

Um Jammer Lammy FAQ

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UmJammer Lammy FAQ (US Version..well, JAP too I guess :)) v1.0
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I'm not gonna tell you how this game is copyright Sony or anything, it's just a game, and I don't need to tell you who made the game and give credit to talk about the damn thing. I'm also not going to give you TONS of background info on the game or tell you about the story and other pointless stuff like that. What I will tell you is how to get Cool and keep it, and also what those damn items do. I'll also tell you a few secrets. Let's get onto it. This is my first FAQ by the way. No one had tips or tricks on this game (all the other faqs didn't tell you what happened at Cool ratings on levels, etc..). If you have any comments, e-mail me.

Lammy

Cool Strategy: Ok, getting cool with Lammy is actually pretty easy. The only thing you really have to do is do off beats and don't even play every note. I'll use the baby level for example. For the first line, you could just press the triangle button, say, every second beat..then three in a row, then the fourth beat after that. And you will probably get a good score for it !

Example:

Original Line - XXXXXXXXXXXXXXXXXXXX

Line for Big Points - X--X-XX-X--X-XXX

Or

Original Line - X-X----X-X-X-X

Line for points - XX-X-X-X-XX-XX

Just off beats and arranged rhythms like that. Just keep with beat, that's all you have to do. Make the craziest rhythms you want though ! When you do get Cool, do the same thing, keep with the beat and do crazy rhythm crap like some rapid presses in beat, then a few ever fourth beat strums, stuff like that. Just jam with the game and get into it, believe me, it works !

Level 1

In this level you just jam with the onion, it's really easy. Rapid presses or offbeat added notes at the end of his lines seem to work well to get cool. Once you get cool, just jam with the beat, and if you do get a deducted score in cool, do a few rapid presses with the beat and then a few off beats, it should keep you in cool. Otherwise, just experiment. When you get cool, he kicks the walls away and you are on a stage with a big sunset (and him) behind you. It's pretty fun to jam too.

Level 2

The fireman level, which has a cool song, but it won't be as cool when you try to get cool because you will be doing offbeats and the like. Double presses of some beats seems to work well here. When you do get cool, just do some rapid combos in beat, then a few slow in the mix. You just bounce up and down really high, and you can see Joe Chin on the roof of the building in his hot tub.

Level 3

The best level in the game I tell you! This song is awesome, and getting cool

is even better. To get cool, just don't do every beat, do just a few, with some in rapid succession. It's really easy to get cool. Once you do, you just are free in the ball background to jam with the cool guitar sound this level gives you. This is just a fun jam level, just don't start mashing buttons really fast, keep the off beats going.

Level 4

People say this level is hard, but it's not that bad. To get cool on this level, I suggest not doing every beat, or adding beats on to the end or beginning of certain sections. In the beginning lines, start 1 or 2 beats AFTER you are supposed to, it usually gives you big points (you can get to cool on the first 2 lines alone if you do them right). When you get cool, you just float around in space. Just jam as usual.

Level 5

Now this level pisses me off. What you want to do is get cool in the first 2-4 lines or you will have a hell of a time trying to get cool the rest of the level. Just keep trying out new things. Adding rapid beats is a good way. Once you get cool, you start circling the tree really fast and start shredding the tree. This one is a pain to keep in Cool, just keep doing stuff in beat, and be really careful about rapid button pressing, it doesn't work too well here.

Level 6

This level is the most frustrating level ever. The song is terrible, and so is the singer! Again, you want to get cool in the first 2-4 lines, but if you can't manage to do that, in the lines where she talks about angels taking her round and round (or something like that), do double presses of the five beats at the end...like

Original - x--x--x--x--x

Points - xx-xx-xx-xx-x-x <- (notice the added 2 beats)

When I do that it gives me around 120 points for just that line and it gets me to cool if I mess up in the first 2-4 lines. When you get cool, the crowd turns into this vortex and this whirlpool/wormhole thing serves as the background. Just jam, it's kind of hard to keep with the beat in the background, but its not too hard.

Level 7

This level is great song wise, but cool takes a while into the song. I have found a way that is flawless though. What you do in when the lines about getting psyched up and the one right after that (they have the same beat) you press the buttons in the exact syllable rhythm that she sings in. If you this, in those two lines you will reach cool. This is a great level to jam in, so just do some cool rhythms. I have found out a strange thing though, sometimes, I suppose when you do REALLY good, instead of being carried around on the crowd (in regular cool) a pink/white vortex will form behind you and you will start playing in that. But I can never keep that vortex going till the end of the level. If anyone does, please email me!!

Parappa

For Parappa, just use the same strategies for lammy, except don't worry about how he sounds! He will just spit out gibberish, but you will still get big points if you do a cool rhythm. Jamming in cool seems to be a little easier with Parappa for some reason.

Items

The Items, in one word are, useless. They just add some weird sounding effects to your guitar. Some are cool, like the teeth (jawz or something). Don't get the Harmony though. To select the items, just press select in the game. You can change them whenever you want during you playing.

Now to straighten out a few things that I've read in OTHER faqs. For one, you CAN get cool in the battle and team games. It is a blast playing against the level 4 computer in cool on say, the baby level (level 3). You just jam, yet the computer can always get scores say 10 points higher (like you get 140, yet the computer gets 150). It's still really fun though. I beat every level (including team and battles, lammy/rammy and lammy/parappa), and got a Special Mode on the main menu. It just lets you listen to the music in the game and you can manipulate all the characters on screen with the buttons. Not a great special if you ask me. I'm working on finish cool in every level now. When you finish cool BTW, there is a crown on the level that you finished on cool in the stage select.

That's it for now. Hope it helps for those of you stumped on how to get Cool. If anyone knows more about this game than I do or wants to add some cool stuff he/she found, just mail me (holy_bins@hotmail.com). I'll try to update this when I get cool in ever level....or if one of you does it first, tell me what happens :)

End - 8-29-99 - Holy_Bins