PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SCUS-94448
94448

UmJammer LAMMY™



Leave it to Lammy

SONY

COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

ESRB RATING:

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

Um Jammer Lammy™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail, $5.00-$20.00 for card recharge.

Within Canada: **1-900-451-5757**

$1.50 per minute for prerecorded information

For US callers, game counselors are available 8 a.m. - 5 p.m., M – F, Pacific Standard Time.
Automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

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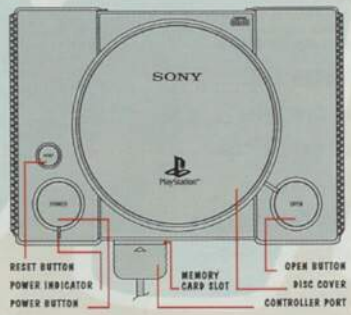


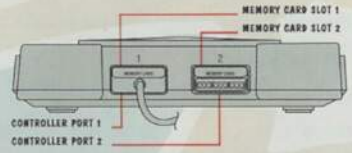
Gear Up To Rock!

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Um Jammer Lammy™ disc and close the Disc Cover. Insert the game controller into Controller Port 1 and turn ON the PlayStation game console. Follow the on-screen instructions to start a game.

When the first story comes to an end, the Game Menu screen appears. When you play this game for the first time, use the Directional Buttons to select NEW GAME and press the X button to accept.

After selecting NEW GAME, you will catch another movie leading up to Lammy's challenges.





Memory Cards

Um Jammer Lammy lets you save stages after every performance onto a Memory Card or load previously saved games to continue. Insert Memory Card (sold separately) into the PlayStation game console BEFORE starting gameplay. Saving gameplay requires one block of memory. You may also save up to four replays on your Memory Card(s), which requires one block per saved performance.

MilkCan Live!

Meet Lammy. She's the guitar-slinging megastar of the all-girl band, MilkCan. Lammy's always late. But she better not be late today, or she'll mess up her band's first live gig. Not to mention, she'd be letting down her friends and her fans, and that time spent practicing will be wasted!

So it's up to you to help Lammy make it to her big gig on time. You'll make Lammy strum her guitar, but she can only play like a superstar when and if you press the buttons in rhythm. If you don't play well, Lammy doesn't play well. On the other hand, if you ride the rhythm, Lammy will rock like a superstar. When you clear the first stage, you can jam with Rammy, Lammy's rival, to clear the next stage; or compete against Rammy in a guitar duel. Depending on the stage, when it's cleared, you'll get an "Effecter" for your guitar. By using the Effecter, you change the sound of the guitar, making Lammy's playing even more cool. But if it gets too weird, the sound will hurt your ears!



The Controller Is In Your Mind

The difference between the DUAL SHOCK™analog controller and the digital controller is the use of the Left Stick functions and the vibration function.

Digital Controller

The PlayStation digital controller is like a classic guitar. This controller is recommended for people who want to play powerfully and dramatically by using a lighter controller.

Practice Position

Sometimes, you should try changing how you hold the controller. Depending on the stage, you may need to hit the buttons with a lot of speed and force. If this happens, you can place the controller on the floor and play. Use your index finger or other fingers that still have some energy in them.

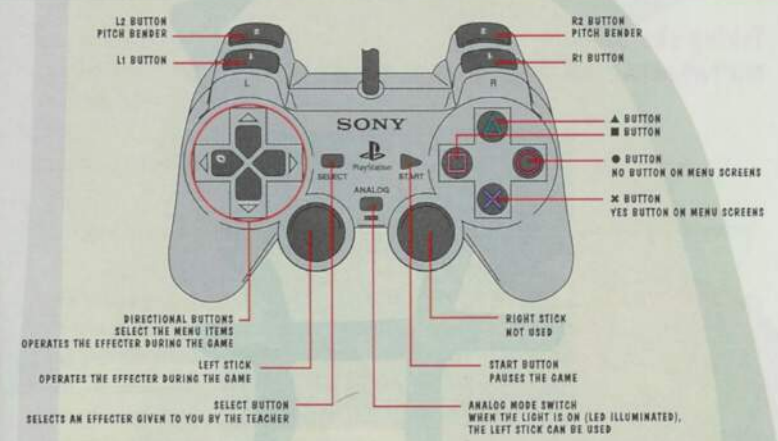
DUAL SHOCK Analog Controller

When you use the DUAL SHOCK analog controller, it provides two unique functions. First, the vibration function provides the exact timing to tell you to begin playing. How thoughtful?! The second function is that you can operate the Effecter with more precision by maneuvering the Left Stick.

You can turn the vibration ON/OFF by selecting the Menu Screen "Option."

Practice Position

The DUAL SHOCK analog controller provides the vibration function. The player is shocked at the beginning of Lammy's turn throughout the game. Even if you're entranced by the music, the shock will jolt you and remind you to start rockin'! But if you sleep through the jolt, maybe you should GO TO BED!



Note: All controls are the same for the PlayStation digital controller except for the use of the Left Stick, Right Stick and Analog Mode Switch.



Taking the Stage

Solo Performance (One-Player Mode)



1. Turn Window

Tells you whose turn it is.

2. Rhythm Bar

This tells you the buttons to push and the timing of when to push the buttons.

3. Lammy

This is you (player one), the main character of this game.

4. Lammy's Rating Meter

The rating meter starts at "GOOD," and if you play bad, your rating goes to "BAD." If you are really terrible, you go to "AWFUL." When you get worse than "AWFUL", it's game over. On the other hand, if you are doing great, it goes to "COOL," and your teacher will disappear and you get the stage to yourself. When a rating is blinking, it means you are halfway to a rating change.

5. The Teacher

The teacher will sing for you as an example. When it's your turn, you need to answer the singing with your guitar.

6. Score

The score reflects your guitar-strumming skills.

7. Subtitles

This shows you the movie screen conversations and lyrics to the songs. Go ahead and sing along!

Live vicariously as a cool rock star. You are Lammy, the hit female guitarist in the up and coming band called MilkCan. So, when you push the buttons, you'll play the guitar, just like Lammy! The teacher shows you the example songs, and you answer with the guitar, get it? The game goes like this: the teacher's example→ your guitar → the teacher → you, and so on. Basically, getting with the rhythm and pushing the buttons will work just fine. Which buttons do you press? Well, on top of the screen you will see the buttons spaced out in rhythm, so follow that. All right!



1. Turn Window

Whomever's turn it is to play, their face will appear in this window. When the window shows Lammy's face, it is your (player one's) turn to play.



2. Rhythm Bar

●, ■, ▲, ✖, **L**, and **R**, are the kinds of buttons that are going to be shown on the Rhythm Bar. This shows you when to push which button and the timing of when you should push them. For the marks **L** and **R**, you should press **L1** and **R1**, respectively.



3. First the Teacher

When the teacher's example begins with the music, the teacher's face icon moves across the Rhythm Bar. When Lammy's face icon overlaps the button icon, it's time for you to press the buttons.



If you're using a DUAL SHOCK analog controller, the vibration tells you that your turn has come. You should press the buttons with the rhythm. If your rhythm is good, that's great! If you are doing badly, your rating will go down.



Jam Session (Cooperative Two-Player Mode)



1. Rhythm Bar

This time it works like this:
Teacher → Lammy → Teacher → Rammy and so on. This is the order of gameplay.

2. Lammy

The person who uses Controller One plays this character.

3. Cooperative Rating Meter

This meter shows Lammy's and Rammy's combined rating.

4. Score

The two players' combined score is shown here. If the number is red, it means the score is a negative number.

5. Rammy

The person who uses Controller Two or the computer plays this character.



From Stage 2, when you are at the Stage Select Menu screen, you can choose the Cooperative Two-Player mode. Try to clear the stage by helping each other out. Jam with another player or if there is no one around, the computer will be your partner. The way to play is easy. One person is Lammy and the other is Rammy, and you play by taking turns. The order of play is Teacher ➜ Lammy ➜ Teacher ➜ Rammy. But if you clear one stage in the Cooperative Mode, you cannot go back to One-Player Mode at the next stage.

To choose the Cooperative Mode



Choosing a partner

When you choose a stage, this screen will appear. If you choose MANUAL CONTROLLER 2, a person can play Rammy, by using Controller Two. If you choose AUTO, the computer will play Rammy, and you can play with the computer.



Head-to-Head Jam Sessions (Competitive Two-Player Mode)



1. Rhythm Bar

It works like this: Teacher ➜ Lammy ➜ Teacher ➜ Rammy. This is the order of gameplay.

2. Lammy

The person who uses Controller One will play this character.

3. Lammy's Rating

This meter shows Lammy's rating.

4. Score

This compares the two players' scores, gives the higher scoring player additional points and subtracts points from the lower scoring player. When the score is in red, it means that the number is negative.

5. Rammy

Either the person who uses Controller Two or the computer plays this character.

6. Rammy's Rating

This shows Rammy's rating.

After Stage 2, if you clear the stages in One-Player Mode or Two-Player Cooperative Mode, the menu gives you the option of Two-Player Competitive Mode. Competitive Mode is when Lammy and her rival Rammy compete over who can play better than the other. When the stage starts, Lammy and Rammy both start out with 300 points in their scores. These points will either go up or down depending on how good or bad your performance is. The objective is to make the other player's points go down to zero; when that happens, you win! The points are added and subtracted each time a round of Teacher ➔ Lammy ➔ Teacher ➔ Rammy is completed.



To choose Competitive Mode

After you clear Stage 2, in either One-Player Mode or Two-Player Cooperative Mode, the Stage Select menu opens the option for Two-Player Competitive Mode.



Choosing an opponent

When you select a stage, this screen appears. If you choose MANUAL CONTROLLER 2, another player can use Controller Two. If you chose AUTO, you will play against the computer.

Level

After you clear level one, you can choose other levels.



Menu Screen





1. Hi-Score

This will show you the list of high scores.

2. Stage Select

Here you can select the stage you want to play. If you select Cooperative or Competitive Mode a sub-menu will appear.

3. Replay

You can watch a jam session that you saved from before.

4. Option

This changes details of the game setting.

5. Load and Save

Here you can load previously saved game data or save current game data.

6. Exit

Select this to return to the Title Screen.

After pressing the Start button during Um Jammer Lammy, or when a stage is finished, if they ask you "AGAIN?" choose the ● button; you will then exit to the Menu Screen. From here you can select a stage, load and save and change the game settings.

Stage Select Screen

This shows you which stages you can select. The stage that is blinking is the stage currently selected. You can highlight a stage by using the Directional Buttons, then when the stage you want is blinking, press the ✖ Button.

1. This row is Lammy's One-Player stages.
2. This row displays stages where Lammy and Rammy can play in the Cooperative Mode.
3. This shows you an explanation of the stage that you have selected.



After clearing stage 2, if you take the Directional Buttons and move the highlight frame to the right, you can choose a stage for the Competitive Mode.

Note: You cannot advance in Cooperative or Competitive Mode unless you've already cleared the stage in One-Player Mode.

When you choose the Cooperative or Competitive Mode, you will go in to the Second Player select screen. If you choose MANUAL CONTROLLER 2, another player can use Controller Two. If you choose AUTO, you will play with or against the computer. There must be a controller in Controller port 2 in order for the other player to control Rammy manually.



Replay and Hi-Score



Replay

Here you can play the performances that you've saved. If you had a great jam session and you saved it, you can replay it and show off your killer riffs.

Hi-Score

Three top scores from each stage appear here. Cooperative, Competitive and One-Player scores are all shown separately. Use the Directional Buttons to scroll through the scores.



1. One-Player scores
2. Cooperative scores
3. Competitive scores

If you have one of the three best scores out of the plays in a given stage, it will be recorded in the Hi-Score list.

Entering Your Name

When you get into the Hi-Score list, you are allowed to put your name on the list. You are allowed up to six letters. Select OK to accept the name. When you're entering your name, you can use marks like ♥ and ♣, but when viewed from the PlayStation Memory Card Control Screen, or in a game other than Um Jammer Lammy, small case alphabet letters will replace these marks.

Note: Um Jammer Lammy only uses the Memory Card that is in Memory Card slot 1. You have to be careful not to run out of memory blocks when you are saving data.

Options and Load

Options



1. Vibration ON/OFF

This selects if you are going to use the vibration feature on the DUAL SHOCK analog controller. When the vibration rocks you to the point where you drop the controller, use this option and turn the vibration OFF.

2. Subtitles ON/OFF

This selects if there are going to be subtitles or not. This will help you learn the words, so sing along!

3. Level NORMAL/ EASY

This determines how difficult the game will be. But, when you choose EASY, you can only select One-Player Mode, you can not save that setting, and high scores will not be recorded. Also in EASY mode, you can only reach Stage 6. So, use the EASY mode for practice.

Load and Save



Um Jammer Lammy saves only one system save per Memory Card. If you already have data saved, go to the title screen, choose MENU, and the data will automatically load. Later, if you want to load data from before, or load data from another Memory Card, you should select LOAD. You'll be prompted to save data after you clear a stage.

Different Kinds of Saves

When you clear a stage, you have many options of how to save your data.



System Save

When you clear a stage, this screen appears. Make sure you save here. Even if you have already cleared the stage, if you get a higher score, or if you clear with a "COOL" rating, this screen will come up again. So, in other words, if you did better than the last time on a stage, you can save the data.



Replay Save 1

This will save your character's performance and moves. You can save performances that were "totally awesome," or ones that were "terrible, but you can laugh about it later."



Replay Save 2

This screen helps you choose where you want to save your data. When you select an empty memory block and save, it will use one new memory block to save your data. If you use a memory block that is already full, it will overwrite whatever was in the block and put in the new data. If you cannot choose an empty block, it means that you do not have an empty block on your Memory Card.

What you should do if you are given the following statements:

No Memory Card

It seems that there is no card in the Memory Card slot one. Put a card in Memory Card slot 1. In this game, Memory Card slot 2 not active.



Insufficient Space

It seems that there are not enough empty Memory Card blocks. If you have another Memory Card, change the one already in there with the empty one.



Do Not Remove Memory Card

During saving or loading, do not remove the Memory Card! If you do, data may be corrupted!



Effecters

You can use the Effecters you earn from the teachers by using the ↑ Directional Button, or the Left Stick on the DUAL SHOCK analog controller.



Distortion

Gives you a sound as powerful as my super developed upper arm.



Reverb

Gives you a sound as moving as my words.



Harmonizer

Changes in many ways by maneuvering the Directional Buttons and the Left Stick of the DUAL SHOCK analog controller. Gives you a sound as harmonized as me.



Flanger

Gives you a sound as fun as my jokes.



Wah Wah

Gives you a sound as strange as my mischief.



Meet The Band.

Lammy, Lead Guitar

Where Lammy goes, mosh pits follow. Normally she is shy and somewhat nervous when she is in front of people. But, when she has her guitar, she turns into a totally different person. She has a lot of confidence and surprises everyone with her bold and daring riffs.



Ma-san, Drums

She is a bookworm and her favorite reading genres are mysticism and economics. Ma-san has a tiny body, but has unthinkable strength, and when she plays her drums, the sound tears the house down. She doesn't have a boyfriend, but loves celebrities. Her father owns a pharmacy. Go figure!



Katy Kat, Lead Vocals and Bass

MilkCan's hip feline front vocalist. Very spirited and active, and very fashionable; she is a natural leader. Katy is a little bit breezy, but she actually tries hard and puts a lot of effort into the things she does.



Rammy, Guitar

Rammy plays as a free studio musician. She wants to be in a band, but is paranoid and tends to be tardy, so she is easily fired. But, Rammy has a pretty good technique that may take her to stardom.



The Teachers

There are many difficulties that Lammy has to face when she is trying to get to her gig. We don't know if they are trying to get in her way or to help her; but here we will introduce these teachers with their colorful personalities.



Chop Chop Master Onion



Chief Puddle



Cathy Piller



Captain Fussenpepper



Paul Chuck



Teriyaki Yoko

Questions and Answers

Q.) I am not playing very well. What should I do to get better?

A.) Play as if you are playing a musical instrument. Listen to the music, and pound in your head where the buttons are. Then, get with the rhythm and play on! First, I recommend that you repeat Stage One over and over. From Stage 2, you should play with someone who is really good at the game. If you do that, the two different scores will show you where you're weak and where you should practice. If these don't work, go to the OPTION menu and choose EASY mode and practice and practice!

Q.) What do we use the L2/R2 buttons for?

A.) They are used for pitch bends. Well, guitars have stuff like chokings and tremor arms, and they change the sound that would come out of the guitars, right? Well, that is what these buttons would be used for. It is pretty cool, so try it.

Q.) I want to play Competition Mode at Stage One, but I can't. Why?

A.) You can't choose Competition Mode in Stage One; it's not an option. You should think of it as a practice stage. Also, this stage's setting is in Lammy's dream, so you can't call someone over and play with them.



Q.) When I hit "COOL," my teacher went away from the screen, and there's no rhythm bar to follow. What should I do?

A.) You can just perform freely. Don't depend on examples and get with the rhythm and play as you like. The teacher is watching you from afar, and is silently cheering you on. If your performance starts to mess up, the teacher will fly back. The best part about Um Jammer Lammy is this freestyle play, so do as much as you can with the "COOL" rating.



Q.) I can't get to "COOL." Even if I do get there, I am down to "GOOD" in a second. What should I do?

A.) Well, you can't just play according to what the examples tell you, because there are none. In order to get to "COOL," you have to arrange your own music. If you are too boring, you won't do so well. It reflects on the hard tough world we live in. In other words, rock out!! That is the backbone to Um Jammer Lammy.

Q.) I live in an apartment that has thin walls, and I am playing without sound, but it is not fun at all. What should I do?

A.) Umm, I think you should play with the sound on, it is more fun that way. I know! Get some headphones!

Q.) Please tell me how to get to "COOL."

A.) If you maintain a good performance, the rating will go from "GOOD" to "COOL" and the "COOL" indicator starts blinking. The part that is different from Parappa the Rapper™, is that you can get "COOL" from the first time you play a stage, if your playing is good enough.

Q.) I can't clear it. I will pay as much money as you want if you tell me some hints to play?

A.) The money is not needed. I would want something that will fill my heart, like love or a check. I recommend the Cooperation Mode. You should play with a friend that is pretty good, or the computer will help you out too.

Q.) When you clear a stage, the teacher gives you something, (like a fire truck siren) but is that supposed to do something?

A.) That is called an "Effecter", and makes the sound of the guitar a little bewitching and charming. When you get this "Effecter", you can use it on the next stage, and you will get dramatic sound. When the game starts, you should press the SELECT button. Then you will see the Effecter above the ratings, and the sound of your guitar will be different. Every time you press the SELECT button, the Effecter that you can use changes. You can enjoy different sounds for different stages and have fun while you perform.

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Richard Bush (as Chief Puddle)
Louise-Marie Mennier (as Cathy Piller)
Kemba Francis (as Baby)
Everette Bradley (as Paul Chuck)
Carla Cook (as Teriyaki Yoko)
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S-L

