Dance Dance Revolution, an Unofficial Roleplaying Game

A 24 Hour RPG | Start - 5:30 pm, 2/09/'06 | Finish - 5:40 am 03/09/'06

RPG created and authored by Ross Wilkin. Dance Dance Revolution and all related characters, concepts, images and trademarks belong to Konami.

What is Dance Dance Revolution?

Dance Dance Revolution (DDR for short) is a dancing game that, well, has really been a revolution. It has brought to the fray the idea that video games and fitness don't have to be mutually exclusive. Play is facilitated by dance mats, giant controllers that the player stands on. Combinations of directions and buttons appear on the screen in time to the music. When they reach the top of the screen, players need to step on the corresponding spots of their dance mat. Greater accuracy means a higher score.

What is a Roleplaying Game?

A Roleplaying Game (RPG for short) is a game where the players take on the role of characters within the game. This is a Tabletop RPG, which means that unlike a videogame RPG you gather together with a group of friends and determine the flow of the story for yourselves. One player takes on the role of the GM (GameMaster), and it is their responsibility to determine the game's plot and populate the world with NPCs (Non-Player characters) for the PCs (Player Characters) to interact with.

What is the DDR Roleplaying Game?

Dance Dance Revolution, an Unofficial RPG is an attempt to create a roleplaying game experience out of the DDR game. A weird idea? Perhaps, but I believe it's possible to make an interesting and engaging game out of this bizarre blend! Read on, and hopefully I will convince you.

So, what's this "d50" thing anyway?

A d50 is a 50-sided die (singular of dice). In the likely event that you don't own a d50, there are several ways to simulate a d50 roll:

1. Roll a d5 and a d10. The d5 rep resents tens: 1 = 0+, 2= 10+, 3= 20+, 4= 30+, 5= 40+.
2. Roll a d100. Numbers from 51-100 are equivalent to numbers 01-50.
3. Roll two d10. This simulates a d100 (as number 2).
4. Lots of computer programs exist that can randomly generate numbers, including many that are designed to emulate dice. A quick search online should yield several.

Dice can be bought at your local gaming hobby store or from many websites.

Creating a DDR RPG Character

A DDR character is an individual, probably in their teens, who treats DRR not just as an occasional hobby, but as a lifestyle. They play to become the best they can be, to keep themselves fit, and to compete against other dancers down at their local arcade and in tournaments.

DDR, An Unofficial RPG is designed around this idea of competition.

STEP 1: Name your character, decide on their sex, age, etc. Come up with a concept, and describe your character's appearance and personality.

STEP 2: Assign Attribute Points. A beginning character has 10 Attribute points, split between the following two Attributes:

> **Moves:** Measures the character's ability to match their movements to the steps on the screen!
> **Style:** Measures the character's ability to look cool as they dance.

STEP 3: Record Play Level. Initial characters compete at Play Level 1.

STEP 4: Pick 2 Perks. You can choose to apply the effects of one your perks during each match you take part in.

> **Adrenaline Rush:** You can get yourself particularly psyched for this match! Increase your Moves by 2 for this match.
> **Inspired Flair:** If you focus, you can pull everything off with more style than usual. Increase your Style by 2 for this match.
> **Devoted Fans:** You have a devoted fan base, and some fans of yours have turned up to the match! Increase both your Moves and Style by 1 for this match.
> **Speedy Reactions:** You can devote yourself to matching your speed to the steps, but your focus means your moves are made with less Style. Increase your Moves by 4 for this match, but reduce your Style by 2.
> **Showmanship:** You're good at playing to a crowd. You spend this match showing off to the crowd. Though the crowd loves you, you can't focus so well on matching the steps. Increase your Style by 4 for this match, but reduce your Moves by 2.

STEP 5: Pick a Signature Finishing Move. You can sometimes execute a Finishing Move at the end of your dance. Your finishing move could be the splits, the worm, a high kick... anything you like, really.

STEP 6: Pick an Outfit. If you choose, pick an Outfit to customise your character. Outfits also give you access to an additional Finishing Move. An Outfit becomes a character's motif, and they must wear it for all matches. If you stop wearing your Outfit or pick a new one, take a permanent -2 penalty to your Style.

> **Leotard:** Proper dancing attire, but it's *really* uncool. +4 to Moves, -4 to Style.
> **Sweats:** A really comfortable Outfit, but decidedly not cool. +3 to Moves, -3 to Style.
> **T-Shirt and Shorts:** Slightly easier to move in than regular trousers, but usually not as cool. +2 to Moves, -2 to Style.
> **T-Shirt and Slacks:** Comfortable wear. +1 to Moves, -1 to Style.
> **T-Shirt and Jeans:** This Outfit looks pretty good, but jeans are a little restricting. +1 to Style, -1 to Moves.
> **Disco Suit:** At the expense of a bit of awkwardness, look totally groovy in this oldskool Outfit! +2 to Style, -2 to Moves.
> **Leather Jacket:** Leather is real cool, but not very flexible. +3/-3
> **Pimp Suit:** Comes complete with high-heeled shoes and wide-brimmed hat, in the character's choice of vivid colours. It's a very cool outfit, but not that practical for dancing. +4 to Style, -4 to Moves.

You can pick another Outfit concept in place of one of the above, if it could have the modifiers.

Playing the Game

The following rules govern a game of *Dance Dance Revolution*.

DDR Matches

Each DDR match is broken down into ten "turns", during which characters (PCs or NPCs) make competing rolls to determine the results.

Each turn, match participants roll d50 and add their Moves. Whoever gets the highest final amount won this turn.

At the end of the ten turns, determine who won the most turns - they are declared the match's winner. If the result is a tie, total the results of all 10 rounds for each player. Whichever player has the highest result is declared the match's winner. If this too results in a tie, the character with the highest Style is declared the winner.

Additionally, each round participants should roll d50 and *deduct* their Style. The lower their

After-Match Benefits	
Final Score	**Benefit/Penalties**
991 or more.	Uplifted: +5 Style
961-990	Uplifted: +3 Style
911-960	Uplifted: +1 Style
91-910	None
41-90	Demoralized: -1 Style
11-40	Demoralized: -3 Style
10 or less	Demoralized: -5 Style

result each turn, the more flair they displayed. Total all 10 results at the end of the match, and deduct the final number from the total of the character's Moves results. Their final score determines whether they gain any after-match benefits/penalties.
Benefits and Penalties apply to the character's next match.

For example, Mark and Sarah are competing against eachother in a match of DDR.

The first round, Mark's player rolls a d50, getting a result of 43, and adds his Moves of 5 to get a total of 48.

Sarah's player rolls gets a roll of 39, adding her Moves of 6 to get a total of 45.

Mark has won the first turn.

Additionally, Mark and Sarah both roll a d50 and deduct their Style. Mark rolls a 20 and deducts his Style of 5, achieving a result of 15. Sarah rolls 30 and deducts her Style of 4, achieving a result of 26.

Mark's Moves scores for the 2nd through 9th turns are 12, 32, 47, 43, 26, 22, 46, 45, and 17.

His Style scores are 29, 31, 12, 15, 20, 19, 37, 43, and 5.

Sarah's Moves scores for the 2nd through 9th turns are 26, 27, 43, 51, 40, 38, 54, 20, and 19.

Her Style scores are 17, 31, 38, 24, 34, 43, 35, 21, and -3.

Mark won turns 1, 3, 4, and 9.
Sarah won turns 2, 5, 6, 7, 8, and 10.

Sarah is declared the winner of the match!

Mark's total Moves score is 338.

Sarah's total Moves score is 363.

(Note that if they had both won 5 turns then Mark would have been declared the winner!)

Mark's total Style penalty is 226. 338 - 226 = a Final Score of 112.

Sarah's total Style penalty is 266. 363 - 266 = a Final Score of 97.

No benefits for either of them this time, though both are very close to receiving penalties. That's natural, as they're both beginners.

Finishing Moves

If your Final Score is at least double your opponent's, you can execute a finishing move. You can only execute one finishing move, so if you have access to more than one you must choose which one to use.

You can use your Signature Finishing Move, in which case you add 25 points to your Final Score. Alternatively, you can improvise a new move: This could be really impressive, but you

might fail or it might not go down well with your audience. If you improvise a Finishing Move, you have to describe the move you're about to attempt, then you roll a d50 and add the result to your Final Score.

DDR Tournaments

While two characters can certainly engage in a one-off DDR match, most play in your game will be in the form of tournaments. These consist of a series of play-offs that determine an eventual tournament winner, who wins glory and often a prize. The nature of a prize varies: In a DDR game that focuses most on the story, it might be money or access to a story benefit or goal. It might also be a mechanical benefit such as a new Outfit. Once an Outfit is won as part of a tournament, the character can always select it, even if he has previously worn it and subsequently changed to another Outfit.

Tournaments can be equivalent to what other RPGs would call adventures or campaigns.

An "Adventure" tournament is smaller, and its events are unlikely to be connected to a larger story. If they are, the characters will be required to move on to further tournaments before resolving the plots.

A "Campaign" tournament is a large affair, porbably with multiple divisions and qualifying rounds. A story could easily begin and end all in the space of one such a tournament.

Prizes

The following Outfits are example tournament prizes:

Shifter's Garb: The Shifter's Garb is an Outfit magickally imbued by the powers of chaos. Each match, the Shifter's Garb randomly emulates the Moves and Style bonuses and penalties of one of the eight initial Outfits. A character with an existing Outfit can switch to the Shifter's Garb without the associated drawbacks. Shifter's Garb should be awarded at the end of of an appropriately supernatural tournament.

Underwear: Not for the faint of heart, Underwear exposes mostly all and is entirely unrestricting of movement. Underwear grants a +4 bonus to both Moves and Style.

Unfortunately, those who wear only Underwear for a whole Tournament tend to become ill: For the next Tournament after that in which you wear the Underwear, you suffer a -4 penalty to both Moves and Style, regardless of the Outfit you wear to the Tournament (it also cancels out the associated modifiers of that Outfit).

Experience

For every large tournament a character takes part in (GM's ruling depending on how easy they want advancement to be in their game, for example: "the tournament consists of at least ten matches"), they gain 2 points to assign between their Moves and Style Attributes as they choose. The maximum value of both Attributes is 150.

Each time the character gains an additional 10 Attribute points (ie. when they have 20 in total, then 30, 40, and so on) increase their Play Level by 1. This helps GM's create appropriately skilled NPCs for easy, moderate, and challenging matches. Easy opponents have significantly lower Attributes than the PCs, moderate opponents have Attributes only slightly lower Attributes than the PCs, and challenging opponents have Attributes equal to or slightly greater than the PCs.

Beyond the Tournaments

If you want to take your game beyond the matches and into other circumstances, you can use the Moves Attribute to test characters in physical challenges and the Style Attribute for Mental and Social challenges.

Alternatively, you can build up an alternative set of Attributes and even Skills (Strength, Intelligence, etc. for Attributes; Computer Use, Driving, etc. for Skills). Remember that Moves and Style probably have "real-world" applications too. You should award a character enough points for them to average 5 in everything. Always award seperate points for players to spend on DDR Attributes, other Attributes, and Skills. Experience for new Attributes and Skills should be awarded for overcoming appropriate challenges and obstacles. No Attribute or Skill can be raised higher than 150.

GMing the Game

One game of *Dance Dance Revolution, an Unofficial RPG* can be wildly different from the next. One might be a simple series of Tournaments, another might involve competing against the agents of a shadowy organisation who plan to corrupt DDR machines in a bid for world domination. A tournament might involve competing against an alien species, or a supernatural race, or DDR players from an alternative Earth who are visiting our own during a conjunction between worlds. PCs may be challenged to a DDR match for any reason, from sheer competition, to force an opponent to reveal a needed peice of information, to saving the world or life as we know it! Use your imagination: Your players will thank you for it!

Come up with interesting new Outfits, and maybe find interesting new ways to apply Perks and Finishing Moves. As soon as you become a GM of a game of *Dance Dance Revolution, an Unofficial RPG* the system becomes your sandbox just as much as the setting. Tinker with it as you will, but it's probably a good idea to use the basics as a base from which to build.

Even if the GM expands the game beyond the basics, they should always remember that DDR itself is at the core of any game using these rules. Occasionally the characters might have to accomplish something by means other than a game of DDR, but whatever happens DDR itself should be their primary means of advancement throughout the story.

Example Tournament: The Tournament of Souls

In times long gone, the Tournament of Souls was a series of combatative duels, but it has evolved with the times: Now, participants play matches of DDR. The purpose of this competition? To crown one participant champion and gift them with great prizes. Those who fail to reach this lofty summit forfeit their souls to the tournament supervisor, the Master of Souls, unless they can beat him personally in a match.

Characters usually take part in the Tournament willingly, though only when confident in their abilities. However, Master of Souls relies on the souls he earns through the tournament to elongate its existence and youth. If no new particpants are willing to take part for a long period of time, he may be forced to take participants against their will. The Tournament of Souls is thus a good event for very skilled PCs, but is also an option for new PCs.