THE UNOFFICIAL WINDJAMERS

STRATEGY GUIDE

Adam Rezich version 0.1 | 11/21/2014

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Introduction

TODO: Write

Basic rules

TODO: Rewrite this to make it better.

When a disc goes into a yellow goal zone, the player on the opposite side of the court gains three points.

When a disc goes into a pink goal zone, the player on the opposite side of the court gains five points.

If a disc is airborne and a player fails to catch it, causing it to land on the ground, their opponent gains two points.

The first player to gain twelve or more points (fifteen or more points on Japanese Arcade mode) wins the set. The player who wins two out of three sets wins the game.

Basic controls

Move

Use the joystick to move your character in any of the eight possible directions. Characters move at different speeds; see "Characters" below.

Slide

While *not* holding the disc, press (A) while holding the joystick in any direction to quickly slide in that direction. Sliding is generally faster than running, but different characters have different sliding speeds; see "Characters" below.

Slide catch

The disc can be caught while sliding. If timed correctly, this actually moves the player with the disc at the end of the slide, allowing the player to throw the disc from a different location than was originally intended by the opposing player.

Throw

While holding the disc, you can aim where your throw will go with the joystick. Press (A) to throw the disc in the specified direction.

The longer you hold onto the disc before throwing it, the slower the disc will go once thrown. After a couple of seconds of holding onto the disc, your character will automatically throw the disc as slowly as possible.

Curved throw

Moving the joystick in a semicircle motion *just* before pressing (A) to throw will allow you to curve the arc that the disc will travel in. The direction you rotate the joystick will affect the direction the disc will curve in and how much it will curve. Different characters have different curve power ratings; see "Characters" below for more details.

Lob

While holding the disc, pressing (B) will cause you to lob the disc up into the air instead of throwing it. As with throwing, you can aim the trajectory of the lob by pointing the joystick in the desired direction before lobbing.

The longer you hold onto the disc, the closer to the net the lob will land. Pressing (B) immediately after catching the disc will cause you to lob the disc back towards the goal on your opponent's side of the court. Pressing (B) after waiting for a bit will cause you to lob the disc *just* over the net on your opponent's side of the court.

You cannot score goals by lobbing; the disc will never land in the goal such that you will get points for it. However, if your opponent fails to catch an airborne disc, you will be awarded two points.

Lobbing the disc will cause it to be airborne. See "Charge" below to see why lobbing the disc directly onto your opponent is usually a bad idea.

Remember that holding the disc for too long will cause your character to automatically throw it as slowly as possible.

Block

While *not* holding the disc, press (A) while *not* moving the joystick to cause your character to briefly block. While blocking, if a non-airborne disc collides with your character, your character will launch the disc upwards into the air instead of catching it as usual. Blocking requires precision timing and a good sense of where a thrown disc will go.

Once the disc is popped up into the air, the disc is airborne, and almost always on your side of the court. See "Charge" below to learn why this is almost always beneficial for you.

Charge

When the disc is airborne on your side of the court, either because your opponent lobbed it or because you blocked it, you want to move your character to where the disc is going to land, denoted by a crosshair on the ground. If your character stands still on top of the crosshair (position your character and then stop touching the joystick), your character will strike a pose. After a certain duration of posing (based on your character's Dexterity rating; see "Characters" below), your character will have an effect behind them, such as fire or lightning. This is being "charged".

Once you catch the disc while charged, you there are three actions you can take: Signature Move, Power Lob, and Spin Shot.

Signature Move

Press (A) while charged to perform your character's Signature Move. Depending on your character's Signature Move, you may also want to pick a direction with the joystick. To see each character's Signature Move and how each of them work, see "Characters", below. The longer you wait to press (A), the slower the disc will move once thrown.

Power Lob

Press (B) while charged to perform a Power Lob. You can choose the direction of the lob with the joystick as usual. The longer you wait to press (B), the slower the disc will move once thrown.

TODO: Explain how awesome Power Lob is.

Spin Shot

Press (A) while rotating the joystick while charged to perform a Spin Shot. The longer you wait to press (A), the slower the disc will move once thrown.

TODO: Explain how awesome Spin Shot is.

Fast Throw

Pressing (A) right as your character catches a non-airborne disc will cause your character to perform a Fast Throw. Your character will say a thing out loud and the disc will have a ghost trail behind it. This greatly increases the speed of the disc. You can aim the Fast Throw with the joystick or curve it (see "Curved throw", above) to craft a truly formidable throw.

Reversal

Pressing (A) right as your character catches a Signature Move, Power Lob, or Spin Shot will cause your character to perform a Reversal. The special move will be move will be returned back to your opponent.

TODO: Research why reversals sometimes don't reflect the exact same move and instead

Characters

Overview

TODO: Write fluff about the difference in characters.

ATTRIBUTE	H.MITA	B.YOO	J.COSTA	L.BIAGGI	G.SCOTT	K.WESSEL
THROWING SPEED	F	E	D	С	Α	В
CURVE POWER	A	В	С	D	F	E
RUNNING SPEED	A	В	D	С	E	F
SLIDING POWER	F	Е	В	С	D	Α
DEXTERITY	В	Α	D	С	E	F
DIFFICULTY	Beginner	Beginner	Intermediate	Intermediate	Expert	Expert

TODO: Insert character select screenshot

H.MITA

TODO: Inline profile image

Profile

Name: Hiromi Mita

Country: Japan Age: 22

Height: 170 cm (5' 9") Weight: 55 kg (121.3 lbs)

Average throw: 82.44 km/h (51.2 mph)

Stats

Throwing speed: F
Curve power: A
Running speed: A
Sliding power: F
Dexterity: B

Difficulty: Beginner

Signature move: "Fire Snake"

TODO: Explain

Strategy

B.YOO / H.MILLER

TODO: Inline profile image

Profile

Name: Beeho Yoo / Steve Miller Country: South Korea / UK (England)

Age: 20

Height: 180 cm (5' 10")
Weight: 73 kg (160.9 lbs)
Average throw: 86.96 km/h (54 mph)

Stats

Throwing speed: E
Curve power: B
Running speed: B
Sliding power: E
Dexterity: A

Difficulty: Beginner

Signature move: "Sideburner"

TODO: Explain

Strategy

J.COSTA

TODO: Inline profile image

Profile

Name: Jordi Costa Country: Spain Age: 24

Height: 198cm (6′ 5″)
Weight: 105kg (231.5 lbs)
Average throw: 94.76 km/h (58.9 mph)

Stats

Throwing speed: D
Curve power: C
Running speed: D
Sliding power: B
Dexterity: D

Difficulty: Intermediate

Signature move: "Rocket Diagonal"

TODO: Explain

Strategy

L.BIAGGI

TODO: Inline profile image

Profile

Name: Loris Biaggi

Country: Italy Age: 23

Height: 204cm (6' 8")
Weight: 110kg (242.5 lbs)
Average throw: 98.99 km/h (61.5 mph)

Stats

Throwing speed: C
Curve power: D
Running speed: C
Sliding power: C
Dexterity: C

Difficulty: Intermediate

Signature move: "Thunder Loop"

TODO: Explain

Strategy

G.SCOTT

TODO: Inline profile image

Profile

Name: Gary Scott Country: USA

Age: 23

Height: 191cm (6' 3")
Weight: 125kg (275.6 lbs)
Average throw: 104.64 km/h (65 mph)

Stats

Throwing speed: A
Curve power: F
Running speed: E
Sliding power: D
Dexterity: E

Difficulty: Expert

Signature move: "Missile Throw"

TODO: Explain

Strategy

K.WESSEL

TODO: Inline profile image

Profile

Name: Klaus Wessel Country: Germany

Age: 24

Height: 194cm (6' 4") Weight: 122kg (269 lbs)

Average throw: 101.27 km/h (62.9 mph)

Stats

Throwing speed: B
Curve power: E
Running speed: F
Sliding power: A
Dexterity: F

Difficulty: Expert

Signature move: "Blitzkrieg"

TODO: Explain

Strategy

Courts

Overview

TODO: Write fluff about differences in courts

ATTRIBUTE	BEACH	LAWN	TILED	CONCRETE	CLAY	STADIUM
5-POINT ZONE	center	center	edges	edges	center	center
SIZE	very	average	narrow	average	average	wide
	narrow					
BARRIERS	none	none	none	near edges	near center	None

TODO: Insert court select screenshot

Beach

TODO: Insert screenshot

TODO: Write fluff

Strategy

TODO: Write

Matchups

Lawn

TODO: Insert screenshot

TODO: Write fluff

Strategy

TODO: Write

Matchups

Tiled

TODO: Insert screenshot

TODO: Write fluff

Strategy

TODO: Write

Matchups

Concrete

TODO: Insert screenshot

TODO: Write fluff

Strategy

TODO: Write

Matchups

Clay

TODO: Insert screenshot

TODO: Write fluff

Strategy

TODO: Write

Matchups

Stadium

TODO: Insert screenshot

TODO: Write fluff

Strategy *TODO: Write*

Matchups

Obtaining and configuring Windjammers

Soft DIP settings

SET TIME

Choose the number of seconds each set will last. Can be set between 1 and 99, with 30 being the default.

CONTINUE

Choose whether or not to allow players to continue after losing a game in single-player mode (WITH by default).

DIFFICULTY

Sets the level of difficulty in single-player mode. Can be set between LEVEL-1 and LEVEL-8, with LEVEL-4 being the default.

DEMO SOUND

TODO: Figure out what this does

CREDIT DISP.

Sets whether or not to display the number of credits currently in the machine at the bottom of the screen. (WITH by default.)

LEVEL DISP.

TODO: Write

HOW TO PLAY

TODO: Write

KOREA / U.K

Frequently Asked Questions

Are there any secret characters or courts?

TODO: Write (no)

Is there a way to remove the time limit or increase the points required to win?

TODO: Write (yes, sort of)

Will there ever be another Windjammers?

No.

Quick reference

Controls

ACTION	INPUT
MOVE	Joystick
SLIDE	Joystick + (A) (while not holding disc)
THROW	(A) or joystick + (A) (while holding disc)
LOB	(B) (while holding disc)
BLOCK	(A) (while not holding disc)
CHARGE	(stand under airborne disc)
SIGNATURE MOVE	(A) (while charged)
POWER LOB	(B) (while charged)
SPIN SHOT	(A) (while rotating joystick) (while charged)
FAST SHOT	(A) (right as you catch the disc)
REVERSAL	(A) (right as you catch the disc during a Signature Move)

Characters

ATTRIBUTE	H.MITA	B.YOO	J.COSTA	L.BIAGGI	G.SCOTT	K.WESSEL
THROWING	F	Е	D	С	Α	В
SPEED						
CURVE	Α	В	С	D	F	E
POWER						
RUNNING	Α	В	D	С	E	F
SPEED						
SLIDING	F	E	В	С	D	Α
POWER						
DEXTERITY	В	Α	D	С	E	F
DIFFICULTY	Beginner	Beginner	Intermediate	Intermediate	Expert	Expert

Courts

ATTRIBUTE	BEACH	LAWN	TILED	CONCRETE	CLAY	STADIUM
5-POINT ZONE	center	center	edges	edges	center	center
SIZE	very narrow	average	narrow	average	average	wide
BARRIERS	none	none	none	near edges	near center	None