana for "Mi". "Ko"-"Na"-"Mi".

613
The total number of a "Full Combo" in Paranoia Survivor Max ONI on DDR Extreme. Because of the difficulty of the song, the term "613" is often used when referencing how hardcore someone or something is.

4 Panel
Used to reference dance games which incorporate a stage that uses 4 input panels per side. Dance Dance Revolution and In the Groove are considered 4 panel games.

5 Panel
Used to reference dance games which incorporate a stage that uses 5 input panels per side. The Pump it Up series of games are the most notable example of a 5 panel game.

AA
The second highest rating in DDR. The formula for receiving a AA differs in each version of the game, but in SuperNova through X2, if you recieve 95% (95 million points) or higher on a song, you should receive a "double-A".

AAA
Highest score achievable in DDR.
also see Perfect Full Combo

Absolute March
Marching from left to right when there is a measure of 1/4th left and right arrows. Innovated by DCB at the SVGL2 tournament in 2002.

AC
Acronym for "Arcade Cabinet", a term that refers to Japanese arcade games, as opposed to CS for home version software.

Accumulate
Non-selectable modifier present in DDR Extreme's US release. In this mode, instead of having the four arrow columns separated, all the arrows are combined into a single column.

AI
Refers to Arcade Infinity, one of the first and most well-known Bemani arcades in the country. Arcade Infinity closed it's doors on Feb 27th, 2011.

Air
Number of jumps in a song

Almost
This is the Boo step rating in US home version games. It comes between Good and Boo.

Another
Another name for Trick used in some versions of DDR

Auto-fail
Refers to a setting which determines if a song ends immediately when the player's dance gauge is completely empty, or if the player is allowed to finish the song before the game ends.

Balut
Filipino delicacy. Similar to an aborted duck fetus boiled in the shell.

Bar Hugger
One who refuses to let go of the bar and adamantly puts all their weight on the bar behind them throughout the whole song.

Bar Raping
An unflattering term for bar-hugging.

Basic
Easiest mode of steps on most versions of DDR. Difficulty is generally between 1 and 5 feet

Battle
A mode of playing two players. Both players' arrows begin overlapped in the center at the bottom of the screen and branch outwards to the appropriate player's side. Introduced in 4th mix.

Beginner
Easiest level of all. In DDR USA and Dancing Stage EuroMIX, all songs in Beginner are only 1 foot. Beginner mode was later brought back in the arcade release of DDR Extreme, and added to subsequent home version releases. In the Extreme and later, Beginner is actually a selectable step difficulty instead of a separate mode. Songs are generally 1 and 2 feet, with the occasional 3 foot, and the song is automatically considered "passed", even if no steps are hit. This allows novice players to receive their full set of songs even if they're new to the game.
See also Novice

Bemani
Konami's collection of music games, sometimes used by fans to refer generically to music games. The name Bemani originated from the Beatmania series.

Beatmania
Konami's original music game. Featuring 5 keys and a turntable where you hit keys in time to the music. Eventually superseded by Beatmania IIDX, the last game in the series was named, not coincidentally, "Beatmania: The Final".

Beatmania IIDX
A very popular revisiting of the Beatmania series, featuring 7 keys. Many songs from IIDX have found their way into DDR.

Black Flag
Passing a song with all Perfects, and one single Great. This could sometimes be referred to as a "Green Flag" with the In the Groove.

Bong Thomas
Bar flare, where the person lifts his/her body to go around the bar. Bong - bar (in Korean), Thomas - name of the gymnast who originated the move. (Thanks to Jason Ho for the definition.)

Boo
The rating you get on a step when you hit the arrow pretty off-beat. In the US home versions, this is equivalent to a Miss.

Boost
Same as Special on Solo2k, but featured on DDR Max. The arrows continually speed up as they get closer to the top.

Boxor
An upgrade kit created by Roxor Games to allow arcade operators to install In the Groove 1 and In the Groove 2 on existing DDR machines.

Brake
A modifier only available in the Trick Oni course in DDR Extreme, where the arrows slow down dramatically as they reach the top of the screen.

Butterfly Turn
The original series of steps featured in Butterfly on which many players first turned.

Cata
Short for Catastrophic, generally refers to a 9-footer song. Eg - "passing a cata".

Catastrophic
The most difficult song ranking given to songs appearing on mixes prior to DDR MAX (6th mix). 9 footers.

Caution Drop
Move used typically in PIU (but can be applied to DDR) where the player steps on two diagonals, then the center, then hits the other two diagonals with his/her hands

Chaos
Irregularity of steps

Challenge
Can refer to Challenge Mode or Challenging Mode (See below), but generally refers to the Challenge difficulty found in songs on DDR MAX2 and later. Many songs from DDR MAX2 featured steps exclusively on the Challenge level. Later songs in DDR Extreme featured Challenge steps as an alternate set of Heavy steps (see Maniac2).

Challenge Mode
Game mode in 4th Mix PSX and Extra Mix where the player is presented with specific goals to meet, such as playing a song with special modifiers, earning a particular score, or passing a particular portion of a song with specific characteristics. Not to be confused with Challenging Mode.

Challenging Mode
See Oni Mode.

C-Mod
A type of Speed Mod available in Stepmania and ITG which forces the arrows to scroll at a constant BPM rate regardless of tempo changes. This makes songs with frequent tempo changes easier.

Couple
A mode of playing for two players where the steps complement each other.

Combo
Number that represents your most recent sequence of consecutive perfects and greats.

Crossover
Refers to one of two techniques in dance play. The first is a technique often used in songs with a stream of 1/8th notes such as Can't Stop Fallin' In Love ~Speed Mix~ or Exotic Ethnic where the rapid movement of steps causes the player to rotate repeatedly without stopping. The second technique deals with Double play specifically, and refers to "crossing over" between the 1P and 2P pads.

Crossovers (songs)
Used to refer to music which debuted on one game and has been carried over to another. Examples of this are often seen in the Bemani series from Konami. Specific examples of crossover songs are; ABSOLUTE, CAT'S EYE (Ventura Mix), and Twin Bee.

CS
Acronym for "Consumer Software", a term that refers to Japanese home versions, as opposed to AC for arcades.

Dance Dance Revolution
One of the games in Konami's Bemani series. Involves stepping on arrows in rhythm.

Dancemania
A record label owned by Toshiba-EMI in Japan, Dancemania has provided a great deal of Konami's licensed music for DDR games.

Dancing Stage
The name DDR goes by in Europe.

Dance With Intensity
One of many unofficial computer DDR simulators.

Dark
A mod that removes the stationary target arrows at top of the screen. Introduced in DDR Max2 (7th mix).
see "Hide Targets"

DDR
Abbreviation for Dance Dance Revolution

Decent
ITG's step rating which is approximately equivalent to a Good.

Dedicab

Can be used for reference to any arcade game, but is often used when describing an In the Groove 2 machine that is not an upgrade of a DDR cabinet running a boxor.
also see Boxor

Diet Mode
Japanese name for Workout Mode.

Difficult
DDR USA's equivalent of trick. Also on Dancing Stage EuroMIX.

Double
A mode where the game requires the player to uses both the 1P and 2P sides of the stage during a song.

DragonForce
A series of incredibly hard and stamina-intensive custom songs made by fans for play on In the Groove 2. These songs are so challenging that the term DragonForce has taken on a meaning of it's own to mean something incredibly challenging and perhaps even a bit ridiculous. "DragonForce" has a similar meaning to "613" in DDR.

DWI
see Dance With Intensity.

Easy
The easiest of five difficulty levels in DDR Mario Mix. Since Mario Mix does not use foot-ratings, the difficulty levels cannot be directly mapped to the difficulties found in DDR.

Edit
Certain versions of DDR allow the player to insert a memory card and play steps that he/she created at home on a PC or a console.

For In the Groove, Edit sometimes appears on the difficulty selection for a song. This denotes a custom chart and for a variety of possible reasons does not fit into one of ITG's pre-existing 5 difficulty categories.

Encore Extra Stage
Another (unofficial) name for One More Extra Stage.

Excellent
ITG's step rating which is approximately equivalent to a Perfect.

Exorbitant
Name given to 8-foot songs in older versions of DDR.

Expert
DDR USA's equivalent of maniac. Also on Dancing Stage EuroMIX.

For the In the Groove series, Expert is the highest difficulty step chart available.

Extra Stage
In DDRMAX Arcade through DDR SuperNova, if you AA your last song on Heavy (or

Challenge if that's the only difficulty available), you'll get an extra challenge to meet. The song/modifiers are different for each version, but Extra Stage is always Reverse and Power Drop.

Fantastic
ITG's step rating which is approximately equivalent to a Marvelous. Unlike DDR, which has only used Marvelous in Nonstop and Oni Courses, ITG judges Fantastic ratings on all modes.

Flat
Mod where arrows are all the same color, regardless of beat. See Vivid

Footer
Shorthand term for Foot Rating.

Foot Rating
A measurement for the difficulty of song, ranging from 1 (easiest) to 10 (hardest). Unofficial stepcharts and versions of DDR have used higher foot ratings. Since the introduction of the DDR X series, the foot ratings have been recalculated to be on a scale of 1 through 20.

Free Play
Usually refers to a setting in arcade machines which enables the machine to be played without inserting any credits. Whenever a machine is operating in Free Play, the text "Free Play" will flash at the bottom of the screen where the words "Insert Credit", "Game Over", or similar text would appear. Also refers to the traditional gameplay mode in Ultramix 3.

Freestyle
A way of playing DDR where the object is to look good and perform for an audience.

Freeze
Number of freeze steps; also refers to the step introduced in DDR Max that requires the player to hold an arrow for some defined time.

Full Combo
To complete a song with the maximum possible combo - only Great steps and above.

Fuwa Fuwa
A modifier only available in the Trick Oni course in DDR Extreme, where the arrows move up and down in an accordion-like fashion before hitting the top of the screen.

Gallop
Any isolated pair of successive 16th or 12th notes. Best exemplified in songs like Tsugaru in DDR or We Know What to Do on ITG.

Gauge
Bar that represents how well you are hitting the steps. When the bar reaches the bottom, your game is over

Genuine
Name given to 6-foot songs in older versions of DDR.

Good
The rating you get on a step when you hit the arrow more than slightly off-beat

Good Attack
A method of playing where the object is to get the most Goods possible

Goo Goo Soundy
A little-known PlayStation game released by Konami which had, among other game modes, a DDR-like mode which would automatically generate steps to music from an audio CD put in the PlayStation.

Great
The rating you get on a step when you hit the arrow slightly before or after the beat. Keeps your combo going.

Great Attack
A method of playing where the object is to get the most Greats possible

Green Flag
Used in In the Groove when a player scores all Fantastics and Excellents in a song, but has one great. This is often referred to as a Black Flag in DDR.

Groove Radar
Introduced in DDR Max. Graphical representation of the song difficulty replacing the old 1-9 foot rating system. Measures five attributes: Voltage, Stream, Chaos, Freeze, and Air.

Half-Doubles
Gameplay mode found in some versions of PIU where, instead of normal 10-panel Freestyle doubles, the steps would only use the six innermost panels. Somewhat akin to playing in Center Mode on Dance Maniax.

Hand Plant
Using your hand to hit a panel. Also a gameplay feature in ITG and PIU, where the presence of three simultaneous arrows forces players to use their hands to strike a third panel.

Hand Slap
See Hand Plant.

Hard
The third of five difficulty levels in DDR Mario Mix. Since Mario Mix does not use foot-ratings, the difficulty levels cannot be directly mapped to the difficulties found in DDR.

For the In the Groove series, Hard is the fourth of 5 difficulty levels, being surpassed only by Expert. Hard is considered the equivalent to DDR's Heavy/Maniac difficulty mode.

Heavy
Equivalent to Maniac difficulty, but used on DDR MAX/6th mix and newer versions.

Help Arrow
Modifier found in Ultramix where extra arrows would appear during the song. Hitting these arrows successfully boosts the player's dance gauge. If the player misses the arrow, he/she receives no penalty.

Hidden
Mod where the arrows disappear before reaching the top of the screen.

IIDX
See Beatmania IIDX.

Impromptu
Form of freestyle in which the player makes up his routine on the spot without prior preparation.

ITG or ITG2
An abbreviation for In the Groove.
See In The Groove

In The Groove
Fan-made DDR upgrade produced by Roxor Games which can be installed on most DDR machines. Intended to continue to series after the long hiatus following DDR Extreme. In the Groove 2 was released with a stand alone arcade cabinet in 2005.
see "Dedicab"

Joint Premium
A setting on the arcade machine that arcade operators can set that allows both pads to be used for one credit. Therefore, a game of Versus or Doubles costs the same as a single game.

Knee Drop
Using your knee to hit a panel.

Konami
The well-known video game company that invented DDR and Bemani.

Konami Original
Refers to songs either created by Konami-employed artists like Naoki Maeda and Sota Fujimori, or songs commissioned by Konami from independent artists such as Thomas Howard and Jesper Kyd.

Koshiru Shuffle
Dance move in Boom Boom Dollar Maniac where one hand is on the opposite pad, body is horizontal.

Left
A mode of playing where the steps are rotated 90 degrees to the left.

Left Foot Only
A style of playing where the player only uses his left foot to hit all the steps.

Light
The easiest difficulty level above Beginner, equivalent to the Basic difficulty from earlier games.

Link Data
Machines equipped with memory card slots are capable of saving data which can be read by home version DDR games. Depending on the machine, Link Data can provide Internet Ranking, saving of song/course records, or both.

Little
Mod that removes all steps except for quarter steps from a song. Often used to allow a less skilled player to play with a more advanced player on mixes that don't allow players to choose different difficulties.

LFO
Abbreviation for Left Foot Only

Magic Dance
A competitive battle mode seen in the Disney versions of DDR. Good performance allows one player to send temporary modifiers to the other player, such as speed modifiers, fake arrows, and more. A similar system was reintroduced in DDR SuperNova.

Maniac
Most difficult mode of steps on most versions of DDR. Difficulty is generally between 6 and 9 feet.

Maniac2
Term created and used on this site to denote the new maniac steps on 4th mix plus for old songs. Usually significantly harder than the old maniac steps. See Butterfly Upswing Mix.

Maniac-S
Term on 4th mix plus and 5th mix machines to denote the old maniac single steps. On these machines, Maniac then refers to the new steps.

Maniac-D
Term on 4th mix plus and 5th mix machines to denote the old maniac double steps.

Marathon
ITG's version of Nonstop Courses. However, ITG's marathons often cycle through modifiers during the course, making it more challenging. Similar to the Trick ONI course in DDR Extreme.

Marvellous
Somewhat of an inside joke, refers to the European spelling of Marvelous which is used in the Dancing Stage games and, strangely enough, in the DDR Extreme console release in the US.

Marvelous
Term used in non-stop and Oni courses in DDR Extreme to denote perfect timing for a step. This accuracy is higher than "Perfect". Also name given to 5-foot songs in older versions of DDR.

Matrix Walk
Freestyle move where the performer puts one hand on the bar and walks on the screen. Most people frown on this, as it is known to damage machines

Medium
Used as In the Groove's equivalent to DDR's Standard or Trick difficulty mode.

MGL
Refers to Milpitas Golfland, a well-known arcade in California.

Mines
Gameplay feature found in ITG where a mine is shown in the arrow field. Players must make sure not to be standing on the arrow panel when the mine crosses, or the dance gauge will drop.

Mirror
Mode of playing where arrows are rotated 180 degrees.

Miss
The rating you get on a step when you don't hit the arrow anytime close to the beat, or miss it completely. This rating is known as Boo in the US home versions.

Mission Mode
Game mode present in newer DDR games which is identical to Challenge Mode from 4th Mix PSX and Extra Mix.

M-Mod
A speed mod that multiplies the BPM of a song to match the maximum speed specified. Similar to C-Mods, with the exception that M-Mods don't remove BPM changes or stops. (example: If a song has a BPM of 185 and the player chooses M300, the song will play as if there is a 1.6x multiplier active.)

Moderate
Name given to 2-foot songs in older versions of DDR.

Modifiers
Options set prior to playing a song which affect how the arrows are displayed on-screen, such as Sudden, Boost, and Shuffle.

Mods
See Modifiers.

Newbie / Noob
Person who is a beginner.

N.G.
Stands for 'No Good.' Rating given when you miss a freeze.

Nonstop Mode
Game mode seen in 3rd Mix and returning in Extreme Arcade where players pick a series of 3-5 songs (depending on machine settings, usually 4) and then play them back-to-back. Later home version games which came after Extreme's arcade release featured the option of Nonstop courses as long as 20 songs.

No Regain
See Power Drop.

Normal
The second-easiest of five difficulty levels in DDR Mario Mix. Since Mario Mix does not use foot-ratings, the difficulty levels cannot be directly mapped to the difficulties found in DDR.

Novice
The easiest difficulty on In the Groove. Similar to Beginner charts from the DDR series.
See Beginner

OK
Rating given when you hold a freeze successfully.

OMES
See One More Extra Stage.

One More Extra Stage
Earned in some DDR games after successfully earning an AA rating on Extra Stage. Usually not as technically difficult as Extra Stage, but instead derives its challenge from the fatigue incurred by the Extra Stage.

Oni
Japanese for "Devil", this refers to either Oni Mode (See below), or the Challenge difficulty level for steps.

Oni Mode
Also known as Challenging Mode. A variation of Nonstop in which the player gets 4 lives, losing one life for each Good, Boo, Miss, or NG. Player regains between zero and three lives between each song.

Ordinary
Name given to 3-foot songs in older versions of DDR.

PA
Common abbreviation for Perfect Attack.

Pads
The metal platform with support bars that the player uses to play most dancing games. Also referred to as the "stage".

Paramount
Name given to 7-foot songs in older versions of DDR.

Perfect
The rating you get on a step when you hit the arrow exactly on the beat

Perfect Attack
A method of judging accuracy among players. The predominant method used for tournaments in the United States. Score is based on percentage of perfect steps out of total steps, without regard to combo's.
also see Perfect Full Combo

PFC
see Perfect Full Combo

Perfect Full Combo
This is when a player completes a song with every step being a Perfect or better. A PFC results in a AAA ranking.
see AAA

Phantom
Modifier introduced in Extreme US and Ultramix 2 which combines Hidden and Sudden - The arrows are briefly visible in the middle of the screen.

PIU
Abbreviation for Pump It Up.

Pump it Up
A Korean dancing game franchise similar to DDR, but uses five panels of play per side, instead of four.

Pump it Up: Pro

Sometimes abbreviated as PIU:Pro, this series was developed by many of the same developers who created In the Groove. Both games share many of the same songs and some similar features, like USB support.

Poison Arrows
Modifier introduced in Ultramix 2 where certain off-color arrows are added to the stepchart. If these arrows are stepped on, the dance gauge will drop significantly.

Power Drop
Non-selectable modifier which prevents the dance gauge from rebuilding during a song. The only way to finish a song with a full gauge when playing with Power Drop active is to get no steps less than a Good (and hold all Freezes successfully, if applicable).

Quad
Gameplay feature in ITG where the presence of four simultaneous arrows forces players to strike all four panels using all four limbs, or whatever method possible. Also refers to Quad Mode from Ultramix 2, or a Quad Star in In the Groove.

Quad Mode
Game mode the debuted in Ultramix 2, featuring four DDR pads arranged in a horizontal row, similarly to Doubles.

Quad Star
Highest possible score on a song in ITG. Is achieved when the player scored nothing less than Fantastics on the entire song. Simmilar to a AAA in DDR, but is considered much more difficult. This can also referred to as a "Quad".

Random
Songlist option which causes a random song to immediately be picked. Similar to Roulette, except the player has zero control over the selection process.

RFO
Abbreviation for Right Foot Only

Reverse
Mod were the arrows scroll from top to bottom instead of the usual bottom to top.

Reverse Boost
See Brake.

Right
A mode of playing where the steps are rotated 90 degrees to the right.

Right Foot Only
A style of playing where the player only uses his right foot to hit all the steps.

Rolls
Introduced in In The Groove 2, Rolls are similar to freezes, except instead of holding the step(s) for a specific duration, the player must instead tap the arrow(s) repeatedly at a rate of at least three times per second. This is independent of the actual tempo of the song.

Roulette
Songlist option which causes the song wheel to spin like a roulette wheel. Hit the selection button again to stop the wheel and play the selected song. With practice and timing, Roulette can be timed to land on specific songs. See also Random.

Routine
A predefined set of moves a performer uses for a given set of steps on a particular song

S4R
1. Sudden Shuffle on SSR mode.
2. Stealth Shuffle on SSR mode. In this mode, the player must play with another person who plays the steps without modification. The S4R player figures out which shuffle mode has been chosen, and must figure out which steps to hit.

Save
Rating given in Unison mode when one person misses their arrow, but their partner hits it.

Score Attack
A method of judging accuracy. Points are allotted differently among versions of DDR. Highest score wins.

SDG
Single Digit Great; Refers to Perfect Attack players who are less than 10 greats from achieving a Perfect combo on a song.

SDP
Single Digit Perfects; Refers to Accuracy players who score less than 10 perfects on a song. This is often used in DDR modes where Marvelous timing is active.

SDE
Single Digit Excellent; Refers to a score with less than 10 Excellents. Usually used when referencing scores on ITG.

Shuffle
Mode of playing where arrows are shuffled in one of eight possible patterns. Contrary to popular belief, the arrow patterns are not random; only the selection of the pattern is.

Sight Read
Playing a song without having seen/played/heard the song or the steps beforehand

Simple
Name given to 1-foot songs in older versions of DDR.

Single
The most common method of playing DDR. One player, four arrows, infinite possibilities.

Sink
Arrows scroll from top down instead of bottom up. See also Reverse.

Slide
Using one foot to press one panel then another without lifting it off the stage, but by dragging it across the panels instead

Solo
6-panel version of DDR with the inclusion of upper-left and upper-right diagonal arrows. Also used as a setting in DDRMAX/Extreme which adds more colorful arrows to make sight-reading easier.

Song Pack
Purchaseable downloads of songs made available by Konami for the Xbox home versions of DDR. Requires Xbox Live.

Special
Arrows accelerate on their way up the screen. Featured only on Solo 2k.

Speed Modifiers
Modifiers (x2, x3, etc) that speed up the arrows to n-times their normal speed. Many players find songs easier to sight-read this way -- especially songs with very dense arrow patterns (bag, ORION.78). Some versions of DDR also have modifiers (x0.5, x0.25) which slow down the arrow speed and are available only in Oni courses. Several people have created hacked versions of DDR which have these modifiers available for normal play.

Spin
Pivoting on a single foot 360 degrees.

SSR
Abbreviation for Step Step Revolution.

Stage
The metal platform with support bars that the player uses to play most dancing games. The left side is often referred to as the 1P side and the right side, 2P. *also see "Pads"*

Standard
DDR USA's equivalent of basic. Also on Dancing Stage EuroMIX. Standard is DDRMAX/Extreme's equivalent of Trick.

Stealth
Mod where arrows don't appear unless you already miss them.

Stepmania
Another popular unofficial computer DDR simulator. See also Dance With Intensity.

Step Step Revolution
Another name for Maniac mode on certain versions of DDR. In addition to being on Maniac by default, the Flat modifier is applied by default.

Stream
Overall density of steps

SubS
Refers to "Substream" Club Mix, an old version of DDR which could be connected to a Beatmania IIDX cabinet, permitting a dancer and a DJ to play songs together.

Sudden
Mode of playing where arrows appear just before they reach the top.

Super Hard
The hardest difficulty level in DDR Mario Mix. Since Mario Mix does not use foot-ratings, the difficulty levels cannot be directly mapped to the difficulties found in DDR, but this one is generally accepted as 'Heavy'.

Superior

Name given to 4-foot songs in older versions of DDR.

SVGL
Refers to Sunnyvale Golfland, a popular and well-known arcade in California.

System 573
Internal name of the hardware platform which DDR arcade games run on. Very similar to the PlayStation architecture. Originally DDR arcade games ran on System 573 Analog, but 3rd Mix and higher used System 573 Digital.

Tenkay Rules
A scoring system that was first pioneered in the webcomic 10k Commotion. The scoring system uses the following formula: Perfects x 2 + Greats + Okays = Score. See 10k Commotion for more information.

Trick
Middle mode of steps on most versions of DDR. Difficulty is generally between 4 and 7 feet.

Triplets
Elusive step whose existence was in doubt for some time. These steps break a single beat into 3 equal steps, or sometimes breaks two quarter beats into 3 steps. Only a few songs feature these special steps. A few single maniac songs include Gentle Stress, Afronova, Luv 2 Me. Shown in the steps page in green.

Turn
Any series of steps on which a player rotates his body 360 degrees

UMA
Acronym for Unidentified Mysterious Animal or Unidentified Moving Animal. Refers to a common Japanese acronym mostly referring to the Tsuchinoko, a mythical Japanese snake. This term is spoken by the announcer in DDR MAX to imply that the player is legendary, and is also a character genre in 3rd Mix CS.

Unison
Both players share one group of arrows in the center of the screen; the color of the arrows determine which player it belongs to.

Versus
Same as single player steps, but for two players.

Very Hard
The second-hardest of five difficulty levels in DDR Mario Mix. Since Mario Mix does not use foot-ratings, the difficulty levels cannot be directly mapped to the difficulties found in DDR.

Vivid
Mod where arrows are colored according to their beat timing. All quarter notes are in one color, eighth notes in another color, etc. See Flat.

Voltage
Peak density of steps

Wave
See Fuwa Fuwa.

Way Off

ITG's step rating which is approximately equivalent to a Boo.

Workout Mode
Feature from the home versions of DDR where the game tracks playing time and caloric expenditure. This feature led to future fitness-themed games using the DDR pad, including Aerobic Revolution and Diet Channel.

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