

## Dance Dance Revolution glossary of terms

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<b>1/16th step</b>	A yellow step using the note modifier feature. It's placed between 1/8th notes.
<b>1/32nd step</b>	A green step using the note modifier feature. It's placed between 1/16th notes. These notes first appear in DDR Max 2 in Tsugaru and Burning Heat.
<b>1/4th step</b>	A red quarter step using the note modifier feature. Most Light difficulty steps are composed of this step type. If the flat modifier is used, this is the only type of step that will show.
<b>1/8th step</b>	A blue step using the note modifier feature. It's placed exactly halfway between the beats of the song.
<b>Black flag</b>	Getting all Perfects and one great in a song. Grade rank is always AA.
<b>BPM</b>	Beats per minute, which is the speed of a song.
<b>Butterfly Turn</b>	Steps that originally appeared in "Butterfly" in 1st mix that caused players to turn.
<b>Catastrophic</b>	Song ranking given to 9-foot song rankings. These were the most difficult songs before DDR Max. "Passing a cata" refers to this.
<b>Challenge</b>	A category for expert players. This category evolved from different Maniac steps for older songs (Maniac 2). These steps are generally equivalent to Heavy steps.

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<b>Extra Stage</b>	In DDR Max, Max 2 and Extreme, if a player AA their last song on Heavy difficulty, the Extra Stage song becomes available. The song options are locked at x1.5 speed, Reverse, Dark, Power Drop.
<b>Foot rating</b>	The song difficulty rating, based on number of feet present on the song wheel screen. DDR Max (6th mix) is the only game that does not include a foot rating.
<b>Gallop</b>	A two-note grouping, commonly found in songs such as "In the Navy," "Cowgirl" and "Tsugaru."
<b>Heavy</b>	A category for expert players. Its equivalent is Maniac in 1st through 5th mix.
<b>Jackhammer</b>	A long stream of steps that require rapid stepping to keep a marvellous or perfect timing. Most commonly found in "V" Challenge or Heavy steps.
<b>Light</b>	A category for beginners. Its equivalent is Basic in 1st through 5th mix.
<b>Note modifier</b>	A modifier on the song options screen that changes note colors to specific colors.
<b>One More Extra Stage</b>	In DDR Max, Max 2 and Extreme, if a player AA the Extra Stage song, Encore Extra Stage becomes available. The song options are locked at x1.5 speed, sudden death. Any step other than a Perfect or Great will end the song.
<b>Perfect</b>	One of the best step judges that can be obtained. The better step is Marvellous, which is available only in Oni Mode.

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<b>Perfect Attack</b>	Attempting to get as many perfects as possible. Most tournaments are based on this method.
<b>Standard</b>	A category for intermediate players. Its equivalent is Trick in 1st through 5th mix.
<b>Triplet</b>	A set of three arrows grouped together. Combinations can include Red/Blue/Red, Red/Blue/Yellow/ or Red/Green/Red using the note modifier.