

# Samba De Amigo 2001 FAQ

by miffo

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SAMBA DE AMIGO VERSION 2000

Samba 2000 FAQ v1.4

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Version History:

v1.4 - I added lists of the songs and added to the Challenge Mode section.

v1.0 - I created it and added most of the stuff here.

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This FAQ is for the Japanese version of Samba de Amigo ver. 2000. I'm not sure what's going to change for the American version, but they'll probably be the same.

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- 1. Menu Translation/Explanation

The following is a list of menus after the main screen in English, with the corresponding submenus indented. Below each main section I will include in parentheses () an explanation of each topic.

- Arcade
  - Original
  - Hustle
  - Love Love

\* Height select: These are the approximate CM-inches conversion:

190=6'3 170=5'7 150=4'11 130=4'3 110=3'7

(You have limited songs in Arcade, but you earn more as you play more. In "Original" you do what you did in the original Samba: shake the maraca with the blue balls. But in "Hustle" the balls are green and you have to swing with the Pose guy. "Love Love" measures your, uh, musical love toward another. See Section 2 for more details.)

- Original
  - Original
  - Hustle
  - Love Love

(This is like Arcade, but you can play ALL songs that you've played at another time, i.e. in Arcade or Challenge.)

- Survival

(You have to unlock this first. Unlock this by completing Maraca Star. In Survival mode you have a given set of health, which goes down each time you make a mistake. It also goes up gradually if you do good enough. The goal is to see how many songs you can do before your health reaches 0.)

- Challenge
  - Maraca Kids
  - Maraca Junior
  - Maraca Idol
  - Maraca Star
  - Maraca Hero

(You will be given a set of challenges to complete, which will move you up in rank as well as unlock new songs and other features.)

- Minigame

(This is a volleyball mini-game. It's not extremely fun, but it's a nice distraction. See Section 4.)

- Training
  - Original
  - Hustle
  - Love Love

(In training, you basically do the same thing as in Original, but you can do it as many times as you want.)

- Internet

(Connect to the in-game website to download songs, participate in online rankings, and more!)

- Options

- Game
  - Game Level
    - Easy | Normal | Hard
  - Stage
    - Easy | Normal | Hard
  - Continue
    - On | Off
  - Cancel Select
    - On | Off
- High Score
  - Original
  - Hustle
  - Love Love
  - Survival Original
  - Survival Hustle
  - High Score Clear
- Play Record
- Sound
  - Mono | Stereo
- Sound Test
  - SE
  - BGM
  - Music
- Voice
  - Maraca Voice
  - Hustle voice
- Controller
  - Type A | Type B
- Maraca
  - +2 | +1 | 0 | -1 | -2
- File

(You can change various game options here. I would recommend turning cancel select OFF, continue select ON, and try Controller type B if you have problems with type A.)

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## 2. Overview

Let me explain Samba for those who don't know: You take a pair of maracas (or controller, more on that later) and shake to the beat of the music. Select one of 42 songs and get ready to wear yourself out. Balls will come across the screen in six different positions. When the ring touches the ball, shake the maraca in the corresponding position. If you do it right, "Yeah" will pop up, otherwise you'll see "Boo" instead. The game gets challenging, especially on Super Hard mode, but practice makes perfect!

There is also a Hustle Mode. Instead of shaking the maraca, you sway them to imitate the pose guy. This is a new addition to the original Samba de Amigo. You can also play with the controller by pressing the corresponding buttons.

In Love Love mode you and a friend play together. Each time you hit a ball at the same time, your score goes up. Each time you miss, your score goes down. At the end it measures how "compatible" you were. It's great if you have a girl/boyfriend and play the Wedding March song.

When you begin, select options like what mode, your height, and what songs you are doing. When you are ready, it opens a screen that lets you cancel. If you want (you probably do) you can turn this screen off

in the options menu.

Here are all the songs you can unlock in the game:

Vamos a Carnaval

Volare

Tout Tout Pour Ma CherieTout

Hot Hot Hot

Salome

Tubthumping

The Cup of Life

Samba de Janeiro

Mambo Beat

Livin' La Vida Loca

Bamboleo

Games People Play

Mambo de Verano

Sway

Take On Me

El Ritmo Tropical

Love Lease

Macarena

Djobi Djoba

SOS

Cha Cha Cuba

La Bamba

Tequila

Soul Bossa Nova

Samba de Amigo

The Theme of Rocky

The Theme of Inoki

Wedding March

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### 3. Controls

Controlling the game is what really makes it fun. Sure, the game isn't the same without maracas, but it's still good. Either way you do it, I hope you have fun!

a. Maracas: This is what the game is all about! MARACAS MARACAS MARACAS!!! And a monkey.

1) Buying maracas: OK, here's the problem - the best way to play this game is to get a pair of those lovely maraca controller. Why is that a problem? They cost \$80 AND they're hard to find. Very hard to find. There are third party maracas that are supposed to be more accurate with their 3D sensors, but I haven't tried these out before.

2) Putting them together: Read the instructions, but basically you plug the maracas into the base and attach the base to the mat via Velcro. Plug the base into port A or B on your Dreamcast.

3) Using them: This is the fun part! Now that you've got your maracas set up, you're ready to play. You're going to see the balls go into the six rings. The red rings are the high positions, yellow is middle, and green is low. When the ball hits the circle, shake the maraca in the corresponding position. Notice that there is a white ring around the circle - the shows where your maraca is positioned. Hold the maraca to correspond with the rings.

High Right   High Left

Middle Right   Middle Left

Low Right   Low Left

When a ball hits the ring, shake the maraca in the correct position.

4) Adjusting them: Go to the options menu and you can adjust the height of your maracas in addition to adjusting your height before the game.

5) Troubleshooting:

Q: My maracas wires are getting tangled, what can I do?

A: Nothing. If they get too tangled, you can pull out the wire and stretch it out to temporarily make it better.

Q: Why does my maraca sometimes not respond?

A: Don't expect it to work 100% of the time - after all, Sega did fit a several thousand-dollar arcade into an \$80 peripheral. If you experience this problem, check to make sure the maracas are fully plugged in.

Q: Why won't my maracas work at all?

A: I've heard some third party maracas won't work on Samba 2000.


Q: My wrists hurt when I play, what should I do?

A: Ask your doctor.


b. Controller: The controller basically acts as the maracas, only you hit the buttons instead of shaking. To do hustle mode with the controller, you need to slide the D-pad in the directions that the pose guy sways his arms.

1) Setup A

Controller Setting A:

D up+left/X+Y   D up+right/B+Y


D left   B

D down+left/X+A   D down+right/A+B

Press these buttons when the ball hits the ring. To change controller settings, go to options. I personally prefer setup B.

## 2) Setup B

Controller Setting B:

D up   Y

D left   B

D down   A

Press these buttons when the ball hits the ring. To change controller settings, go to options. I personally prefer setup B.

c. Maracas vs. Controller: Which is better? Which is more fun? Well, the maracas definitely make the game more exciting (and you'll get some exercise too). However, the controller is useful when trying to beat a certain challenge, as they can be easier to use. My recommendation is to try both controller setups and see what's best for you.

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## 4. Mini game

The one thing missing from version 2000 that the last game had are the five minigames. The time, you get a volleyball game in which you compete against other Samba de Amigo characters.

a. The objective: You should know the rules of volleyball - hit the ball over the net, three hits at a time, don't lose...etc. You need 15 points to win.

b. How to play: If you are using maracas, there will be two hands on the screen. One maraca controls one hand, the other maraca controls the other hand. Move your maracas to move the hands...use the hands to hit the ball. Shaking the maraca can do special moves such as a spike.

If you are using the controller, you'll only have one hand which is controlled with the D-pad. Try to hit the ball just as you would with maracas; hit A to smash the ball.

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## 5. Challenge Mode

In Challenge Mode you can complete a series of challenges to unlock new

songs and other things. It is divided into five ranks each with five challenges. They are as follows:

#### Maraca Kids:

Song, mode, difficulty, objective

1. Vamos a Carnaval, Original, Easy, C Ranking
2. Hot Hot Hot, Hustle, Easy, C Ranking
3. Samba de Janeiro, Original, Easy, A Ranking
4. Tout Tout Pour Ma Cherie, Hustle, Easy, A Ranking
5. The Theme of Inoki, Original, Easy, A Ranking

Beating this unlocks The Theme of Inoki.

#### Maraca Junior:

1. Mambo de Verano, Original, Normal, C Ranking
2. Games People Play, Hustle, Normal, B Ranking
3. Livin' La Vida Loca, Original, Normal, B Ranking
4. Volare, Hustle, Normal, 10 or fewer misses
5. The Theme of Rocky, Hustle, Normal, 100000 points or more

Beating this unlocks The Theme of Rocky.

#### Maraca Idol

1. The Cup of Life, Original, Normal, A Ranking
2. Salome, Hustle, Normal, A Ranking
3. Djobi Djoba, Hustle, Normal, 500000 points or more
4. Mambo Beat, Hustle, Normal, A Ranking
5. Wedding March, Original, Normal, A Ranking

Beating this unlocks Wedding March

#### Maraca Star:

1. Sway, Hustle, Hard, C Ranking
2. El Ritmo Tropical, Original, Normal, 600,000 points or more
3. SOS, Hustle, Normal, A Ranking with 98% accuracy or better
4. Samba de Amigo, Hustle, Normal, Perfect
5. Hot Hot Hot, Original, Normal, Perfect

Beating this unlocks Survival mode.

#### Maraca Hero

1. Bamboleo, Hustle, Hard, A Ranking
2. Tout Tout Pour Ma Cherie, Original, Hard, A Ranking
3. Tubthumping, Original, Hard, Perfect

This is as far as I've gotten with it. I'll add more as I unlock more. Hopefully I'll beat Maraca Hero soon!

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6. Downloading Songs

Click on the 'Internet' option (second from the bottom of the main menu) and you'll see two images that you can click on. Use the D-pad to move the cursor press A to select. Choose the top image and click on it.

You may or may not be able to connect. I personally can get online with my imports but the majority of people I talk to can't.

If you CAN get online, you will be taken to a site. Click on the fourth icon and you'll be taken to the song list. You can then scroll through the list of songs and download them to a VMU. Each song requires 2 blocks.

If you CAN'T get online, then try to see if you can find a download site with the files on it. Booyaka.com had all the songs for the original Samba de Amigo, but it didn't have any for version 2000. I will probably post my own saves on GameFAQs one day, so if you really want them, email me and I'll try to get around to it.

Song list:

1/18

My Sweet Passion

Opa Opa

1/11

We Are Burning Rangers

Burning Hearts

1/4

Let Mom Sleep

Rent a Hero No. 1

12/28

Lazy Days

Dreams Dreams

Sonic You Can Do Anything

12/21

Let's Go Away

Magical Sound Shower

After Burner

12/24

It Doesn't Matter

Open Your Heart

Super Sonic Racing

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7. Other Stuff

? To select Super Hard mode, shake the maraca 15 times in the top left position on the mode selection screen. Hold up on the D-pad if you are using the controller.

? To select Random mode, shake the maraca 15 times in the lower left position on the mode selection screen. Hold down on the D-pad if you are using the controller.

? Samba de Amigo ver. 2000 is scheduled to be released in the US this summer under the name of "version 2001."

? The official maraca controllers by Sega were released in the US with 10,000 copies for \$80. They are hard to find and fairly expensive, but you can find third party maracas at various sites that seem to work just as well.



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## 8. Thanks

I want to thank the person who wants to be known as "Billy Bob" for helping me with the menu translation. He also told me a few other things about the game.

I thank GameFAQs for hosting this FAQ.

And of course, I thank Sega/Sonic Team for making this awesome game and having the guts to release it, especially with the maraca controllers.

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