

Um Jammer Lammy FAQ

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Updated to v1.6 on Feb 25, 2000

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February 25th 2000, Revision 1.6

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0.0 Revision History

V0.8 - 04/15/99 - Initial Release! Expect typos or grammar problems from it.

V1.0 - 06/04/99 - Added the items with effects, and where to get them.
- Made some changes to the level descriptions and stories.

V1.5 - 08/21/99 - Updated for the American release, with the new secret mode!
- Made even more changes to the level descriptions, along with American changes to the game. Censorship!

V1.6 - 02/25/00 - Minor formatting changes.

Coming Soon:

- dedicated section for music player
- lyrics, both versions
- detailed strategies to earn "Cool."

1.0 General Description

The quirkiest title in Sony's Playstation arsenal now finally has a sequel! We return to this world we came to know and love as Parappa, only to take control of a brand new alter-ego. Her name is Lammy, and she totally rules on the guitar. She, along with friends Katy Kat and Ma-san, have formed a new band called Milk Can. With Katy's vocals, Ma-san's wailing on the drums, and Lammy's wicked sounds... they can't be beat. This game is very similar to Parappa, and the action is more intense than ever. You must press the correct buttons, according to the rhythm, as indicated by a meter on the top of the screen.

However, the action is much faster and more precise in this title. There's no more button-mashing to try and get a "cool" ranking... as this title will actually deduct 100 points if you go spastic on the buttons. However, if you're one of the people who made it through Parappa with your great reflexes and understanding of "the beat," you'll be just fine. Lammy plays a guitar in response to the songs (as opposed to Parappa's raps), so it will not sound so awkward if you're a little off the notes (we remember how much Parappa could stutter in his title). Just to note, this (import) title speaks completely in English, and even has English subtitles as a choice.

There are many new modes in this game, adding much-needed replay value. In

addition to the standard one-player mode, there's a cooperative mode where two versions of Lammy go through the standard levels. The second Lammy can be controller by your friend (using a second controller) or even by the computer or yourself! (yes, you can control both if you want high scores). There are also versus modes for 2 players to battle it off for the most points... alternating turns. Then of course, you can actually play as a whole new character once you complete the game. I wonder who it could be...

2.0 Options and Special Info

When you access the "menu" in Um Jammer Lammy, there are six sets of sub-menus. This is where you will run the game once you've completed the main game, as you access any and all features from here. All these menus are in English anyhow, but here they are for reference. In the American version of the game, the "language" option is taken away, so there will only be five menus on there:

- Stage Select (try out any single stage from here)

- Hi Score (top three scores for each stage variation)

- Language (the subtitle language)
 - English
 - Japanese

- Options (general game options)
 - Vibration: On/Off
 - Subtitles: On/Off
 - Game Level: Normal/Easy

- Replay (can save four replays on the memory card)

- Load and Save (self-explanatory. for the memory card)
 - Load
 - Save

To play an import game on an American Playstation, you normally need a "mod chip" to get your system to play the Japanese title. However, some recent import games like Final Fantasy VIII and Um Jammer Lammy will NOT work on an American Playstation with a normal mod chip. To play this, you have two choices. The first is to get the new type of mod chip that works with these locked-out games. Your second choice is if you have a Game Shark accessory for your PSX. If you have an older mod chip, you can get it to work with Um Jammer Lammy by using the following Game Shark code on the game:

```
90000000 0000
D01DA762 1040
801DA762 1000
```

This code must be on when the game boots up, until the "Nana On-Sha" screen. After this point, you can turn the effects switch off, though this code will not mess up your game in any way. If you are unfamiliar with a Game Shark and how to use it, you can visit the maker, InterAct (www.gameshark.com) or the official-unofficial best code site, the GSCCC (www.cmgsccc.com). And remember, this is for playing the import version. The American one will work just fine on your systems.

3.0 The Cast of Characters

Lammy - She's the jammin' lamb who can't be beat on those strings. She proves her unparalleled knowledge of music through both her guitar playing skills and her ability to use this knowledge to get through everyday situations. As she cries her trademark phrase, "Leave it to Lammy!" she endures the pressures of everyday life as she attempts to make it to her next concert on time.

Katy - Katy is Milk Can's lead vocalist. I guess she couldn't stand how Parappa got all the attention on the music scene, as she went out and formed her own band. She sure can sing, and you'll get to hear her new hit song "No Cuttin' Corners" if you can manage to get Lammy to the concert. Always a true leader and great at getting people together, Katy will always be there for you. As a note, the ending of the American game has Katy singing yet another cutesy little original song.

Ma-san - Every great band needs a drummer, and Ma-san is just the ticket for Milk Can. She's usually quite shy, and talks with little mumbles that remind you of a muppet baby. However, don't get her mad, as she'll go into Shin-Ma-san mode and blast it into you. Heck, she wrecked a whole museum once just trying to swat a fly. And you should see how she ruined her laptop computer!

Rammy - This is the evil version of Lammy, from Hell. Seriously, Lammy ends up making a stop in Hades during her adventure. There, she meets her evil counterpart, Rammy. Rammy doesn't seem to be as evil as she'd hope, though, as she does a great job helping Lammy in cooperative mode. Just don't test her in versus mode, as she'll slam you down. Oh well, her taste in clothing is cooler, to say the least ^_^

Parappa - He's back! Despite how incredibly cool Lammy's game is, it just wouldn't be right if we couldn't play as Parappa. He actually has his own little side-story, with FMV and all, which is unlocked once you beat Lammy's game. He's just as he was before, with the same dope voice and weird red cap on his head. He can also play with or against Lammy in levels, for super mix-up action.

Former Cast - Yup, you'll see the cast from Parappa the Rapper back in action. Daisy, that crazy hungry PJ Beary, and Parappa's whole posse is back making guest appearances in this game. You can't play as them, of course, but they're back nonetheless... same voices and all. Look out for them, some are hard to catch, like that bug guy from the last level of PtR.

4.0 The Challengers and Their Stages

Chop Chop Master Onion - Stage 1

As Lammy rushes off to her first gig of the game, she relives a scene from Parappa's title while she thinks up an excuse as for why she is late. As she stumbles onto stage, she realizes that the new lead vocalist for Milk Can is... Chop chop? Yikes... what could a sensei know about female pop music? Anyhow, he will school Lammy in a way that Parappa never dreamed, preparing her for the rest of the game (his lyrics hint at what the stages will be like). The background beat is the same tempo as Parappa's original stage 1. If you manage to get "cool," the concert stage will be replaced with a sunshine background like in the first game.

Chief Puddle - Stage 2

Lammy wakes up in shick, realizing that her experience with Chop chop was only a dream. She realizes that there are only fifteen minutes left until her show with Milk Can starts. Unfortunately, on the way there, she is halted by a scene filled with firetrucks and firemen galore. Before she can set her head straight, they're asking her to help put out the fire with a hose. She imahines that the hose is actually a guitar, and goes at it. The gruff-voiced dalmation dog Fire Chief sings you along as you endure this lengthy stage. It actually repeats the main verse two full times. If you get the "cool," mode going on, you will fly into the air, propelled by the stream of the hose.

Cathy Piller - Stage 3

As the crew celebrates putting out the fire, Lammy stuffs herself with food. When she realizes how late it is, she bobbles on to her show. However, on the way there, she is stopped by a parade of marching pregnant women. They drag her into the hospital, mistaking her big belly for a "bun in the oven." Once the rest of the women give borth and Lammy has no kid, the caretaker says that she must now help and put the kids the sleep (as not to have wasted her time). As the female caterpillar caretaker has a gruffer voice than Lunchlady Dorris on the Simpsons... it is up to Lammy and her guitar to, "put these kids to sleep, will ya?" Getting "cool" mode in here causes the room to evolve into a bonanza of colored balls and such. Quite trippy.

Captain Fussenpepper - Stage 4

Now that Lammy has only minutes to go until the concert, she dashes from the baby care center to go and catch the plane (exactly how she can take a plane trip in less than 3 minutes is beyond me). She hops on at the last second, as it takes off, only to realize that the plane's captain is not all he's "cracked up" to be. This senior citizen pilot seems to have lost his marbles, as he switches between two distinctly different personalities during this stage. One of them is an obsessed drill sergeant, while the other is almost like a confused infant. Keeping up with both styles will be tough, but just "leave it to Lammy!" You can really become a space case if you get "cool"... viewing the plane from outer space.

Paul Chuck - Stage 5

Lammy has made it to the spot of the concert with only moments to spare. Unfortunately, she left her guitar back on the plane with captain looney! She needs to find a new guitar quick! She runs into the local music shop hastily, only to find that they are sold out of guitars! She claims to the owner that she will do anything to get a guitar, and he obliges. The hyper beaver shopkepper runs out into the forest with Lammy, both armed with chainsaws. That's right, they're gonna carve a new guitar out of a raw tree! She can't use a chainsaw at all, but... why not pretend it's a guitar. Now she can go gooney on that chainsaw.

Teriyaki Yoko - Stage 6

Running out of the music shop with her sweet new green guitar... Lammy is struck by the worst fate possible. PJ Beary is catching a quick snack as usual, and when done he throws his banana peel onto the ground. Just as fate would dictate, Lammy slips on it... flying into the air. A car hits her, and as she dies, her ghost floats off to... hell. Searching for a way out, she meets a very peculiar squeaky woman putting on a musical show IN hell. Ms. Yoko threatens to kill Lammy if she can't play the guitar for her. However, since she's already dead...

she offers to revive Lammy if she plays it properly in Yoko's concert (heck, she's gotta have some incentive). After a grueling battle, Lammy briefly meets her hell-spawned alter-ego as she gets faxed (yes, Lammy goes into a fax machine) right to the scene of her own concert.

The American version of the game changes the scenario of this level quite a bit. On her way out of the guitar shop, Lammy gets her belt strap caught on the shop's door. After running forward a bit, it serves as a catapult... and flings her back in time through the levels she played before. Once at the beginning, she lands on some strange desert island. Unlike Gilligan, she has no time to waste. She gets pulled into the concert to play for Ms. Yoko. This time, however, Yoko offers to send her back to the game right away. The American version removed all references to "the devil" in the song that comes up. Not only that, but any decorations in the level that resemble hell or death have been removed for the most part.

Milk Can in Concert - Stage 7

In this final stage, Lammy can finally prove herself in concert with Milk Can. Katy proves her full range of singing talent as she combines R&B soul and sugar-coated pop music into her own unique style. Ma-san beats on the skins, and Lammy accompanies Katy on her guitar. This stage is fast-paced compared to some others, though not as annoying as Yoko's stage. As Lammy proves, there's "No Cuttin' Corners" in life... as she'll make it through and persevere. This level is even more amazing when you play as Lammy with Parappa, since the stage will be filled by all the main characters (Lammy, Katy, Ma-san, PJ Berry, and Parappa).

5.0 The Items and Their Effects

Flanger- You get this after completing level 2. Chief puddle hands you his siren, as a thank-you for helping him. This item will give you a very gruff sound for your guitar, just like the Chief's gruff voice. It's fun and just semi-weird.

Harmonizer- You get this after completing level 3. It is a caterpillar, resembling Cathy Piller. You can use the directional pad (up, down, left, right) to add strange effects to your music with this. I guess that the strangest character also gives you the weirdest item.

Wah Wah- You get this after completing level 4. The Captain hands you his dentures to use on your quest (eew) and Lammy seems not to care about the green stuff inside them. Anyhow, this adds a warped and comedic sound to the guitar.

Distortion- You get this after completing level 5. Chuck hands you a small wood stump with an axe in it, which serves as the item for this effect. You get a very powerful, electric, and freaky sound when using this item. It's this author's personal favorite.

Reverb- You get this after completing level 6. Ms. Yoko hands you her lighter (finally, a cool item) to use as the reverb tool. For those who know music, reverb is a real thing used in various instruments. Listen for it.

6.0 Game Secrets and Hidden Goodies

There are many different game modes in this title. At first, you have access to "new game" which is Lammy's standard game of seven stages. However, there are actually six different games within Um Jammer Lammy. Once any game's stage is completed, it can be replayed for a "cool" ranking (unless otherwise noted) like in Parappa the Rapper. Here they are, in order from earliest to latest:

- Lammy Game
- Lammy and Rammy Game
- Lammy vs Rammy Game
- Parappa Game
- Lammy and Parappa Game
- Lammy vs Parappa Game
- Sound Player *

The first stage of Lammy's game is just a training stage (Chop chop) and does not earn you anything. However, almost every level you can beat in this game will earn you another level or option. Of those six different "games" listed above, they ALL take place in Lammy's levels 2 through 7. Therefore, the Lammy Game has 7 levels, and the other Games all have 6 levels. Therefore, there are 37 total levels in the game. Here is how you earn them, if you are starting from scratch:

-Once you complete Stage 2 in the "Lammy Game," you will then be able to access the "Lammy and Rammy Game" from the stage select menu. This is a game where Lammy and Rammy work together to earn points. You then must beat those levels in order. The second player in this mode can be controller by either the computer or by a second controller. Once you beat a certain level in this game, you can now re-play that level with YOURSELF as both characters, and can earn a "cool" ranking if you wish.

-For each stage you complete in the "Lammy Game," you will unlock the same number stage in the "Lammy vs Rammy Game." This is a game where Lammy and Rammy compete to see who can earn more points. The second player in this mode can be controller by either the computer or by a second controller. Once you beat a certain level in this game, you can now re-play that level with YOURSELF as both characters, or with different computer difficulty levels. You can also earn a "cool" ranking in this game, but it is harder to keep track.

-Once you complete all the stages in the "Lammy Game," you will then be able to access both the "Parappa Game" and the "Lammy and Parappa Game" from the stage select menu. Parappa's Game is just like Parappa the Rapper, while the "Lammy and Parappa Game" is a game where Lammy and Parappa work together to earn points. You then must beat those levels in order. The second player in this mode can be controller by either the computer or by a second controller. Once you beat a certain level in this game, you can now re-play that level with YOURSELF as both characters, and can earn a "cool" ranking if you wish.

-For each stage you complete in the "Parappa Game," you will unlock the same number stage in the "Lammy vs Parappa Game." This is a game where Lammy and Parappa compete to see who can earn more points. The second player in this mode can be controller by either the computer or by a second controller. Once you beat a certain level in this game, you can now re-play that level with YOURSELF as both characters, or with different computer difficulty levels. You can also earn a "cool" ranking in this game, but it is harder to keep track.

-AMERICAN ADDITION!!! The American version of UmJammer Lammy has received an additional bonus mode that was not in the original Japanese release. It can be accessed from the main menu. Under "new game" and "menu"... there will be a new option that says "Special." In order to activate this mode, you must complete

all of the game's levels. Yes, that means all thirty-seven levels. Anyhow, when you select this, you go to the "Sound Player" menu. From here, you can select the song from any of the seven levels to play. Additionally, you can choose from the four versions of the song (cool, good, bad, or awful). This may not sound so great yet, but it is. Instead of a simple sound-test like most games, this plays the song WHILE you watch the whole game's cast dancing around on the Milk Can stage. Lammy, Katy, Ma-san, Rammy, Parappa, and PJ Berry get funky up on stage, jammin' to the tune you selected. And better yet, pressing one of the four main buttons will cause a specific character to dance. The square button controls Lammy, "X" controls Katy, Triangle controls Parappa, and Circle controls Rammy. Also, L1 controls PJ while R1 controls Ma-san. Have fun.

7.0 Contributions and Thank-You's

GameFAQs (www.gamefaqs.com) for hosting this FAQ, along with more great gaming info than most any site out there. Keep up the good work, man. Without GameFAQs... where would we all go for detailed game help? Sure, lotsa places have great code archives, and some TRY to keep all the best FAQs. But who succeeds? Only one, my friend ^_^

The wonderful patrons of my own message board, the OtherWorlds Shrine (www.tows.org) which is sometimes the only refuge for the true gamer. Along with my friend SineSwiper, we keep the shrine alive as a place for gamers to respectfully speak and get together while online. The friends that I have made there have meant the world to me, despite how my "real life" sometimes drags me offline for days at a time. Either way, here's to ya'll... and I won't mention any names (as there are too many of you to possibly remember them all now. And you'll kill me if I miss any, hehe).

The select few of my real-life friends who love gaming almost as much as myself, and keep me inspired to keep on playing. Tacchi, you're as obsessed over games as me. We've been gaming for well near two decades. We're getting old, dude. And Crystal, well you can kick most of our sorry arses ^_^ Steffanee... you introduced me to Will in Rival Schools! Scott, you've been a pal through it all, despite how you suck at games ^_^ Kathryn, your love and understanding will always be cherished (yes, call me sappy). And Alex, you've been there since we were infants, when the NES was only a dream in the semi-near future.

And of course, thanks go out to Lynn and Donna! You two are a few of the only people who love Pop 'n Music (and Bust a Move of course) as much as I do. Every time we meet is a cherished moment. And, speaking of music games, I owe a world of thanks to Malcolm. His friendship has meant a ton to me, and he's one of those few folks who plays and works hard at ALL the music game series just like I do (Beatmania, Dance Dance Revolution, Pop 'n Music, Bust a Move, and the countless other Bemani titles as well). Matt, you're the only true Gas-o, and a dear dear friend (I know, I use that phrase so often, but it's true!) And finally, Freddy-kun, you love H-anime more than any other Shorty I've ever known ^_^;;

Rodney Gleenblat, Sony, and all the great companies and people who made the game possible. Without them, we'd never have been introduced to this wonderful world, beautiful characters, and a style of gaming that changed our lives. These games, like Parappa and Lammy, are perhaps my favorite genre out there right now. It gives those folks with a "rhythmical sense" a way to convey it through gaming. And besides, it beats having another cookie-cutter RPG or fighter to deal with.

~End of File~

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