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## [Beatmania 2 DX 6th Style Cheats \(PS2\)](#)

### [Learn how to cheat](#)

Beatmania 2 DX 6th Style was developed by Konami Computer Entertainment Japan, Inc. and was published by Konami Digital Entertainment, Inc. The game is based on the Beatmania concept, already popular in Japan at the moment of the release, and is mostly an update which brings in new songs and moves, without changing the gameplay mechanics. The game comes bundled with a special controller that acts like the DJ scratch pad, complete with seven keys. You must be able to manipulate the scratch pad and the controls in accordance to the instructions that appear on the screen. As you achieve a degree of rhythm, you earn the approval of the audience and get points. Only if you get the audience to react to your moves you will be able to progress through the game. Each of the keys on the controller has one corresponding vertical bar on the screen. The turntable also has special bars, and they are used to indicate the path that rectangular icons follow as they go down towards a horizontal line, which sits near the bottom of the same screen. You should hit the key that corresponds to the bar and also rotate the turntable when the icon matches a line. This will trigger a preset sound sample and you recompose the song properly. Players are judged for each key press for accuracy. The basic concept is used today by such critical and commercial successes like Guitar Hero III and Rock Band, while the original Beatmania games have earned a small but loyal following.

**CHEATSCheat mode** First, you need to select arcade mode and then complete the following songs in this particular order: Yesterday, A New Morning and Night Of Fire. You need to get a high score, then you can enter 2DX6 at the high score screen. If you continue after the ending credits, all the options will be unlocked. Here's a video of the game in action: