

初音ミク Project DIVA™ MEGAMIX

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Introducing the game's cast:



KAITO

MEIKO

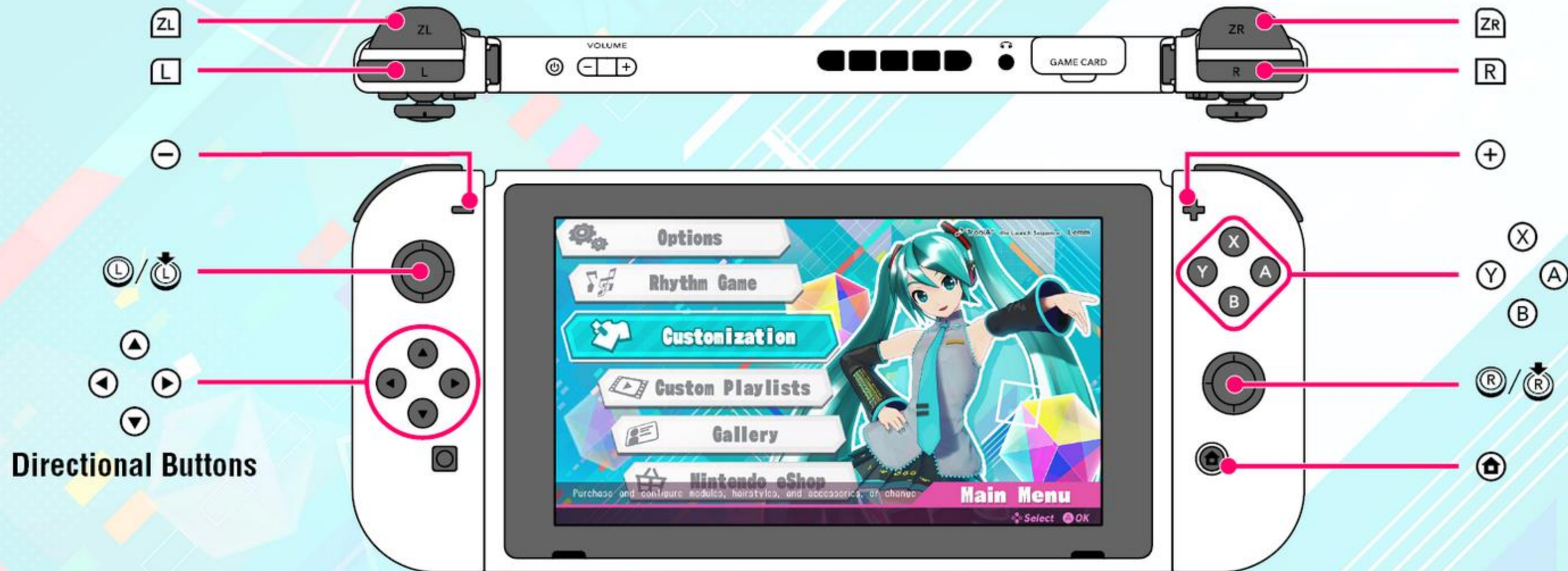
初音ミク
HATSUNE MIKU

鏡音リン
KAGAMINE RIN

鏡音レン
KAGAMINE LEN

巡音ルカ
MEGURINE LUKA

Navigating the Menu



The same controls can be used for both the Nintendo Switch™ Lite and the Nintendo Switch™ Pro Controller.

On the menu screen, navigate menu entries with the Directional Buttons, and confirm your selection with (A). Press (B) to cancel. For specific controls, please view the controls on the respective explanation pages. There is also a control guide on the bottom of the screen.

*Most controls that use the Directional Buttons can be substituted with the (L).

Press (+) to open the Help window of the menu screen you are on. (Only if "+ Help" is shown on the control guide displayed on the bottom of the screen).

Action	Description
↑	Move up
↓	Move down
←	Move left
→	Move right
(A)	Confirm
(B)	Cancel
(L)	Previous page
(R)	Next page
(+)	Open Help window

Saving



A Save Data is created when you first start the game. When you continue the game, it will continue from your previous Save Data.

● Autosave

Turn Autosave ON or OFF by going to "Autosave" from "[Options](#)" in the Main Menu. When you first start the game, it is set to ON by default.

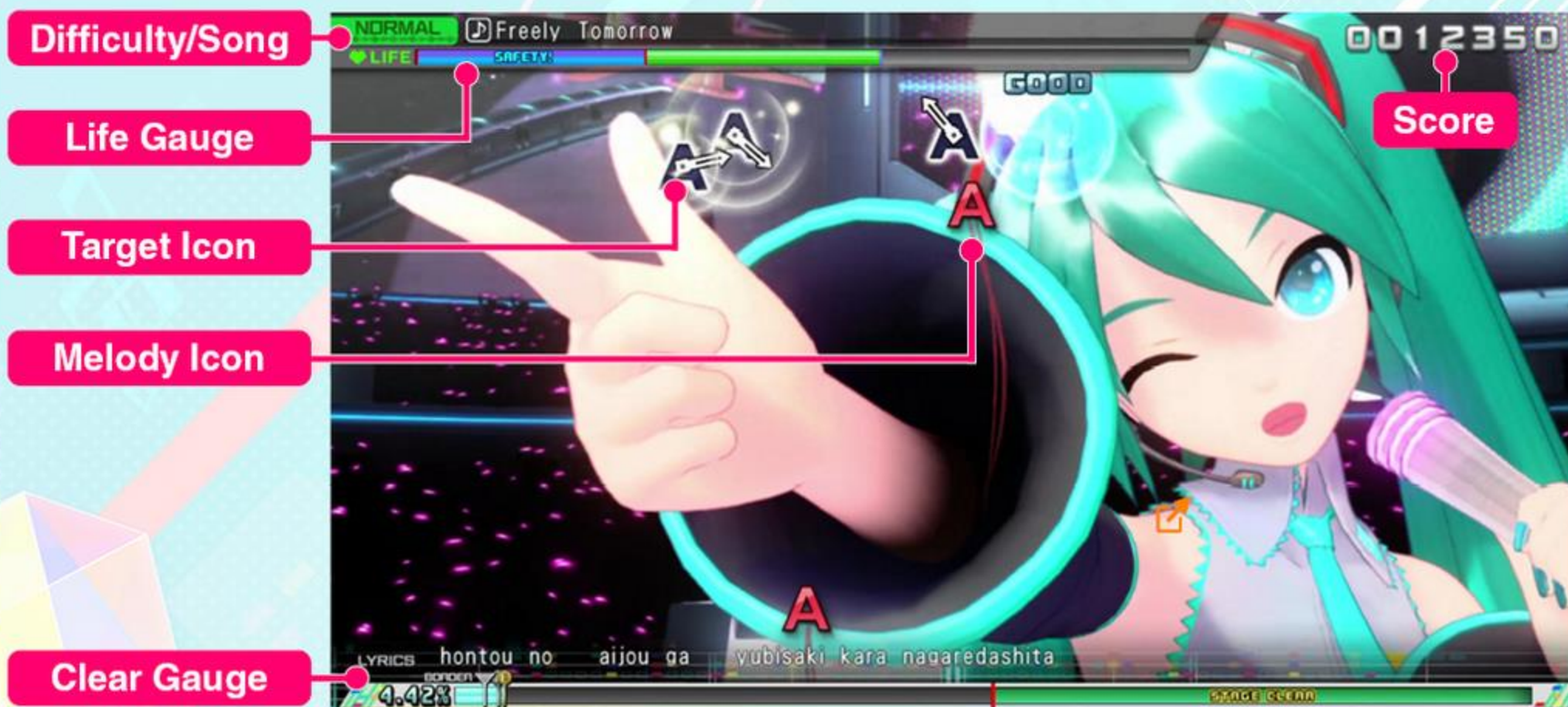


● When Autosaving

If Autosave is ON, the game will automatically save when returning to Song Selector from a rhythm game, changing any settings, etc. When SAVING is displayed in the lower-right corner of the screen, please do not turn off the console.

Players can also manually save by going to Options → Save.

Arcade Mode - How to Play



● How to Play

Melody Icons will appear and move toward the **Target Icons**. The moment the icons line up, press the matching button or control stick. Well-timed presses will fill the **Clear Gauge**. When the **Clear Gauge** reaches the BORDER, that is determined by the level's difficulty, the stage is complete. Pressing the wrong button or missing the correct timing will decrease the **Life Gauge**. When the **Life Gauge** runs out, the game is over.

Version 1.0.1 Update Players can now play the game by tapping the screen on the Nintendo Switch™. [Click here](#) to find out more.

1 When **A** lines up with **A** ...



2 Press the **matching** button!



Keep the rhythm! Press the matching buttons when the Target and Melody Icons line up!

Arcade Mode - How to Play Mode

● Changing Melody Icon Design

Melody Icons move toward Target Icons from all directions. You can select the following Melody Icon sets.

Default



Arcade



Arrow



Supported Buttons



Alternative Buttons

When "A" is displayed as the Target Icon, you can also press C instead of A. This can come in handy when you need to hit the same Target Icon multiple times. Use the controls that work best for you!

● Target Icon and Timing Bar

When the Timing Bar is pointing straight up, the Melody Icon will line up with the Target Icon. Time it perfectly and press the matching button.



Press the button when the Timing Bar faces upward.

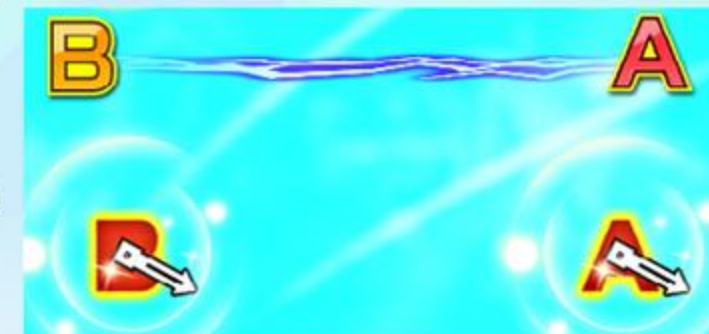
● Hold Targets

Target Icons with "HOLD" displayed underneath are Hold Targets. Press the matching button to the Melody Icon and don't let go! While the button is held, you'll earn bonus points.



● Multi-Press Icons

When Melody Icons are connected with a line, press the matching buttons at the same time. Alternative buttons can also be used.



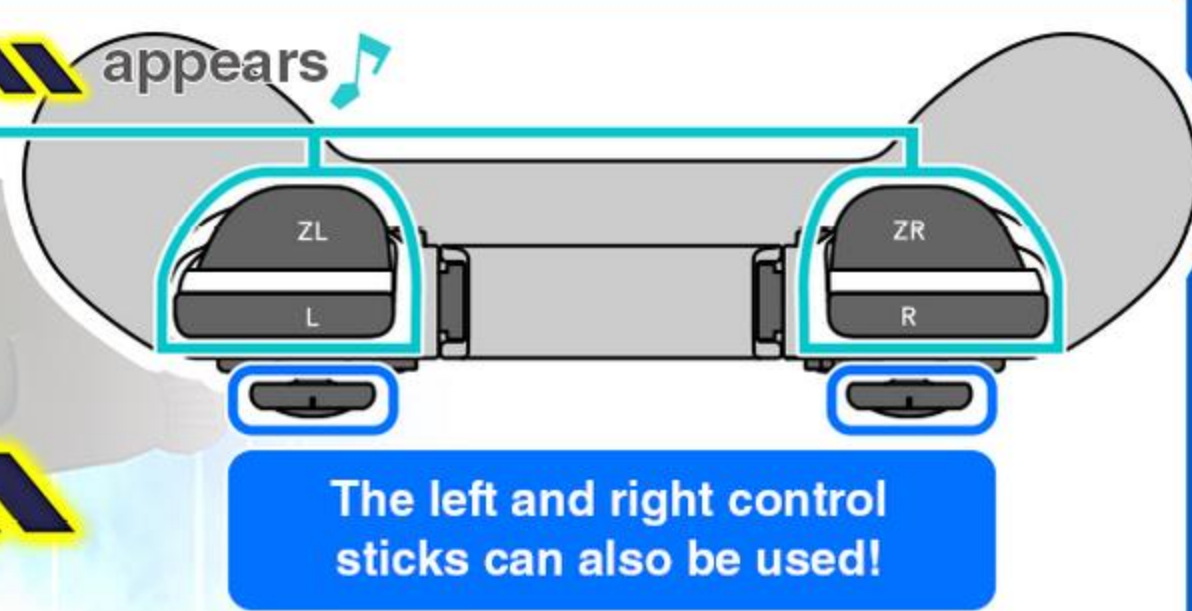
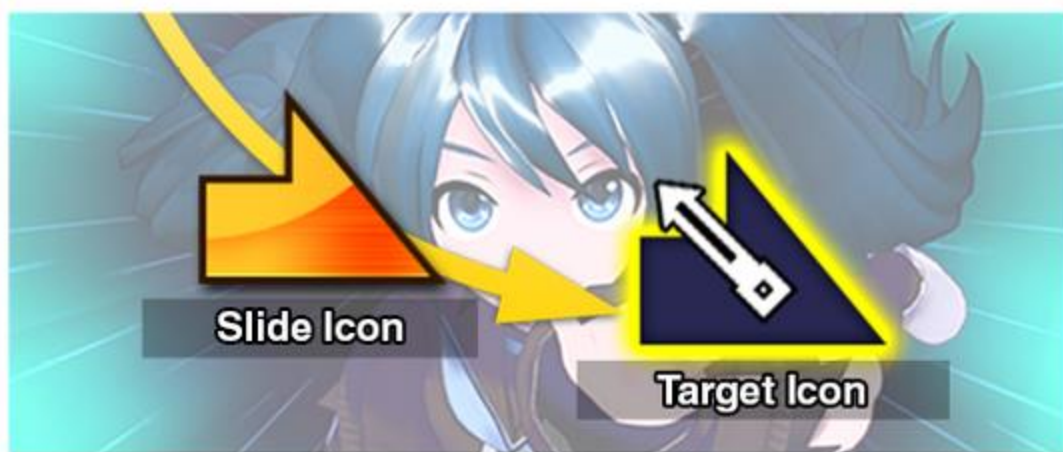
Arcade Mode - How to Play

● Slide Icons/Chain Slide Icons

When a Slide Icon appears, press **L** / **ZL** for the left arrow and **R** / **ZR** for the right arrow. The left or right control sticks can also be used. Hold **L** / **ZL** / **R** / **ZR** or the left/right control stick for Chain Slide Icons connected in a series.

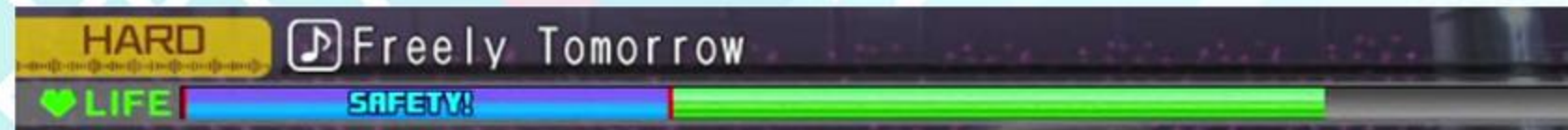
Press **R** / **ZR** when the  appears!

Hold **R** / **ZR** when the  appears!



● Life Gauge

The Life Gauge increases or decreases depending on your timing. When the gauge runs out, the game is over. While "SAFETY!" is displayed, the gauge will not decrease past a certain point.



● Clear Gauge

Indicates your current progress for clearing the stage.

- BORDER** : Minimum score needed to clear the stage.
- G** : Clear the stage with a GREAT rating.
- E** : Clear the stage with an EXCELLENT rating.



Arcade Mode - How to Play

● Hit the Rainbow Targets for an epic music video!

During certain rhythm games, unique Rainbow Targets will appear. Successfully input the commands for Rainbow Targets to add an epic finish to the music video!

Rainbow Targets appear!



Failed

Success!

Glorious Music Video!



Standard Music Video



*Only certain songs have this feature.

● Challenge Time

On EASY and NORMAL difficulties, Challenge Time will begin halfway into the song.



During Challenge Time, the difficulty will increase slightly, but making mistakes won't cause the Life Gauge to decrease!

Try it out get a feel for a higher difficulty.

Mix Mode - How to Play



● How to Play

Tilt the Joy-Con to line the **cursor** up with the incoming **notes**, and press the matching buttons when they overlap.

Well-timed presses will fill the **Clear Gauge**. When the Clear Gauge reaches the Clear Rate threshold (BORDER), the stage is complete. Pressing the wrong button or missing the correct timing will decrease the **Life Gauge**. When the Life Gauge runs out, the game is over.

▲ Warning!

You cannot play **Mix Mode** in Handheld mode. If you're using a Nintendo Switch™ Lite, you can play Mix Mode if you have separate Joy-Con controllers.

● How to Hold the Joy-Con™

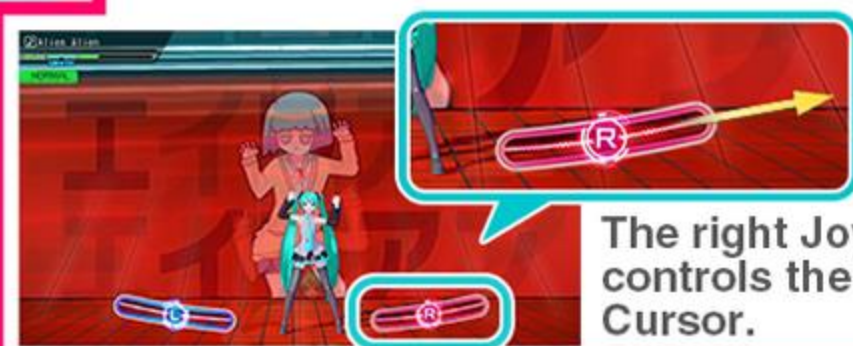
Remove the Joy-Con(L)/(R) from the Nintendo Switch™ and hold one Joy-Con in each hand like you are giving a thumbs up! On "EASY" difficulty, you only use the right Joy-Con, but "NORMAL" and "HARD" difficulties, you use both.



Mix Mode - How to Play

● Joy-Con™ Controls

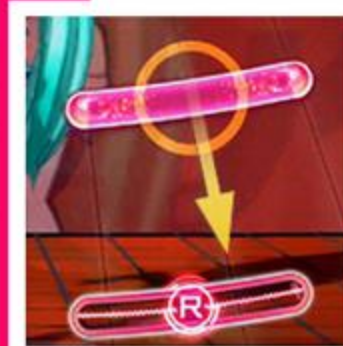
In Mix Mode, tilt the Joy-Con controllers to control the Cursors. There is no need to move the Joy-Con controllers from side to side. Simply rotate your wrist to move the Cursor.

1 Tilt the Joy-Con to move the Cursor!

The right Joy-Con controls the right Cursor.



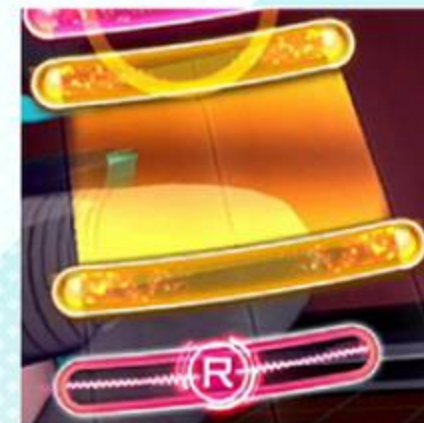
For **pink notes**, use the Joy-Con (R) in your right hand to move the cursor and press **ZR** when the note lines up with the cursor. For the **blue notes**, use the Joy-Con (L) in your left hand to move the cursor and press **ZL** when the note lines up with the cursor.

2 When  lines up with , press **R** / **ZR**!

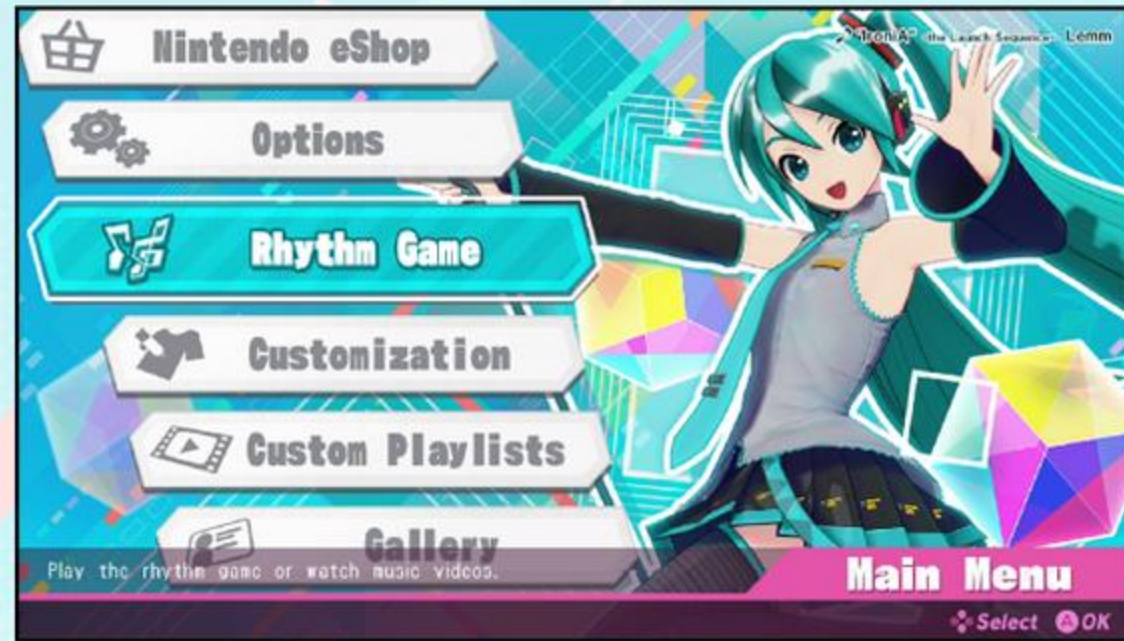
Use the left Joy-Con to control !

Tilt the Joy-Con to match the Notes and press the button at the right time 🎵

Both controllers will work for the **yellow long notes**. Continue to hold **ZL/ZR**. For long notes, you don't have to worry about releasing the button at any time.



Main Menu Contents



Press (A) at the title screen to reach the main menu. Navigate through the main menu with (▲)/(▼) and press (A) to confirm the selection.

*Depending on the selection, (or sub selections within the main options) the option for "Arcade Mode" and "Mix Mode" will appear. Select a mode with (▲)/(▼) and press (A) to confirm.



Rhythm Game	Play the rhythm game or watch music videos.
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Customization	Purchase and configure modules, hairstyles, and accessories, or change game & control settings.
Custom Playlists	Build and edit custom playlists to play your favorite music videos one after another.
Gallery	View scores, clear level, and online rankings.
Nintendo eShop	Connect to the Nintendo eShop and purchase additional content.
Options	Adjust sound and display settings.

Song List

The Song List can be found by selecting Rhythm Game and either **Arcade** or **Mix Mode** from the title screen.

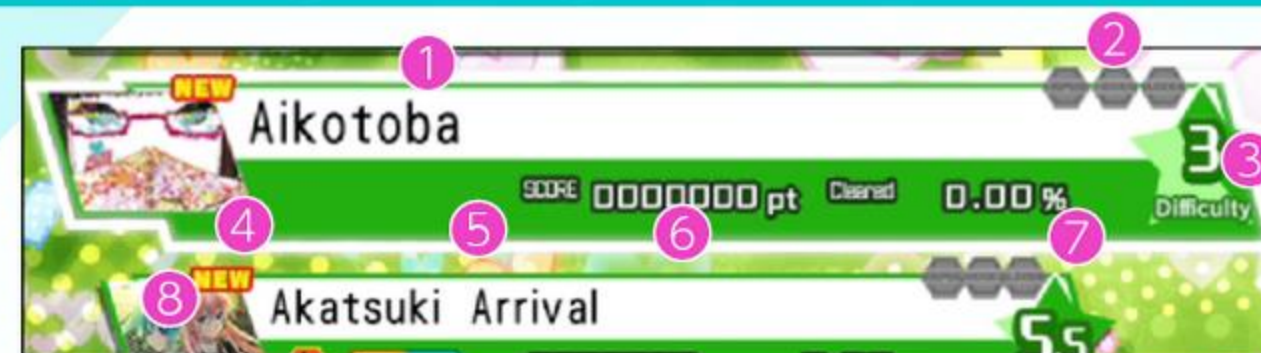
*If you're playing either mode for the first time, a tutorial will begin. Once complete, the Song List will display.



● Song List Controls

▲/▼	Navigate through the songs. Hold ZR to skip through the list.
◀/▶	Select the Song Difficulty .
⊗	Adjust control Customization and Settings .
Y	Brings up the Sort function.
L/R	Switch between sorted Categories .
⊖	Toggle Favorites ON/OFF.
Ⓡ	Switch between Custom Song Settings and All Song Settings .
A	Confirm and go to the Song Startup Screen .
B	Return/Cancel.

● Understanding the Song List



- 1 **Song title**
- 2 **Modifiers Cleared** - **Modifiers** you've cleared for this song will be shown here. (**Arcade Mode** only)
- 3 **Difficulty**
- 4 **Slide Icon Indicator** - Slide Icons will be present in tracks with this indicator. (**Arcade Mode** only)
- 5 **Character Appearances** - Indicates that 2-6 characters will appear in the song.
- 6 **High score**
- 7 **Clear Level and Rank** - Displays the clear level and rank of that song.
C=CLEAR G=GREAT E=EXCELLENT P=PERFECT
- 8 **NEW** - Songs that haven't been attempted yet.

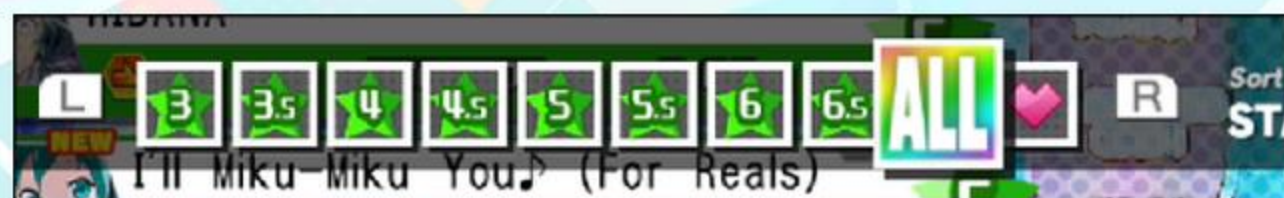
Song List

● Sorting and Changing Categories

Press **Y** on the Song List to sort your songs. Once sorted, switch between categories with **L/R**.

**Sort by Song Name**

Sort songs alphabetically by title.

**Sort by Difficulty**

Sort songs by difficulty.

**Sort by Character**

Sorts songs by character. Both the primary vocalist and guest characters are included in the sort. If the primary vocalist can be changed for a song, all of the possibilities will be included when sorting.

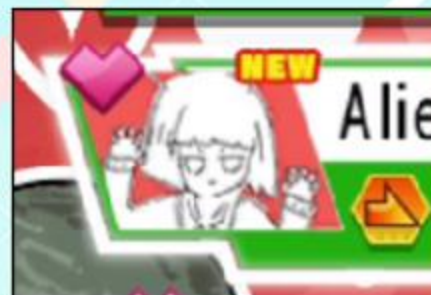
**Sort by Rank**

Sort songs by rank.

Song List

● Favorites

Press ⊖ to set the highlighted song as a favorite.
(A ♥ like the one shown on the right will appear.)



Songs you favorite are categorized by the ♥ icon in each sort option. Use it to quickly find your favorite songs. To unfavoritize a song, just press ⊖ again.



● Rhythm Game Difficulty

By pressing ◀/▶ you can change the song's difficulty.



The amount of notes that appear will change depending on the difficulty. (For **Mix Mode**, the notes and cursor size will be smaller.) Not only that, but the amount of points needed to fill the Clear Gauge (BORDER) will increase.

	Arcade Mode	Mix Mode
EASY	Clear Gauge < 30%	
NORMAL	Clear Gauge < 50%	
HARD	Clear Gauge < 60%	
EXTREME	Clear Gauge < 70%	
EXTRA EXTREME	Clear Gauge < 70%	

*In **Arcade Mode** [EXTREME] and (in some songs) [EXTRA EXTREME] will be unlocked after you clear the song on [HARD].

*In **Mix mode**, [HARD] will be unlocked after you clear the song on [NORMAL]. Mix Mode does not have [EXTREME] or [EXTRA EXTREME].

Song Startup Screen

Once you've selected a song to play, you'll be taken to the song startup screen.

Select the mode, then press (A) to start the song.

Each mode has the following settings:



● Rhythm Game Settings

No-Fail Mode

If you turn this mode ON, even if your life gauge hits 0, you can still play the song to the end.

Rhythm Game Options (Arcade Mode only)

You can adjust the way melody, slide, and target icons appear. Set this option to "None" to play the song normally.

HI SPEED Increases the movement speed of the melody/slide icons.

HIDDEN The melody, slide, and target icons disappear right before they line up.

SUDDEN The melody, slide, and target icons appear just before lining up.

Note Speed (Mix Mode only)

Adjusts the speed of the notes.

Change Vocals

Changes the primary vocalist. (Certain songs only)

*Some scores/records will not be saved when "No-Fail Mode" or certain "Rhythm Game Options" are used.

Song Startup Screen

● Watch Music Video Settings

In "Watch Music Video" you'll have the ability to watch the music video in detail.

Success Effects

You can turn the special effects that appear when successfully hitting "rainbow notes" ON/OFF. (Certain songs only)

Change Vocals

Changes the primary vocalist. (Certain songs only)

Change Music Video

Changes the music video. (Certain songs only)

● Music Video Viewing Controls

Ⓐ	Pause the music video
Ⓨ	Toggle view (show/hide controls)

● Practice Settings

[↗ In Practice](#), you can practice the rhythm games.

Set Start Time

Choose which part of the song you'd like to practice.

Rhythm Game Options (Arcade Mode only)

Toggle "HI SPEED", "HIDDEN", or "SUDDEN" to ON/OFF. "None" will start practice mode normally.

Note Speed (Mix Mode only)

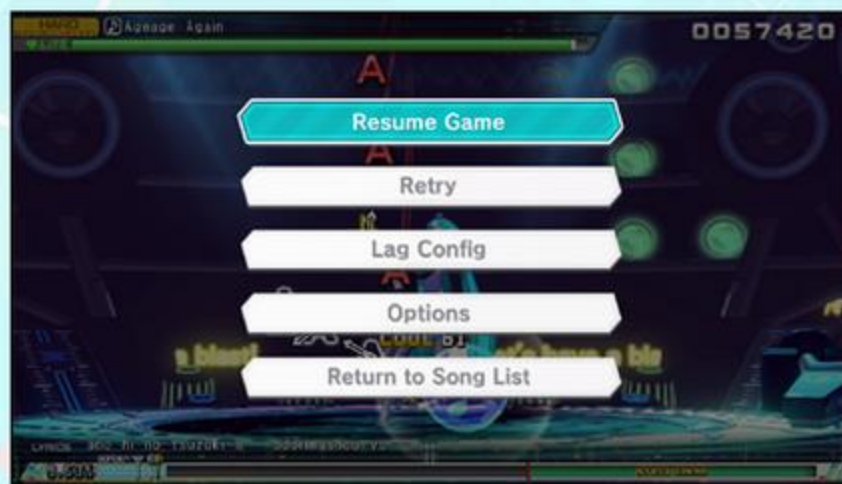
Adjust note speed.

Change Vocals

Changes the primary vocalist. (Certain songs only)

Rhythm Game Pause Menu

Press ⊕ during a rhythm game to open the pause menu. Navigate through the menu with ▲/▼ and press A to confirm.



● Resume Game

Close the pause menu and continue the rhythm game.

● Retry

Restart the song from the beginning.

● Adjust Timing

Adjust the timing of when melody icons line up with target icons. You can adjust the timing for all songs or for each song.

([More info](#))

*If you adjust the timing during a rhythm game, your score will no longer increase.

● Options

Change Rhythm Game Settings

Music Volume/Button FX Volume/Sound FX Volume

Adjust the volume for each setting. The default is 10.

Vibration

Turn vibration ON/OFF for your Joy-Con™ controllers when you hit a chain slide icon in Arcade Mode or when you hit a note/long note in Mix Mode. This is defaulted to ON. However, if you have vibration OFF in the console settings, vibration will still be off even if you keep this setting ON.

● Return to Song Selector

End the current song and return to the [Song Selector](#).

Result Screen

When you clear a rhythm game, the result screen will be displayed.

The overall clear points, evaluations, and VP you obtained will be shown.



● VP

VP are points earned based on a song's results that you can use to purchase modules and accessories from the "Customization" menu.

● Player Rank

You can obtain rank points based on the rank you obtain per song and mode. Once you've accumulated enough points, you'll rank up.


*If it's a song you've cleared before, you'll only earn rank points when you get a higher rank.

● Evaluation Variations

Depending on when you pressed the button the following evaluations will appear.

COOL > FINE > SAFE > BAD > WORST > WRONG

"WRONG" appears if you press the wrong button.

Also, if you have the  **"Multi Button Support"** ON in "Game Control Settings" > "Customization", you'll see "ALMOST" when you have to press multiple buttons at the same time, you hit the correct number of buttons, but missed the buttons. ALMOST is the same evaluation as WORST/WRONG.

Other scores such as "COMBO", "CHALLENGE TIME", "HOLD TIME", and "SLIDE" will also be shown here.

Practice

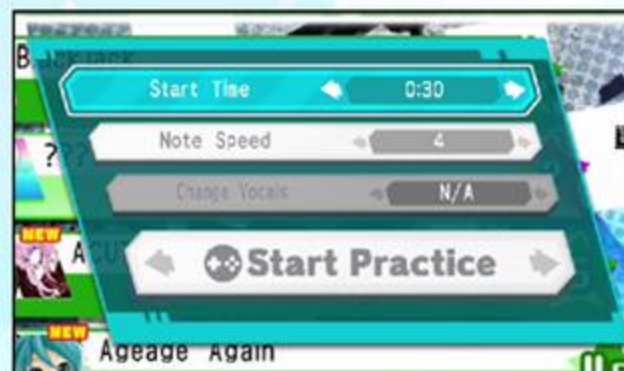
You can practice a song if you select "Start Practice" from the Song Selector. This lets you practice a song all the way through.



The controls and feel of practice mode is the same for both **Arcade Mode** and **Mix Mode**.

● Set Start Point

Specify the exact point in the song where you want to start practicing.






● Practice Controls

In Practice Mode, you can see the song play time on the bottom of the screen. You can set the "restart point" on this gauge to practice the same section over and over.



Restart Point

	Move the restart point back by about 10 seconds.
	Changes the restart point to when it was pressed.
	Starts the song from the restart point.

There's no game over in practice mode. Make use of the restart point and practice until you can master it!

Customizing Controls and Settings

You can set, edit, or purchase modules/hairstyles/customization items/T-shirts in the Customize menu. You can also adjust button sound settings and game/control settings. Select Customize from the Main Menu or press (X) at the rhythm game song selector to enter the Customize menu.



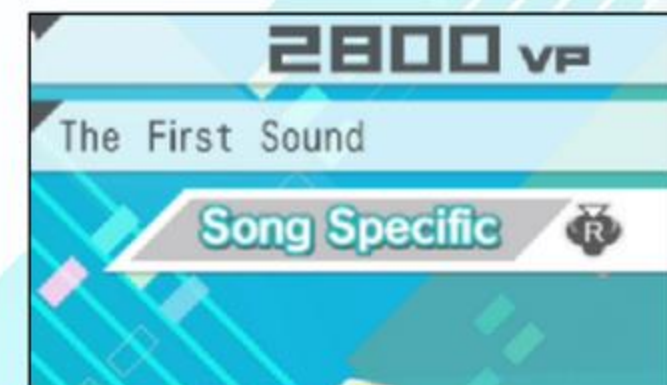
● Individual and Global Song Settings

You can choose whether settings in Customize apply to individual songs or across all songs.

Game/Control Settings apply to all songs.

The current setting is displayed in the upper left corner of the Customize menu.

Press (R) to change.



	Select menu
	Change song vocals/guest and adjust settings for each (only effective for songs with settings for two or more people)
	Change between individual or global song settings
	Go to the Song Selector
	Confirm
	Return/Cancel

Individual Song Settings

Settings that are specific to each song (the currently selected song is displayed above).

Global Song Settings

Settings that apply to all songs. Setting types 1-3 can be saved.

Modules/Hairstyles/Customization Items

Modules, hairstyles, and customization items are available for purchase and equipping from this menu. You can preview items before they are set.



	Switch the character you want to customize or the item position.
	Select what you want to set from a full view of all items. Press while holding ZR to quickly cycle through.
	Switch modules/hairstyles/customization items.
	Filter items displayed at the bottom of the screen by "ALL," "Owned," or "Unpurchased."

VP, which is earned in rhythm games, is required to purchase modules, hairstyles, and customization items. Furthermore, modules and hairstyles come as sets, so both can be used if either in the set are purchased.

● Changing Modules

Press **A** to choose a module from the module overview at the bottom of the screen. If you do not yet own the module, a "purchase" prompt will be displayed. Select "Preview" to check your appearance if the module is equipped.



What are "Recommended Modules"?

Each song has a Recommended module that matches the theme of the song. At the Module select menu, press **ZL+ZR** to select the suggested module.



Modules/Hairstyles/Customization Items

● Changing Hairstyles

The equipped hairstyle for the currently chosen module can be mixed and matched with other modules or hairstyles. (Some hairstyles or modules cannot be changed.)



At the bottom of the screen, choose the hairstyle you want to equip with the module and press **(A)** to confirm your choice. If you do not yet own the hairstyle, the "Purchase" prompt will be displayed in the menu. Use "Preview" to see what you would look like with the chosen hairstyle.

● Customization Items

Customization items can be equipped to the head, face, chest, and back slots.

Choose the item you want to equip from the overview at the bottom of the screen and press **(A)** to confirm your choice. If you do not yet own the item, the "Purchase" prompt will be displayed. Use "Preview" to see what you would look like with the chosen item equipped.



Modules/Hairstyles/Customization Items

● Randomly Equipping Modules/Hairstyles

In the Customize menu, you can randomly equip modules or hairstyles.

For modules, select "Random" from the character selector in the upper left of the screen to randomly equip all characters or a specific character.



Hairstyles can be randomly equipped from the hairstyle overview. You can randomly equip both a module and hairstyle, or keep the module fixed while randomly changing your hairstyle.

Experiment to find a combination you like!



● Songs with Outfit Changes

Some songs have settings for main and sub outfits. Both main and sub outfits apply to the same character.

Individual Song Settings: Sub outfit characters must be the same as the main outfit character.

Global Song Settings: Even if the sub outfit character is set differently from the main outfit, they will be the same character in the music video.

T-Shirt Editor

T-shirts that can be worn as modules can be edited and saved in five slots, A-E. Select the T-shirt you want to edit and select Edit to be taken to the editing menu.



Ⓒ	Moves the cursor. You can also use the directional buttons to move to the buttons at the top of the screen.
Ⓕ/Ⓖ	Press Ⓕ to select the front of the T-shirt and Ⓖ to select the back.
Ⓙ/Ⓚ	Zoom in/out.
Ⓒ	Scroll the displayed area.
ⓧ	Erase changes to the T-shirt.
Ⓨ	Undo erased changes.

*While in the T-shirt editing menu, you may also tap the touchscreen to choose an option or edit the T-shirt (pen, eraser, fill, etc.)

● Editing T-Shirts

- 1 **Canvas:** Draw within the outline of the T-shirt.
- 2 **Pen**
- 3 **Eraser**
- 4 **Fill:** Fills an outlined area with the selected color.
- 5 **Line thickness:** Four sizes are available for the pen and eraser tools.
- 6 **Color:** Open the color palette to choose a color.



While the pen or eraser is selected, move Ⓒ while holding Ⓐ to draw (or erase).

Select Preview to view yourself wearing the edited T-shirt. Select Reset to reset the edited design. Select Save to save your edited design.

Button Sound Settings

In the Button Sound Settings menu, you can adjust the button sounds (sound effects that play when a button is pressed) for the rhythm game. Settings are separate for **Arcade Mode** and **Mix Mode**. Choose a mode after selecting Button Sound Settings.



Change the sound you want with ▲/▼ and press A to confirm, then use ▲/▼ to adjust the volume and press A to confirm. Press Y to hear a sample.

● Arcade Mode Settings

Button Sound

Sounds that play when a button is pressed in time with a melody icon.

Slide Sound

Sounds that play in time with a slide icon.

Chain Slide Sound

Sounds that play in time with a chain slide icon.

Slider Control Sound

Sounds that play when a slide control is performed.

Button Sound Song Standards

Button sounds have default settings to match the theme of each song. These are called "song standards."

● Mix Mode Settings

Button Sounds

Sounds that play when a button is pressed in time with a note.

Slide Sounds

Sounds that play in time with long notes.

Game/Control Settings

Settings can be adjusted that affect gameplay and controls. Use \triangle/∇ to select an option to adjust, and press A to confirm.

Options are divided into **Arcade Mode** and **Mix Mode**. After selecting Game/Control Settings, choose a mode.

Use \triangle/∇ to select an option to adjust, and press A to confirm.



● Arcade Mode Settings

● Key Config

You can change the buttons used to control Melody Icons/Slide Icons/Chain Slide Icons. Use the directional buttons to select a button's settings to be changed.



A melody icon can be assigned to more than one button. (Pushing any of the buttons will work.) Furthermore, a single button can be assigned to simultaneously activate multiple melody icons.

Multi-Press Slide Icons

As with melody icons, multi-press slide icons are denoted by a line connecting them.

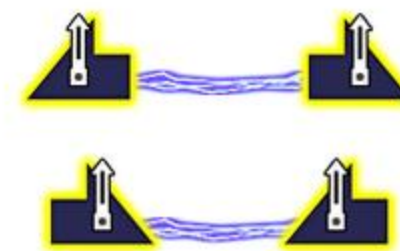


A successful input occurs when both slide icons are entered with the correct timing.

Press either an assigned stick or button.

How do I get a higher score?

When the following multi-press slide icon markers are displayed, tilt the sticks in the following manner to earn more points.



Game/Control Settings

● Multi-Press Assist

Assist settings can be adjusted for multi-press melody icons.

Button Support Display

When set to ON, the indicated button will be displayed for multi-press controls.

- * On EXTREME and EXTRA EXTREME difficulty settings, this assist function will be disabled.
- * When controls have been changed in Key Config, this assist function will be disabled.

Timing Assist

When set to ON, during multi-press melody icons, the Life Gauge will not decrease as long as the correct number of buttons are pressed, even if a different button than the displayed target icon is pressed.

● Specialized Controller Settings

Enable or disable the use of aftermarket specialized controllers. Also, you can adjust the timing for specialized controllers.

● Controller Vibration

Enable or disable controller vibration which activates in time with chain slide icon button input. Vibration is enabled by default. If vibration is disabled in the console settings, controllers will not vibrate even if vibration is enabled in-game.

● Failure Vocals

Choose whether vocals are sung or not sung when a button input is missed in rhythm games.

*Some songs will play vocals even if this setting is disabled.

● Melody Icon Display

Choose from 9 different types of melody icons to be displayed in rhythm games.

● Clear Border Display

Adjust display settings for the clear border of GREAT and EXCELLENT ratings in the Clear Gauge. The default setting is ALL (displays both GREAT and EXCELLENT).

Game/Control Settings

● Simple Timing Calibration

Press **A** when the melody icon lines up with the target icon in the center of the screen. The timing will be calibrated based on the average timing of 3 presses.



● Timing Calibration (Shared)

When your inputs during rhythm gameplay don't seem to match the beat of the music, use this to recalibrate your settings.

If you feel that the melody icons are too fast, decrease the value, or increase them if you feel they are too slow. Each value change is measured in milliseconds.

● Tap Play

*To be added in Ver. 1.0.1 update.

When enabled, you can tap the buttons at the bottom of the screen in handheld or tabletop mode to play the rhythm game.



About Tap Play

Each button covers a specified portion of the screen. Perform a short flick in any part of the screen to input a slide icon, or a longer flick to input a chain slide icon.

- * During Tap Play, controllers such as the Joy-Con™ do not function. Please disable **Specialized Controller Settings** during this mode.
- * Button Support Display and Controller Vibration will be disabled.
- * If Tap Play is not functioning correctly, you may be able to improve it by going to "System Settings" in the Nintendo Switch™, then "Controllers and Sensors," and then setting "Touch-Screen Sensitivity" to "Stylus."



Input areas for each button

Game/Control Settings

● Mix Mode Settings

● Controller Vibration

Enable or disable Joy-Con™ vibration for note/long note inputs. Vibration is enabled by default. If vibration is disabled in the console settings, controllers will not vibrate even if vibration is enabled in-game.

● Failure Vocals

Choose whether vocals are sung or not sung when a button input is missed in rhythm games.

*Some songs will play vocals even if this setting is disabled.

● Clear Border Display

Adjust display settings for the clear border of GREAT and EXCELLENT ratings in the Clear Gauge. The default setting is ALL (displays both GREAT and EXCELLENT).

● Simple Timing Calibration

Press **ZR** when the melody icon lines up with the target icon in the center of the screen. The timing will be calibrated based on the average timing of 3 presses.



● Timing Calibration (Shared)

When your inputs during rhythm gameplay don't seem to match the beat of the music, use this to recalibrate your settings. If you feel that the notes are too fast, decrease the value, or increase them if you feel they are too slow. Each value change is measured in milliseconds.

● Assist Options

When set to YES, you will earn points even when your button presses are not exactly timed to the notes.

● Combo Display Position

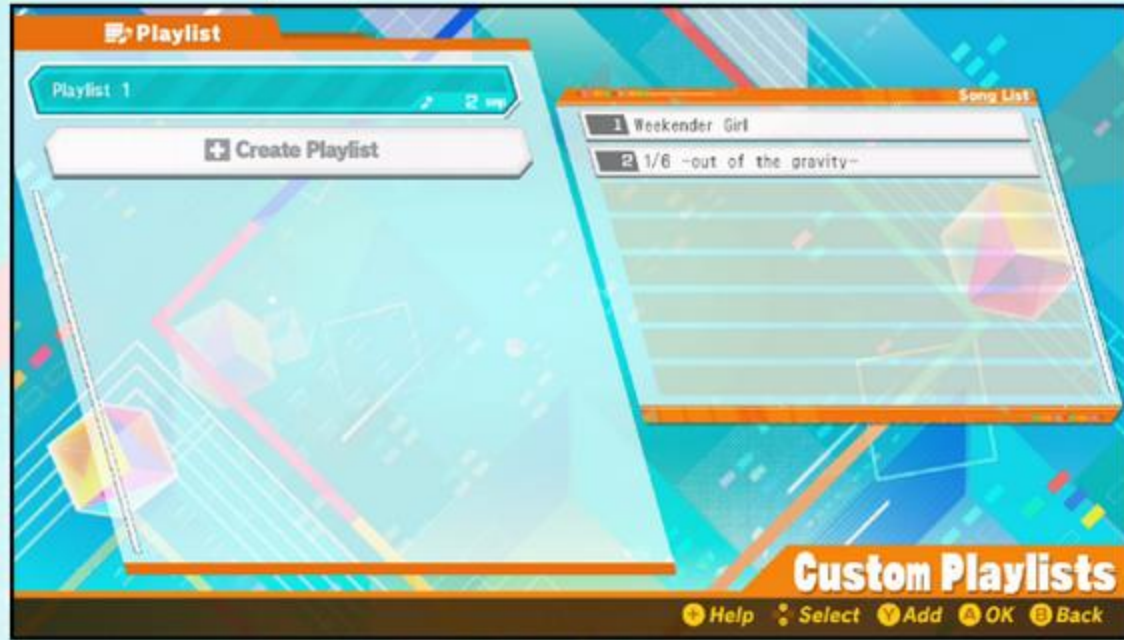
Set combo display position to Right, Center, or Left.

● Calibrate Cursor Sensitivity

Calibrate the cursor sensitivity. Higher values are more sensitive.

Creating Music Video Playlists

In Create Music Video Playlist, you can create or edit lists of music videos for continuous playback.



● Create/Edit Music Video Playlist

To create a new playlist, select Add New from the playlist menu on the left side of the screen.

Once a playlist is created, the following actions are available: Playback, Edit, Edit List Name, Sort, and Delete.

The default preset playlist name is "Playlist 1."

Choose the playlist to edit from the overview on the left side of the screen, and choose the songs you want to add to the list on the right side of the screen.

The following actions are available for songs added to a playlist: Delete, Sort, Song Settings (success animations/vocals/music video change songs). There are also playlist-only character customization settings.



● Creating Music Video Playlists

Playlist songs can be played in order or shuffled. The following controls are available during playback:

⊖	Toggle repeat
L/⏮	Skip backward. Press twice to return to the previous song.
R/⏭	Skip forward
⏸	Pause music video
Y	Change display

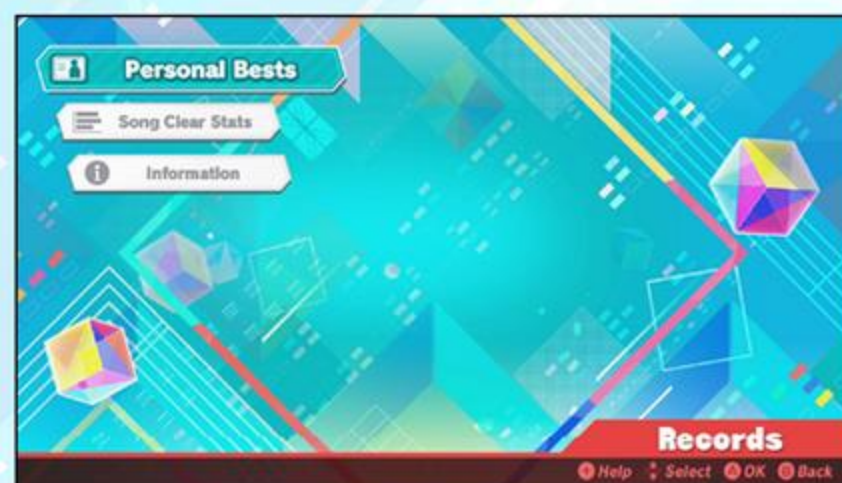
Gallery

In the Gallery, you can view records such as rhythm game scores, clear rates, grades, and online rankings. Choose from the following menu options:



● Records

View grades and statistics such as scores and clear rate. Select the menu you want to view.



Individual Song Personal Bests

View your highest scores for each song.

- * Only the highest clear rate will be shown for songs that have not been completed. Full Play mode grades will not be displayed. Ratings, highest clear rates, and personal bests will not be shown if rhythm game options were used.

Clear Statistics

View clear rating, average clear rate, and rhythm game option clear information for each difficulty level.

- * Full Play mode grades will not be displayed. Ratings, highest clear rates, and personal bests will not be shown if rhythm game options were used.

Information

View information such as song difficulty unlock status, gameplay time, or module collection numbers.

Gallery

Rankings

You can access the ranking server to view statistics such as high scores and average clear rates compared to other players.

* An internet connection and a linked Nintendo Account are required to access rankings and upload high scores and clear data.

High Score Rankings

View high score rankings by song and difficulty level. After selecting a song, access the ranking server to view rankings.

Clear Rate Rankings

View rankings of average clear rates for all songs by difficulty level.

Upload Settings

Choose whether you want to upload your own high scores and clear rates to online Rankings.

- * If Upload settings are enabled, the game will automatically upload data. When the setting is changed from Do Not Upload to Upload, high scores and clear rates updated while Upload was disabled will be uploaded to Rankings once a song is completed again on the same difficulty.
- * It may take time for rankings to be updated, depending on your network environment.
- * The top 500 rankings are shown. Rank 501 and below will not appear.

Gallery

● Tutorial

Here, you can replay the tutorials that teach you to play the game when you started it for the first time.



● Staff Credits

View staff credits for this game.

● Ad Theater

View ads and trailers for Hatsune Miku Project DIVA Mega Mix.



Nintendo eShop

Connect to the Nintendo eShop and purchase DLC (downloadable content).



● About DLC

Detailed information about DLC is published on the official website. The website also contains a list of all songs (including difficulty levels and whether they include slide controls) and modules.

Check out the official website!

<https://miku.sega.com/megamix>

● Purchasing DLC

After logging in, look over the displayed list of DLC and read the descriptions carefully before buying.

● Applying DLC

After download is complete, the next time you start the Nintendo Switch software, DLC will be applied in-game.

Options

In Options, you can adjust sound and save settings.



● Manual

View a simplified operating manual.

● Autosave

Enable or disable autosave.

● Save

Save your current game state.

● Sound Settings

Change Sound Theme

You can change the sound theme that plays in the menu and results screen between three types from the Hatsune Miku Project DIVA Arcade series. DIVA Arcade Ver. B is the default setting.

BGM Volume/Rhythm Game Button Volume/SE Volume

Adjust the volume for various sounds. The default value is 10.

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