





## 2. Basics

### - Gameplay

Samba de Amigo has very simple gameplay that is fairly self-explanatory... or so I thought. After seeing people attempt to play the game at the recent E3 2000 show, I was proven very, very wrong. Hence the reason for this section...

The basic idea of Samba is to shake the maracas to the on-screen commands. Most of the commands involve spheres radiating from the center of the display in one of six directions. Once these spheres hit one of the six circles surrounding them, you need to shake the maraca a single time in that area. Hence, if a sphere is heading for the upper left circle, then you need to shake a maraca high and to the left. Likewise, if there are two spheres heading for both of the middle circles (one on the right, and the other on the left), then you need to shake the maracas in the middle, about waist-high, one on either side of you. If you still don't understand, simply let the demo run - eventually, you'll see an illustrated explanation.

There is one other type of command - the Pose. Poses differ from normal shakes in the fact that you have to hold the maracas (i.e. strike a pose), and that they are not shown via spheres, but with a picture of a person striking the pose that you need to. Unlike maraca shakes, poses are totally random, and change every time you play the song.

A quick bit about Amigos - there are two kinds of Amigos in the game (gameplay-wise). The first, and more obvious, is the combo Amigo - for all intents and purposes, it is a combo meter; a 38 combo chain is called a 38 Amigo. The second is a bit harder to find - if you shake both maracas on the same sphere at the same time, you get an Amigo. This boosts your points a bit. Basically, whenever you only have one sphere to shake at a time, try to use both maracas to do so, in order to rack up more points (and to have a bit more fun).

Finally, if you don't own the original maracas controllers (it's really the only way to play the game, although they are rather expensive...), simply look up the commands in the instruction book - there are two different controller command schemes, each of which is illustrated nicely in the rather large instruction manual.

### - Menus

Samba has been greatly enlarged from its original arcade form. Not only is the arcade version still (somewhat) intact, but it has been joined by numerous other modes. For the katakana-impaired, I've provided a simple menu translations. Look for more on each mode in its own section.

Main Menu (following title screen)

- Arcade
- Original
- Challenge
- Party
- Training
- Internet
- Options

Also, as a normal arcade game, two player mode isn't selected per se,



#### 4. Normal Modes

Arcade Mode and Original Mode are where the bulk of your time will be spent in Samba, and are, for all intents and purposes, the "normal" modes of the game. Both modes play exactly the same, but have different song flows. Basically, Arcade Mode gives you three to six pre-selected songs to choose from at a time, and Original Mode allows you to choose from all of the songs that have been played previously, as well as the new downloadable tunes.

Upon selecting either mode and going past the two initial join/warning screens, you'll be faced with a difficult choice: what game level to play:

\*SuperHard Mode (2 stages)

Hard Mode (2 stages)

Normal Mode (2 stages)

Easy Mode (1 stage)

\*Random Mode (2 stages)

\*hidden mode

To access the two hidden modes, simply shake the left maraca rapidly high (for SuperHard) or low (for Random). Using the controller, don't press rapidly, but hold for a while, again, in either the left-high or left-low position.

Moving the left maraca up and down selects the mode, and shaking, or pressing the button on the right maraca confirms it. Pressing the button on the left maraca will always take you back a screen. In two-player mode, the first player only can select the mode.

A quick rundown of the available modes:

Easy Mode: for beginners only, it is an unfailable mode with shakes identical to Normal Mode.

Normal Mode: for novices, but with the added option of failing. Many of the songs lack the flair that they possess in the more difficult modes.

Hard Mode: for above average maraca shakers, Hard mode throws a lot more into the mix, and is more how the songs should be shaken to. I personally consider this the canon mode.

SuperHard Mode: for expert shakers only, the songs range from do-able to near impossible. The shakes come fast and furious, and the songs provide little in the way of breaks.

Random Mode: more of a fun mode for people who have mastered Normal Mode, Random takes the Normal/Easy song set-ups and randomizes the maraca shakes. What once was a left-high is now a right-mid, and so on.

After the mode selection you'll be asked to enter your height. For the centimeter-impaired, I've added the heights in feet and inches (again, as per what was shown at the E3 show - I didn't do these conversions myself):

190cm (6' 1") or taller

170cm (5' 9") or taller

150cm (5' 5") or taller

130cm (5' 1") or taller

110cm (4' 9") or taller

It is here that you can select All Music in the Arcade Mode. Simply shake the left maraca high, rapidly, and after a bit you'll hear "All Music" said by the announcer (note that All Music lets you select from all of the Arcade music, and not downloadable/unlockable songs). Following that, select your height, and move on.

Once this is done, you'll be put into the music selection screen for the first stage. Again, in a two-player game, only the first player can select the song. Song rundowns and stage flows are in the separate Arcade and Original sections.

#### - Arcade Mode

While it says "Arcade" mode, it isn't exactly. Due to the removal of the two Ricky Martin songs from the game (see section 8 for more information on this topic), this mode has been re-arranged from the original arcade version. This is, however, the only way to open up the original, non-downloadable songs for Original Mode. Except for the aforementioned Ricky Martin songs, all of the original arcade release is here, including the Bonus Stage.

#### Stage Flow

Stage 1----->Stage 2----->Stage 3/\*Special Stage

El Ritmo Tropical	Mas Que Nada	Tequila
Samba de Janeiro	Mambo Beat	Soul Bossa Nova
Tubthumping	Macarena	Love Lease
	*El Mambo	
	*Take On Me	
	*La Bamba	

\*finish Stage 1 with an A Rank to unlock these songs in Stage 2

\*Special Stage is accessed by getting a 98% in both of the first two stages

#### - Original Mode

Original Mode contains all of the songs that you've played so far in Arcade Mode, as well as any songs that you have unlocked or downloaded. The Bonus Stage is gone, as is All Music mode (after all, you already have all the music, making it pointless). Unlike some other games, the maraca shakes are the same as in Arcade Mode, making the only difference the available songs and stage flow.











-----

## 8. Misc.

### - Secrets

Like so many games, Samba has its share of secrets. And as per most music games, these mainly result in secret modes and unlockable songs. What follows is a list of the secrets found in Samba, and how to access them:

**SuperHard Mode:** when selecting between Hard/Normal/Easy modes, shake the left maraca high 15 times very quickly. The game will then select SuperHard Mode. For the normal Dreamcast controller, instead of shaking/pressing rapidly, simply hold the respective button down.

**Random Mode:** when selecting between Hard/Normal/Easy modes, shake the left maraca low 15 times very quickly. The game will then select Random Mode. For the normal Dreamcast controller, instead of shaking/pressing rapidly, simply hold the respective button down.

**All Music Mode (Arcade Mode only):** when selecting your height, shake the left maraca high 15 times very quickly. The game will then say "All Music Mode," after which you can go on selecting your height. For the normal Dreamcast controller, instead of shaking/pressing rapidly, simply hold the respective button down.

**Tequila, Love Lease, Soul Bossa Nova:** finish all of the Challenges in the Maracas Apprentice Course (the first course) in Challenge Mode

**The Theme of Inoki:** finish all of the Challenges in the Maracas Standout Course (the second course) in Challenge Mode

**Samba de Amigo:** finish all of the Challenges in the Maracas Expert Course (the third course) in Challenge Mode

**Voice Set 1 (Whistle, Phone Voice, & ?? Voices):** finish Total Check Mode of the Mini Games with an average of ?? or higher

**Voice Set 2 (SF, Chu2, & Chao Voices):** finish Total Check Mode of the Mini Games with Voice Set 1 unlocked and an average of ?? or higher

**Voice Set 3 (??, ??, & ?? Voices):** finish Total Check Mode of the Mini Games with Voice Sets 1 & 2 unlocked and an average of ?? or higher

**Voice Set 4 (??, ??, & ?? Voices):** finish Total Check Mode of the Mini Games with Voice Sets 1, 2 & 3 unlocked and an average of ?? or higher

**Voice Set 5 (??, ??, & ?? Voices):** finish Total Check Mode of the Mini Games with Voice Sets 1, 2, 3 & 4 unlocked and an average of 95% or higher

### - Tips

This is merely a collection of short, non-song-specific tips. Use as you will...

\* Practice, practice, practice

\* Look for patterns - all of the songs have them (even the Hard and SuperHard mode ones), and finding the patterns in the maraca shakes makes things much, much easier.

\* Watch other people play, learning from their mistakes and observing their successful techniques

\* If you are having trouble with a song using the maracas, play through it with the controller to get a feel for what the song is asking you to do. Plus, I've never met anyone that was better at the maracas than the controller...

\* Correlate the shakes with the music; nothing is random here - it is all in beat with the music..

#### - Download Schedule

Sega plans to offer one download a week, with each download unlocking another song (or set of songs) from the disc. While some of the downloads are merely the same songs that you unlock via Challenge Mode, many of the songs are only available through this method. And don't expect songs quite like are on the disc already; the songs that are download only are all from previous Sega games (be it the original song or a remix/remake).

Each download is 2 blocks, and must be saved to your VMU. To download the songs, go to Internet Mode in the game, and click on the top option, which will take you to <http://samba.dricas.ne.jp>. Once there, click on the fourth link down in the sidebar, click on the active link in the main part of the page, and then choose the song that you want.

I have tried to connect with both DreamPassport 2 (the full version) & DreamPassport 3 and download the songs, only to find that you have to use the browser on the Samba disc. Thus, if you don't have DreamPassport set up to work, you're out of luck (at least via the official route). I have heard that <http://booyaka.com> (I believe that is the name of the site) has the files, either officially or hacked; I'm not responsible for anything regarding these files or what you might do with them, and have not personally confirmed that they are even there. However, it is an option to explore if you can't download the files any other way.

At any rate, for those of you that can get the files, the following is the schedule of which song is available which week, as well as what system the game is from (DC=Dreamcast, SS=Sega Saturn, CD=Sega/Mega CD, AR=Arcade):

Date	Song Title	Game From
Apr 27, 2000	Open Your Heart	Sonic Adventure (DC)
May 05, 2000	Rent A Hero No. 1	Rent A Hero No. 1 (DC)
May 12, 2000	Super Sonic Racing	Sonic R (SS)
May 17, 2000	Samba de Amigo	Samba de Amigo (DC)
May 25, 2000	After Burner	After Burner (AC)
Jun 01, 2000	Burning Hearts	Burning Rangers (SS)
Jun 08, 2000	OPA-OPA!	Fantasy Zone (AR)
Jun 15, 2000	The Theme of Inoki	Samba de Amigo (DC)
Jun 22, 2000	Magical Sound Shower	Outrun (AR)
Jun 29, 2000	Sonic-You Can Do Anything	Sonic CD (CD)
Jul 06, 2000	DREAMS DREAMS	NiGHTS ~into dreams~ (SS)
Jul 13, 2000	Tequila, Love Lease, & Soul Bossa Nova	Samba de Amigo (DC)

## - Maracas Controllers

Samba de Amigo just isn't as much fun unless you ante up the money for the optional (and highly recommended) Maracas Controllers. Retailing for a whopping 7800 yen (roughly US\$75) for a single controller, these maracas are some of the best home music game controllers on the market. One set contains two maracas (with removable noisemakers), a sensor bar, a mat, and instructions/velcro for the mat, all in a box complete with a handle for easy transportation.

The maracas themselves are opaque red, with yellow, red, and green designs on them via a simple band sticker. They are very light in comparison to the arcade controllers, and generally feel better than the arcade ones. Unlike the arcade versions, each maraca has a single yellow button, the left maraca button being cancel, and the right being start/select. The two maracas are interchangeable (ie. there is no specific right or left maraca). The sensor bar is Dreamcast Grey, and has the controller plug (ie. what plugs into the DC unit itself) and ports for the two maraca cords. By ahearing the included velcro on the bottom, you can attach the optional playmat, modeled after the arcade's mat and complete with Samba feet.

The controller itself works through a system of sensors. Each maraca has a sensor directly below the maraca itself, attached to the cord (these look like medium-sized black triangles). These sensors interact with the two sensors on the sensor bar to relate the height and location of the maraca. Keep in mind while playing that each maraca sensor interacts with both of the bar sensors. Also note that if something covers one of the bar sensors, you'll lose control of both maracas (on screen they will just stand still and not move).

The maracas controller is also usable with other Dreamcast games, albeit with a bit of difficulty. This faq won't get into what works and what doesn't, but does encourage you to experiment.

As for availability, although the controllers are widely available in Japan (unlike other specialty controllers, such as the Dreamcast TwinSticks and the Konami DJ Station PRO), many importers have reported difficulty getting the units. Samba de Amigo is due for a North American release later in 2000, so if all else fails, simply wait for the U.S. release to get the controllers. Since I live in Japan, I don't keep up with who has what in stock, although I can say that NCS (<http://www.ncsx.com>) is planning on stocking the controllers, although as of the initial release of this faq, they have not yet recieved their shipment, and have stopped pre-orders for them.

## - Bonuses

Like all of Sonic Team's Dreamcast games, Samba de Amigo has a folder full of bonus wallpapers that are accessable, and displayable, on personal computers. The files are in Windows Bitmap format, and are in both 1024x768 resolution and 800x600 resolution. Nine files are included, and filenames range from SAMBA\_KABE\_A1.BMP to SAMBA\_KABE\_I1.BMP (substituting the 1 for 2 to change 1024x768 to 800x600).

## - Ricky Martin

While many people can't stand his music outside of the game (myself included), I will admit that the two Ricky Martin songs, Cup of Life and Livin' Ma Vida Loca, work very well in the game. Unfortunately, a licensing agreement was not able to be reached with Ricky's record company (Sony Music, of all labels) by the time of the game's release. Thus, the two songs have been removed from the game (as well as Arcade Mode being rearranged due to their absence). Sega has said that they would like to add the songs to the game at a later date, but unless the songs are already on the disc, but locked (doubtful), or Sega offers a replacement disc with the songs available, it is unlikely that a solution will be found past putting them on a Samba DC sequel or add-on disc.

Cup of Life was included in the English version of the game shown at E3 2000, so it can be assumed that it will be in the final version. If it is, Livin' Ma Vida Loca should be as well.

- 38

For some strange reason, the number 38 is featured extremely prominently in the game. You can find it on Bingo and Bongo's drums, in various stages, and other odd places. I would personally love to know what it means, but can only come up with one idea (and a longshot at that). Samba de Amigo is the third Dreamcast/Naomi game (not counting Sonic Adventure International, which is simply a re-release, for all intents and purposes) from Sonic Team. Also, Sonic Team is known internally at Sega (or, was, as per recent news) as Sega R&D #8. Thus, the 3 from the third game, and the 8 from R&D #8, and you get 38. Possibly? I'd love to hear any other ideas, or an actual reason...

- Randomities

Totally misc. type stuff here that doesn't fit in anywhere else:

- \* Samba de Amigo translates from Spanish as "Dance of Friends"
- \* The arcade version of the game was released in late November/early December 1999, and is one of the largest wide-market arcade games ever in terms of size.
- \* Samba de Amigo is the first music game that has a separate game-specific controller to be brought to North America
- \* The number 38 is featured prominently (see above section)
- \* The monkey (as well as the rest of the characters) does have a name: Amigo (Spanish for "friend").
- \* Bingo and Bongo, who look like teddy bears, are actually robots
- \* Chumba and Wamba, the two cheetahs, get their name from the original band that did Tumthumping: Chumbawamba.
- \* Samba de Amigo has a longer instruction book than both Shenmue and Final Fantasy VIII.
- \* Samba de Amigo is one of the games from the Four From Sonic Team series of press releases (the others being Sonic Adventure International, ChuChu Rocket, and Phantasy Star Online)
- \* The music from the main game menu is from Sonic Adventure
- \* The song Samba de Amigo is a remix of the song Samba de Janeiro
- \* Samba de Janeiro is also in the Konami dancing game Dance Dance Revolution Solo Bass Mix (arcade), albeit a different version
- \* Rent A Hero No.1 is supposed to be incredibly cheesy - if you have played the game that it gets its name from (available now for the



## 9. Outro

### - Versions

29may00 - ver.0.92

All modes except for Party Mode complete. Song list for Normal (/Easy/Random) and Hard complete. Secrets section mostly complete (only missing a few Voice percentages). Basics, Misc., etc. sections complete.

22may00 - ver.pre

Started on the faq after a bout of computer problems. Sorry about the delay :/

### - Recommended Reading

If you enjoyed this faq, we here at prh entertainment recommend these other fine works by the same author, as well as the games that they cover:

\* DJ Syndrome series: The BEMANI faqs - It was an obsession, an obsession that started in the dark, noisy arcades of Akihabara... but it was an obsession that spread, slowly taking Japan, and then the world, by storm. Starring DJ Konami and his legions of musicians, this gripping saga of scratching, dancing, and beating is yours to own for the low, low price of a single visit to gamefaqs.com. Over 10 different faqs to collect, each with its own special BEMANI Kung-Fu grip styled action move. Can DJ Konami escape the wrath of the evil Jaleco and Namco imitation games? It's up to you to find out...

### - Sources

Famitsu Weekly No.596 5/12~19/2000 Issue

- Song difficulties (main songs)

Famitsu Weekly No.599 6/9/2000 Issue

- Song difficulties (Open Your Heart & Rent A Hero No.1)

Dreamcast Magazine (unknown issue)

- Info on how Voices are opened, and how many are in the game

Samba de Amigo Instruction Book

- Info on Samba audio CD (Non-Stop Best of Bellini)

Personal Experience

- Everything else, including info from the E3 2000 show

### - Legal

Samba de Amigo, Dreamcast, Naomi, Sonic Team, Amigo, Bingo, Bongo, Chumba, Wamba, Maracas Controller, and all related terms and names are copyright/trademarked by Sega Enterprises, Inc. All other copyrights are properties of their respective owners.

This document is copyright J.T.Kauffman 2000 and cannot be reproduced for profit in any form without the author's express written permission. It can be freely distributed over the internet as long as it is





