Hamtaro: Ham-Ham Heartbreak FAQ/Walkthrough

by toby_lover

Updated on May 20, 2008

HH HH					
	AA		TTTTTT AA	RRRRR	0000
НН НН	A A	MM M MM			0 0
НННННН	AAAAA	MM MM MM			0
	AA AA	MM MM			0 0
HH HH AA	A AA	. MM MM	TT AA	AA RR R	0000
нн нн	AA	MMM MMM	нн нн	AA MMM	MMM
НН НН	A A	MM M MM	HH HH A	A MM M	M MM
ННННН	AAAAA	MM MM MM	НННННН АА	AAAA MM MI	1 MM
HH HH A	AA AA	MM MM	НН НН АА	AA MM	MM
нн нн ал	A AA	. MM MM	НН НН АА	AA MM	MM
н неен	e a	RRR T	ITTT BBB RRR	EEEE A	K KK
н не	A A	RR	TBBRR	e a a	K KK
нннн ее	AAAA	A RRR	T BBB RRR	EE AAAAA	KK
H H E	A	ARR	TBBRR	E A 2	A K KK
н неен	le a	AR R		EEEE A	A K KK
			\setminus /		
			<><><><><><><><><><><><><><><><><><><><>		
-			aro Ham-Ham Hear		-
			u with any other		
questions	about t	his guide, e	e-mail me at emo	ain94@comcast	.net. (In case
you're wo	ondering,	the thing 1	under the title	is a broken l	neart. I was
never goo	od at art	.)			
><><><><	»<><><><>	<><><><><><><><><><><><><><><><><><><><>	><><><><><><><	:><><><><><><	><><><><>
-Table of	Content	s-			
*Yes, I'v	ve separa	ted each man	ndatory Clubhous	e visit into	separate
			ion doesn't seem		
	inde b			t to rong and,	or confidently.
200010115					
	iff About	the Guide			
1.0 - Stı					
1.0 - Stu 1.1 - Le	egal Info		il Info		
1.0 - Stu 1.1 - Le 1.2 - In	egal Info ntroducti		il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The	egal Info ntroducti e Basics		il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co	egal Info ntroducti e Basics ontrols		il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co 2.2 - Me	egal Info ntroducti e Basics ontrols enus	on and E-ma:	il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co 2.2 - Me 2.3 - Ch	egal Info ntroducti e Basics ontrols enus naracters	on and E-ma:	il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co 2.2 - Me 2.3 - Ch 2.4 - An	egal Info atroducti e Basics ontrols enus aaracters ceas	on and E-ma:	il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co 2.2 - Me 2.3 - Ch 2.4 - An 3.0 - Wall	egal Info atroducti e Basics ontrols enus aaracters ceas .kthrough	on and E-ma:	il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co 2.2 - Me 2.3 - Ch 2.4 - An 3.0 - Wal 3.1 - Cl	egal Info atroducti e Basics ontrols enus aaracters ceas .kthrough .ubhouse	on and E-ma: Trip 1	il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co 2.2 - Me 2.3 - Ch 2.4 - An 3.0 - Wal 3.1 - Cl 3.2 - Su	egal Info atroducti e Basics ontrols enus aaracters ceas .kthrough .ubhouse anny Peak	on and E-ma: Trip 1 Trip 1	il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co 2.2 - Me 2.3 - Ch 2.4 - An 3.0 - Wal 3.1 - Cl 3.2 - Su 3.3 - Cl	egal Info atroducti e Basics ontrols enus aaracters ceas .kthrough .ubhouse anny Peak .ubhouse	on and E-ma Trip 1 Trip 1 Trip 2	il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co 2.2 - Me 2.3 - Ch 2.4 - An 3.0 - Wal 3.1 - Cl 3.2 - Su 3.3 - Cl	egal Info atroducti e Basics ontrols enus aaracters ceas .kthrough .ubhouse anny Peak	on and E-ma Trip 1 Trip 1 Trip 2	il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co 2.2 - Me 2.3 - Ch 2.4 - An 3.0 - Wal 3.1 - Cl 3.2 - Su 3.3 - Cl 3.4 - Su	egal Info atroducti e Basics ontrols enus aaracters ceas .kthrough .ubhouse anny Peak .ubhouse	on and E-ma Trip 1 Trip 1 Trip 2 Trip 2	il Info		
1.0 - Stu 1.1 - Le 1.2 - In 2.0 - The 2.1 - Co 2.2 - Me 2.3 - Ch 2.4 - An 3.0 - Wal 3.1 - Cl 3.2 - Su 3.3 - Cl 3.4 - Su 3.5 - Cl	egal Info atroducti e Basics ontrols enus aaracters ceas .kthrough .ubhouse anny Peak .ubhouse anny Peak	on and E-ma: Trip 1 Trip 1 Trip 2 Trip 2 Trip 3	il Info		

```
3.7 - Clubhouse Trip 4
 3.8 - Sandy Bay Trip 2
 3.9 - Clubhouse Trip 5
 3.10 - Fun Land Trip 1
 3.11 - Clubhouse Trip 6
 3.12 - Boo Manor Trip 1
 3.13 - Sandy Bay Trip 3
 3.14 - Boo Manor Trip 2
 3.15 - Clubhouse Trip 7
 3.16 - Fun Land Trip 2
 3.17 - Boo Manor Trip 3
 3.18 - Fun Land Trip 3
 3.19 - Clubhouse Trip 8
 3.20 - Wildwoods Trip 1
 3.21 - Sunny Peak Trip 3
 3.22 - Wildwoods Trip 2
 3.23 - Sunny Peak Trip 4
 3.24 - Wildwoods Trip 3
 3.25 - Sunny Peak Trip 5
 3.26 - Wildwoods Trip 4
 3.27 - Clubhouse Trip 9
 3.28 - Spat Tower Trip 1
 3.29 - Wildwoods Trip 5
 3.30 - Spat Tower Trip 2
 3.31 - Clubhouse Trip 10
 3.32 - Spat Tower Trip 3
 3.33 - Wildwoods Trip 6
 3.34 - Clubhouse Trip 11
 3.35 - Wildwoods Trip 7
 3.36 - Spat Tower Trip 4
 3.37 - Clubhouse Trip 12
 3.38 - Sunny Peak Trip 6
 3.39 - Sandy Bay Trip 4
 3.40 - Finishing Up
4.0 - Extras
 4.1 - Ham-Chat List
 4.2 - Ham Jam List
 4.3 - Gem List
 4.4 - Accessory List
5.0 - The End
 5.1 - Credits
1.0 - Stuff About the Guide
1.1 - Legal Info
This guide is not to be used for one's own personal profit or the
profits of others. If you'd like permission to post this guide on a
site, you can e-mail me at emcain94@comcast.net. This guide is
copyrighted.
1.2 - Introduction and E-mail Info
```

This is my third walkthrough for gamefaqs.com. I am still slightly new with this, so please bear with me if you notice anything is missing and/or unclear. Please e-mail me with questions, comments, or constructive criticism. I will answer, unless the letter is rude or Spam mail. Here is a list of all my contributions to gamefaqs.com: The Sims 2 (Walkthrough - Nintendo DS) You need to know the controls if you want to play the game.

There are three important menus in the game.

Main Menu - This is the menu that first comes up when you start the game. Press A on New to start a new game. Press A on Continue to continue a game that you have been playing. Press A on Ham-Jam to choose a Ham-Jam song (unlocked throughout the game) and edit the dance moves to it. Press A on Dress Up to go to your saved wardrobe and edit the hats, accessories, and outfits that Hamtaro and Bijou can wear.

Ham-Ham Dictionary - Here you can view all of the Ham-Chat words you have learned throughout the game. You can view the words in the order you learned them in or in alphabetical order.

Status Menu - Here you can view how many loves you have rescued, how many Ham-Chat words you've learned, how many sunflower seeds you have, how many acorns you have, and how many rocks you have. The Love Meter is by the chalkboard, showing you how far you are in the game. The more loves you save, the more the meter will fill. When you reach one of the checkmarks, you can go back to the Clubhouse and talk to Harmony to learn a new Ham-Chat. Your Rub-rub strength will also increase, allowing you to polish more rocks and get rarer gems. From the menu, you can also view your items, the gems you have collected, and end the game.

This isn't a list of all the characters in the game. It's just the main characters that play main roles, or anyone in the Clubhouse.

Hamtaro - The main character in the game. You control him and try to save all of the loves with him.

Bijou - Hamtaro's partner. She is a little French hamster that likes Hamtaro and accompanies him after he rescues her in Sunny Peak.

Boss - The leader of the Clubhouse. He gives you the starting tasks to

fill the Ham-Ham Dictionary and find Bijou. Snoozer - If you wake him up, he will give you helpful hints on what you should do next in an area. Postie - He will send out your letters and bring you back letters. Oxnard - He loves sunflower seeds and Pepper. Pepper - A country-type hamster that loves Oxnard. Seamore - A swimming hamster that loves Barrette. Barrette - Seamore's love and assistant in the Photo Studio. Penelope - (My favorite!) A hamster with a yellow blanket that always says 'Ookwee!' Pashmina - A hamster that always wears a pink scarf. It's her prized possession. Panda - A hamster that loves to build things. Seedric - A hamster that loves acorns. Trade him acorns for sunflower seeds. Dexter - Howdy's rival. He competes for Pashmina's love. Broski - A hamster that loves to surf. Elder Ham - A wise old hamster that usually is sleeping. Maxwell - A brainy hamster that loves to read. Sandy - A hamster that loves to have fun. Twin sister of Stan. Stan - A hamster that loves to flirt with girls. Twin brother of Sandy. Howdy - A country hamster that is rivals with Dexter. He competes for Pashmina's love. Jingle - A music-loving hamster that is often forgetful. Cappy - A cute little hamster that loves to wear and collect hats. Harmony - A hamster dressed as an angel. She tells you to stop Spat and fill your Love Meter. Spat - A hamster that is devoted to breaking other hamsters' hearts. 2.4 - Areas *Note - If the sunflower on an area is spinning, you have learned all of the Ham-Chat words in that area.* The Clubhouse - This is where all of the characters above are, except Hamtaro, Bijou, and Spat.

Sunny Peak - This is where you first get Bijou as a partner and meet Spat.

Sandy Beach - This is a beach area where you can enter a dance contest and meet several hamsters, including a captain and a soccer team.

Fun Land - This is an amusement park area where you can play carnival games from prizes and ride several rides.

Boo Manor - A haunted house for hamsters. When you go, they are holding a couples' only event.

Wildwoods - This is a jungle area. Here you will be able to retrieve an item to get into Spat's Tower.

/----\ |Ham-Chat Learned: | |Hamha - Greeting | |Hif-hif - Sniff | |Tack-Q - Roll |Digdig - Dig |Yep-P - Yes |No-P - No |Scoochie - Climb | |Lookie - See |Stickie - Poke |Scrit-T - Scratch | |Zuzuzu - Sleep \----/

3.2 - Sunny Peak Trip 1

/	- \	/\	/\
Ham-Chat Learned:	I	Ham-Jams Earned:	Boutique Ham Items:
Blushie – Embarrass	I	Condor's Wings	Antlers - 10 seeds
Bluhoo - Sad	I	\/	Corsage - 3 seeds
Heyhoo - Call out	I		Bouquet - 5 seeds
Gogo - Ride	I		Kerchief - 5 seeds
Pakapaka - Bite	I		\/

|Putput - Put | |Offdoff - Remove | |Mega-Q - Big | |Bestest - Fantastic | |Hamlift - Piggyback | |Oopsie - Sorry | |Gossip-P - Small talk| |Smoochie - Love | \-----/

When you enter Sunny Peak, head up to watch Bijou walk to the next screen. Sniff the sunflower seed and follow Bijou to see that she is trapped. Get the sunflower seed and go back to the previous screen. When you come to this area, notice the moving bushes. Use Stickie and watch the short scene where you learn Blushie. Go left and then up to see two hamsters with little squiggly lines above their heads. You could help them by using Tack-Q on the one on the left, but you cannot learn their Ham-Chat without Bijou, so don't bother just yet. Climb up the logs and say Hamha to the crying hamster (Oxnard). You'll learn Bluhoo. Stand on the stump nearby with the two ovals to learn Heyhoo. If you Stickie the moving bush here, a frog will jump out (hee hee!) Head to the right and Tack-Q the tree in the next area. Sniff the acorn and then stand on the handkerchief to learn Gogo. Leave the area, reenter, and stand on the newspaper to get yelled at... again. Exit, reenter, and stand on the strap. Now you get to keep it. Go shopping if you want by standing on the hole and using Digdig. Go to the area to the right and Digdig the patch to get sunflower seeds. Walk over to the bushes and Hif-hif the acorn. You'll meet Seedric and you can trade your acorn for 20 sunflower seeds. Go over to the right again, stand on the feather, and say Hamha. A bird will fly above, dropping the Condor's Wings Ham-Jam. Sniff it and climb down the vine below. Ignore Pepper for now and climb down the next vine. Go to the left and say Lookie to the worried hamster and learn Pakapaka. Go back to the right, sit in the boat, and use Pakapaka. You'll float to the left. Hamha the hamster here and answer Yep-P. You'll learn Putput. Go to the left and watch as the swan floats into view. Stand on the small dirt area and use Heyhoo. You'll meet Seamore and learn Offdoff. Use Offdoff and he will leave with the training seat. Stand next to the battery bridge and use Offdoff to get it. Go to the right and Putput the battery into the boat. Now you can steer it! Drive it over to the dock by Bijou to rescue her. She'll teach you Mega-Q. Bijou is now your partner!

Get the sunflower seed, hop into the boat, and go to the dock near the hamster that taught you Putput. Talk to the hamster and learn Bestest. Go to the left and go across the new log bridge. Head up to the two puzzled hamsters and either Tack-Q the one on the left or say Heyhoo. You'll learn Hamlift. Go all the way back to the boat and go to the right to the farthest dock. Say Hamha to Arnie to learn that he is looking for the training seat Seamore took. Go to the right and climb up the vine. Stand in the pile of dead leaves and use Hamlift to talk to Pepper. Tell her you'll listen and she'll come down. Say Bluhoo to Pepper, listen to the conversation, and learn Oopsie. You'll automatically go to Oxnard and Pepper. Watch the scene and you'll learn Gossip-P. The scene will continue and the broken heart will become whole, filling a bit of your Love Meter. When you try to go to another section, you'll be stopped by Spat, who's mad at you for meddling. Spat will appear on the map. Bijou will teach you Smoochie (isn't that so cute?) You'll automatically go back to the Clubhouse. 3.3 - Clubhouse Trip 2

/-----\ |Ham-Chat Learned: | |None | -----/

Watch the scene and you'll be introduced to Harmony. When you leave, reenter the Clubhouse. Go into the photo studio (it has a rug with a camera on it). Say Lookie to Seamore and he will give you the training seat. Before you leave, talk to the gray hamster with the hat by the table to learn you can give him letters to send. Leave the Clubhouse and go to Sunny Peak.

3.4 - Sunny Peak Trip 2

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
Sesam-E - Open	None	Antlers - 10 seeds
Hamigos - Best pals	\/	Corsage - 3 seeds
Rubrub - Polish		Bouquet - 5 seeds
Libert-T - Freedom		Kerchief - 5 seeds
Lovedove - Cherished		\/
Bloat-T - Bloated		
\/		

When you arrive at Sunny Peak, go to the boat and ride over to the dock by Arnie. Go to Arnie and say Yep-P when he asks if you'll let him have the training seat. He'll leave. Go to the right and climb up the vine. Climb up the next vine and watch the scene to learn Sesam-E. Use Sesam-E on the door. Enter and go up through the opening in the wall. Head left and listen to Bijou. Hif-hif the acorn and Digdig for seeds. Go through the opening next to the sign and notice that Arnie's brother will switch places with Bijou. Walk towards the area to the right and listen to the brother. Go to the right and talk to the Ham-Swap hamster. Say No-P so he'll lower the price by one seed and buy the bananas. They won't stop Arnie's brother from crying, though. Go to the left and stand in front of the monkey. Say Yep-P to give it the bananas. Exit and reenter the area. Purposely step on the banana peel to make the brother stop crying. Hif-hif the rock and the letter. Go through the opening and collect the rocks if you want. Go to the left and listen to the brother's directions. Go through the left entrance, then go down through that entrance, left again, and then go up twice to reach the doors to Arnie's house. Use Sesam-E on the door to get inside. Go in and watch the short scene. Go up towards the crying hamster, and Arnie and Bijou will come in (just in time!) Watch the scene and you'll learn Hamigos. Another love will be saved, filling up your Love Meter a bit more. You'll leave the house automatically.

Go down and to the left. Talk to the Ham-Swap hamster and say No-P. He'll lower the prices by one sunflower seed, so say Yep-P and buy the oilcan for 4 seeds. Go to the right twice and say Putput to use the oilcan on the switch nearby. Press A by the switch to change the direction of the mine cart that you will be using shortly. Go back to the Ham-Swap hamster and then go up through the entrance by the sign. Go to the right and use Putput by the mine cart. Now Gogo the cart and ride down. Listen to the hamsters and learn Rubrub. Collect the rocks if you want and then Gogo the mine cart. You can go down into the area with the handle sticking out of the pedestal, but you can't do anything here for a while. Gogo the mine cart and Digdig the hole with an area pointing to it. Reenter Sunny Peak and go to where the two hamsters taught you Hamlift (you don't have to leave Sunny Peak to do this; I just thought that it would be a faster way to get here). Hamha the lonely hamster and learn its partner is missing. You can use Hamlift on the sunflower the two hamsters were eating from to earn 20 seeds. Now go up and then to the right three times. Sesam-E the door and go to the Ham-Swap hamster. Go through the opening by the sign and go to the right once. Climb up the rope by the mine cart and you'll see Spat holding a poor hamster hostage. Say Hamigos twice to Spat and he will leave. Pakapaka the ropes on the hamster and you'll learn Libert-T. You will automatically leave, so watch the scene between the two hamsters. You'll learn Lovedove and earn another love. Exit and reenter the area to see the two hamsters lying on the ground. Hamha the one on the left and learn Bloat-T. Go down twice and Digdig the hole with the arrow. Go to the Clubhouse.

3.5 - Clubhouse Trip 3

/-----\ |Ham-Chat Learned: | |None | \-----/

Listen to the conversation between Seamore and Boss to learn about your next task. Hamha Boss and Sandy Bay will be added to your map. The Rubrub Room should be open. This is explained in the Rubrub Room section. Now leave and go to Sandy Bay.

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
Fussfuss - Worry	None	*You can't visit the
Bizzaroo - Strange	\/	Boutique Ham yet!*
Blanko - Forget		\/
Tinglie - Tingle		
Gasp-P - Oh no!		
\/		

When you arrive, watch the short scene with Spat and Barrette. There are seven main areas to the main land. I'll just call them by what the main thing there is. You're in the Entrance Area now. Go down. This is the Soccer Area. Use Lookie on the coach (the one not sniffing). Now Hamha him to learn about the team. He wants you to find a pineapple. Go to the left. This is the Pail Area. Digdig into the pail to get the blue marble. Lookie the pink hamster and the green hamster. Hamha them to hear a LONG conversation, but you'll learn Fussfuss. Now go up and you'll be in the Music Rock Area. Use Lookie on the hamster celebrity with the pineapple. Go to the left. This is the Jar Trade Area. Tack-Q the hamster with sunglasses to learn Bizzaroo. Now Lookie the hamster you just hit and then Lookie the hamster on the left-hand side. Now use Hamha on her and she'll teach you Blanko. Go down. This is the Dock Area. The hamster standing here is Broski. Use Lookie on him and learn that he knows nothing about Barrette. Go all the way back to the Entrance Area and use Lookie on the two hamsters here. Hamha the blue and white hamster and you'll learn Tinglie. Go back to the Dock Area where Broski is now blocking your way. Say Hamha to him and he will move. Go to the left to the Spat Area. Watch the scene, learn Gasp-P, go back to the Entrance Area, and leave to the Clubhouse. 3.7 - Clubhouse Trip 4

/----\

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
Fend-D - Defend	Hidden Riches	Tuxedo - 10 seeds
Tuggie - Tug	Dizzy for You	Cowboy Hat - 5 seeds
Snorklie - Deep	\/	Lasso - 3 seeds
Dazzlie - Beautiful		Coin Purse - 3 seeds
Ta-dah - Show		Space Suit - 20 seeds
Hambond - Bond		\/
\/		

When you arrive, go to the Spat Area (see Sandy Bay Trip 1 for the section names). Watch the heroic rescue, you'll earn another love, and learn Fend-D.

Hif-hif the board and the bottle. The note inside says: Mi Do Mi Re Fa Fa Re Mi So Do. You now have to go around to the rocks you've seen and Tack-Q those in a center order. When you leave the Spat Area, Bijou will point out a boat. Ignore it for now. Here is the order of the areas and the rocks that you should go Tack-Q: 1) Music Rock Area - Small rock by the celebrity with the pineapple 2) Dock Area - Small rock closest to the dock/pier 3) Same as step 1 4) Jar Trade Area - Small rock closest to the closed umbrellas 5) Jar Trade Area - Small rock below hamster with sunglasses on chair 6) Same as step 5 7) Same as step 1 9) Dock Area - Small rock farthest from the dock/pier 10) Same as step 2

After you've used Tack-Q on the musical rocks, go to the Music Rock Area. You will find a hole where the rock used to be. Tack-Q the large rock and Hif-hif the music note to get the Hidden Riches Ham-Jam. Digdig the hole to get to an island. Use Hif-hif on the rock and then say Hamha to the blue hamster. He is the captain of the S.S. Missis. When you finish talking to him, he will leave and go back to his boat. Go into the cave and collect the rocks if you want. Leave the island by using Digdig on the hole with the arrow by it. Say Hamha to the captain and answer Yep-P. You'll sail to an island, that I'll call Hibiscus Island (I just like the name!). When you arrive, you'll be on a small section that includes some sunflower seeds, a ladder, and the Boutique Ham. Climb up the ladder and watch the scene with Penelope (my favorite hamster!) and Pashmina. Go to the left and watch the scene with Pashmina and Penelope. Hif-hif the scarf and Pashmina will take it. Go to the left and watch the scene here. You can't follow the black and white hamster, so go back to the right where Pashmina is and go up into the audience section of the hula-dancing contest. Say Hamha to the

light blue hamster and answer Yep-P. He'll give you the Dizzy for You Ham-Jam, which is needed to enter the dance competition. Exit the area and go to the left. Hamha the blue hamster and he will let you through. Watch the short scene. You now have to attack Pashmina. Use Tack-Q, Stickie, and Scrit-T. Spat will be exposed! Follow Spat to the right two times. Follow Penelope up the ladder. Watch the scene and climb back down the ladder. Climb down the ladder, go left, and then up to the audience section. Hamha the sleeping ham. Use Heyhoo on him. He will wake up and tell you a tale. He falls asleep before he finishes, so Heyhoo him one more time to learn Tuggie. Go back to the fighting Pashminas. Stand in front of Penelope and say Tuggie. Watch the scene. You save their love and Pashmina teaches you Snorklie.

Now we have to help the captain and his wife. Go down the ladder and to the left twice. Hamha the blue hamster so he lets you through. Stand in front of the mirror and press A. You will now be able to edit the dance steps for Dizzy for You. Press A on the first button to start editing the dance. To edit a step, press A on a fruit and choose the Ham-Chat word you want to use in that spot. Make sure you change the steps at least a little bit or else you will not win. I chose to use steps to make this look like a love song. I won with them, so you can try them out (they're listed below) or make up your own steps. *--- means no dance moves were used for this step.*

Bestest Smoochie Tinglie Lovedove Hamlift Gossip-P Lovedove Snorklie Yep-P Yep-P

Once you've finished editing your dance, talk to the orange hamster and answer Yep-P. You have to win to save the love. Your prize is a rare orange hibiscus and the chance to compete in the Class B competition. Go all the way back to the dock and Hamha the captain. You can't help him yet, because you don't have the right Ham-Chat word to say to him. We're going to go get it now. Say Yep-P and you'll sail to the mainland. Go to the Music Rock Area. Go to the celebrity hamster and use Hif-hif to smell the pineapple. Say Tinglie to her and she'll give you the pineapple. Before you go, say Bestest to her and she'll correct you by teaching you Dazzlie. Go to the Soccer Area and Hamha the coach. Answer Yep-P and you'll be on the soccer team. When the pineapple right above Hamtaro or Bijou's head, press A to send it to another teammate. For your first task, you need to head the pineapple six times. YOU don't have to do all the work, because the attempts of the other three team members count, too. When you get to six, the practice session will end. If you want, you can have another practice session where you have to head the ball twelve times. If you can do this perfectly, the coach will reward you with twenty seeds each time. Go up to the Entrance Area and say Hamha to the blue and white hamster up ahead. Answer Yep-P. She'll give you a love note to give to the soccer player with the blue tail. We can't help her right now because we need to learn a Ham-Chat at Boo Manor, but she'll teach you Ta-dah. Go to the Dock Area, stand on the dock/pier, and Heyhoo the captain. Choose Ta-dah and you'll give the orange hibiscus to the captain. Watch the following scene. You save

their love and they teach you Hambond. Say Hamha to the blue hamster with the orange hibiscus and trade in any jars you picked up on the beach for sunflower seeds. Go to the Entrance Area and leave Sandy Bay. Go to the Clubhouse. 3.9 - Clubhouse Trip 5 /----\ |Ham-Chat Learned: | |Passchat - Tell | \----/ When you arrive, Harmony will come down to talk to you and tell you that Spat has moved to Fun Land. Go up and say Hamha to Harmony Listen to the conversation and you'll learn Passchat. Leave the Clubhouse and head for Fun Land. 3.10 - Fun Land Trip 1 /-----\ /-----\ |Ham-Chat Learned: | |Ham-Jams Earned: | |Boutique Ham Items: |Scrub-E - Clean | |Flower Waltz | |Reindeer Suit - 10 seeds| |Koochi-Q - Pretty | \-----/ |GBA - 10 seeds |Chukchuk - Give up | |Santa Cap - 5 seeds |Tiptop - Excellent | |Headband - 5 seeds |Blash-T - Angry |Kimono - 10 seeds 1 |Goodgo - Good luck | \-----/ |Hamteam - Cooperate| |Minglie - Play 1 |Twirlie - Twirl |Lost-T - Lose \----/ When you arrive, walk up and receive your welcome. Say Hamha to the blue and yellow hamster and watch the demonstration. You'll learn Scrub-E and learn what the Ham-O-Matic can do. Go over to the right and use Tack-Q on the balloon cart. A hamster will fly up and then teach you Koochi-Q. Also in this area is the Boutique Ham. Go up twice and say Hamha to the Ferris Wheel operator to learn that something is wrong with the rides. Go back down to where the balloon cart is and go next to all the hamster trees. Do you see the gap in the hedges? Go through there. You'll see Spat messing with the controls to the rides. Use

with the rides. Go back down to where the balloon cart is and go next to all the hamster trees. Do you see the gap in the hedges? Go through there. You'll see Spat messing with the controls to the rides. Use Pakapaka on the ropes to untie the poor hamster. After he is knocked into the corner, say Hamha to him and he will tell you to get the Ham-O-Matic. Answer Yep-P and go back to the entrance area of the park. Use Heyhoo on the blue and yellow hamster and he will run off. Before you follow, use Tack-Q on the garbage can and Hif-hif the garbage to pick it up. Go to the right, but before you go and stop Spat, Hamha the mad, green hamster and answer Yep-P to learn Chukchuk. Now go back to the control room (where Spat is). Watch the scene. Remember that trash you picked up? Stand next to Spat and say Chukchuk to throw it on him. Stand next to the Ham-O-Matic and say Scrub-E. The robot will carry Spat away. The robot will come back and the yellow and blue hamster's love will be saved. That should be your seventh love saved if you're following this quide.

Leave the control room. Go to the left and then head up. Tack-Q the red hamster standing here to learn Blash-T. There are three carnival games here. On the left is Stickie Note, in the middle is Tic-Tack-Q, and on

the right is Digdig It. Go to Stickie Note and say Hamha to the hamster with the green jacket. Answer Yep-P and Yep-P again to learn how to play. To win the green marble, you have to get a score 600-790. You can't get any higher or lower or else you won't win the marble. You can always play again if you're aiming to beat the high score of 860. Leave the game and go to Tic-Tack-Q. Hamha the hamster here and answer Yep-P twice to learn how to play. The main prize here is the Ham-Jam Flower Waltz. I suggest playing with Hamtaro since you can't control Bijou. This is a hard prize to win, since you have to get a perfect score. Try getting the red balloons showing two numbers, because you'll get both of them. Also, aim for the numbers that you need. Don't worry if you're having trouble. It took me awhile to win the Flower Waltz. Go to the Digdig it game, stand in front of the scoreboard, and say Hamteam. The game operator will teach you Goodgo. You can play Digdig It, but that doesn't have any major prizes. So leave, go down, to the right, up twice, and to the left. Say Gasp-P to Stan (the one with the swirl above his head) and he'll teach you Hamteam. Say Yep-P and you'll have another task. Go to the left twice and stand in front of the hamster with the book. This is Maxwell. Use Offdoff on him and he'll start yelling at you. Go back to Stan and say Hamha. Tell him No-P and he'll tell you to Heyhoo Maxwell. Go back to Maxwell and Heyhoo him twice. This doesn't work either, so go back and Hamha Stan. Answer No-P and when he asks you if you have any ideas, say Blash-T. Go back to Maxwell and say Blash-T twice. He'll start lecturing and scolding you. Go back and Hamha Stan. Tell him No-P and Sandy will teach you Minglie. Go back to Maxwell and say Minglie. Maxwell will finally put down his book and leave. Follow him and watch the scene to learn Twirlie and save another love.

/-----\ |Ham-Chat Learned: | |None | \-----/

When you arrive, Harmony will come down and talk to you. She says that Spat's gone to Boo Manor. You can't do much else here right now, so leave and go to the newly added Boo Manor.

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
Thump-P - Startle	None	See Boo Manor Trip 2
\/	\/	\/

When you arrive, go up and watch as Spat forces his way through. If you say Hamha to the pink hamster, she'll explain you can't get through yet because you need an ID card. Go down and Hif-hif the flyer that fell down. Stand right next to the pipe and use Digdig to climb up it. Talk to the Ham-Swap hamster. Say Blash-T twice, No-P, and then Yep-P. Instead of paying the full price for the ID Card, you only have to pay 4 seeds compared to 50. Digdig back down the pipe and go up to the pink

hamster. Say Ta-dah to her and she'll let you in this time. Go through the opening. Go up towards the sleeping hamster behind the desk. Call out Heyhoo. The hamster will wake up and teach you Thump-P. Go back down through the entrance and down again. Exit Boo Manor by going through the entrance shown by the half circle of light. Go to Sandy Bay.

/-----\ /-----\ /-----\ /-----\
|Ham-Chat Learned: | |Ham-Jams Earned: | |Boutique Ham Items: |
|Jamout - Play music| |None | |Tuxedo - 10 seeds |
\-----/ |Cowboy Hat - 5 seeds |
|Lasso - 3 seeds |
|Coin Purse - 3 seeds |
|Space Suit - 20 seeds|
\-----/

When you arrive, go down to the Soccer Area. Go around the field and stand on the towel. Say Thump-P to scare the team and the coach. They'll turn around. Find the hamster with the blue tail and say Ta-dah to him. He'll take the love letter. You'll follow him. Watch the scene. A love will be saved and you'll learn Jamout. Leave and go back to Boo Manor.

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
Go-P - Bathroom	Moonlight	Silk Hat - 10 seeds
Hamspar - Rival	\/	Rubber Nose - 3 seeds
Nopookie – Dislike		Wedding Dress - 20 seeds
Pushie - Shove		Fan - 3 seeds
Nok-nok - Knock		Astro Suit - 20 seeds
Flipflop - Switch		\/
Dingding - Realize		
Perksie - Listen		
Stead-E - Solid		
\/		

When you get back to Boo Manor, go up twice. Go to the hamster sleeping behind the desk and shout Heyhoo. Now say Ta-dah. He'll give you a bronze key card. If you go to the right, stand in front of the keycard swipe, and press A, you'll unlock the door. Inside this door is Boo Manor's Boutique Ham. Leave and go to the left two times. Go down the flight of stairs. Before you head to the right, Tack-Q the crack in the wall to reveal a secret area. You can collect the rocks in here if you want. Go to the right and listen to the conversation. Say Thump-P to the blue hamster and you'll learn Go-P. Go to the left and go back up the stairs. Go to the right four times. You should see a ghost appear and disappear in front of a door. Unlock the door and go inside. Hifhif the paper on the floor and go to the back of the room. If you run by all the mirrors, you should see Hamtaro and Bijou's reflections, but the second mirror in the back does not show Bijou's. Stand in front of it and Go-P. Hop through the mirror. You have to fight the ghost for the silver keycard. To do this, when he pops up above a square, use Stickie on him. It will only work if he is hiding his face. Hit him three times and he'll leave, dropping the silver keycard. Hif-hif the silver keycard. Go over to the board and use Hif-hif. Stand where the board was and use Putput near the gap in the floor. Cross the bridge

and use Offdoff to pick up the board. Leave the room, go back up the stairs and go to the right. Notice that the blue hamster is now alone. We have to find his partner. Go to the right and use Hamlift by the keycard swipe next to the elevator to gain access to the second floor. Go into the elevator. When you get out, watch the scene. Say Hamha to Howdy and then say Blash-T. Howdy will teach you Hamspar. They will leave. Go to the right and enter the door. Walk up to the fireplace in the upper right hand corner and use Hamspar. Two ghosts should appear on the couches. Say Hamha to either one to learn Nopookie. Leave and go to the left. Go past the elevator and go left to the seemingly empty area. Go to the left again and climb the stairs. Go to the right and Tack-Q the ghost floating in front of the door. Use Hamspar on him and he will disappear. Go inside and walk up towards Dexter. Hamtaro will fall through a trap door. Say Hamha to Dexter and he will leave to look for a rope. Leave the room and go back to the room with the fireplace and the ghost hamsters that taught you Nopookie. Use Hamspar on the fireplace and the hamsters will appear again. Tack-Q the one on the left to learn Pushie. Pushie on his back and he will disappear. Use Tack-Q on the ghost on the right to learn Nok-nok. Nok-nok his back and he will disappear. Leave the room and go to the left twice, to the seemingly empty area. Stand by the middle of the wall and use Nok-nok and then Pushie to open up a secret room. You'll find Hamtaro and Howdy in a cage. Tell Howdy Heyhoo and he will go wake Hamtaro. Leave the room, go left, and up the stairs. Go to the right until you find two hamsters trying to force open the elevator doors without a cardkey. Tell either one of the hamsters Libert-T and they will go off to help Hamtaro and Howdy. Go back to where you used Pushie on the wall to get inside. Use Pushie on it again and you will see the two hamsters trying to bend the bars on the cage. Say Libert-T again and the two hamsters will try to help out. Watch the scene and you'll earn a love and learn Flipflop.

Exit the cage and go to the top right hand corner of the room. Use Hamlift on the rope that's hanging down. Go over to the top left hand corner of the room and walk through the mirror. Listen to the instructions and say Yep-P. When the doors to the wardrobes open, look for a hamster that has its back to you and is crouched down. Use Noknok on the wardrobe and a hamster will drop out. Watch the scene and another love will be saved. The couple will teach you Dingding.

Go to the right and use Hamlift on the key swipe to open up the elevator. Go inside and ride to the second floor. Once there, go to the left twice and go up the stairs. Go to the right and go through the door. You should be inside a room with four tiles on the floor and three boxes. Listen to the hamster's instructions and do what he says. Use Scrub-E on all four tiles to win the gold keycard, while using Pushie on the boxes to keep the ghosts from coming out of the red zone. When you win, you'll automatically leave. Go to the right to the hamsters who are still trying to force the elevator doors open. Say Hamha to the green hamster and listen to what the two have to say. Use Hamlift on the key swipe to open the doors. Go inside and ride up to the next floor. Go to the left two times and use Thump-P on the green ghost hamster. He'll teach you Perksie. Use Pushie on the middle of the wall and enter. Go to the piano and use Jamout. Watch the scene. Answer Yep-P and you'll have to take a short test. Watch as the hamster plays and answer the questions when he's finished. Here are the answers to them:

Including this one, how many questions have I asked during the test? This answer depends on when he asks the question.

Who is the composer of this song? Beethoven

In that Jamout, which instrument is playing? Piano

What is this song entitled? Moonlight

If you answer all of his questions correctly, he'll give you the Ham-Jam Moonlight. If you use Jamout on the piano now, Bijou will play more of the song. Leave the room, go back to the elevator, and ride down the third floor. Go to the right and enter the room. Walk over to the blue hamster in the painting and use Perksie. She'll explain her missing son. Go all the way to the left until you reach the stairs. Go down them and then go all the way to the right and enter the room. You'll see Howdy panicking because Dexter is trapped inside of the coffin. Use Jamout on the piano and Bijou will play. The coffin will open and Dexter will fall out. You'll earn another love and Dexter and Howdy will teach you Stead-E. Leave after them.

We're not done here just yet. Spat's still here, remember? Go all the way back up to the fourth floor. Go all the way to the left until you see a ghost walk through the wall. Stand next to where the ghost walked through and use Tack-Q. The wall should start to crumble. Use it one more time and the wall should crumble, revealing an opening. Go inside and stand on the two hamster platforms. Answer Yep-P and you'll have to answer some simple questions that shouldn't be too hard for you. Watch the scene. While you're still standing on the two platforms, use Flipflop and then Nopookie. Spat will fly away. The hamster will give you five rocks as thanks for your help. Exit the room and go to the right four times. Go through the mirror with the exit sign above it. If you've followed this guide all the way through Boo Manor, the sunflower on the map should be spinning, indicating that you've found all the Ham-Chat words there. Go to the Clubhouse.

/-----\ |Ham-Chat Learned: | |Tran-Q - Peace | \-----/

3.16 - Fun Land Trip 2

/-----\ /------\ /-------\
Ham-Chat Learned:		Ham-Jams Earned:		Boutique Ham Items:
Trust-T - Reliable		None		Reindeer Suit - 10 seeds
Luck-E - Lucky	\-----/	GBA - 10 seeds		
Santa Cap - 5 seeds				
Headband - 5 seeds				
Kimono - 10 seeds				
\-----/

When you arrive, go to the left and up to find the hamster searching for his wallet. Say Dingding to him and he will run off. Go up and climb the steps to the roller coaster. Watch as he rides and then ask the conductor if you can ride the roller coaster by saying Hamha and then Yep-P. When you are done, follow the hamster down the steps. Say Lost-T to him and he will walk off. Go all the way to the right where the Ferris Wheel is. Then, go down and you'll find the hamster sitting on the bench here. Say Dingding to him and watch as the butterfly floats down. Say Hamha to it and the hamster will jump into the plants and find his wallet. Go down and all the way to the left where the family stands together. Say Hamha to the hamster who you just helped and watch the scene. You'll earn another love and learn Trust-T. Now head over to the Ferris Wheel.

At the Ferris Wheel, continue to the right and into the bathroom. If you look at the first stall, you should see a pair of hamster feet shaking. Stand in front of the door and use Nok-nok. Go over to the yellow hamster that just came out of the stall and say Hamha. When he gets done talking, say Hamteam to help out. You'll follow the two on the Ferris Wheel. Answer Gossip-P, Koochi-Q, and then Smoochie. Watch the scene. You'll earn another love and learn Luck-E.

When you've saved the love, go to the left and listen to the announcement. Go to the left one more time and say Fussfuss to the little blue hamster with the broken heart above his head. He will say that he is not going home until he has seen the Ham Ranger show. Say Hamha to the worried looking hamster in the tie. He will say that some of the Ham Rangers are missing. It is random which Ham Rangers are missing, so here is a list of where you can find the missing rangers. Say Fussfuss to them to get them to go to the show.

Yellow - Sleeping behind the water fountain in the same area as the Ham Ranger show. Use Tack-Q on the fountain to wake him up. Green - Go to the roller coaster area and go down one screen. The ranger will be here with his back to the bunch of plants. Blue - Go into the Stickie Note game. Go to the far left and you'll see a blue hamster looking at the scoreboard. This is the blue Ham Ranger. Pink - Tack-Q the balloon cart in the area to the right of the main entrance. The pink ranger will come flying out. Red - (you have to find him last if he is missing) Go to the bathroom and say Fussfuss to the stall with the ranger in it. He'll say he's afraid to come out, so we have to go to Boo Manor to get the ghost's mother to help out.

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
None	None	Silk Hat - 10 seeds
\/	\/	Rubber Nose - 3 seeds
		Wedding Dress - 20 seeds
		Fan - 3 seeds
		Astro Suit - 20 seeds
		\/

Enter Boo Manor and go to the second floor by using the elevator. Go

all the way to the left and climb up the stairs. Go all the way to the right and enter the room. Say Gasp-P to the blue hamster in the painting and listen to the conversation. You'll automatically leave for Fun Land.

/-----\ /-----\ /------\ /------\
Ham-Chat Learned:		Ham-Jams Earned:		Boutique Ham Items:
Hardihar - Laugh		Go Ham Rangers		Reindeer Suit - 10 seeds
Delin-Q - Bad	\-----/	GBA - 10 seeds		
GBA - 10 seeds				
Headband - 5 seeds				
Headband - 5 seeds				
Kimono - 10 seeds				
\-----/

When you arrive, you'll be in front of the Ham Ranger show. Listen to the hamster and watch the short show. Watch the reunion. You'll save a love and learn Hardihar.

Say Hamha to the hamster with the coat in front of the Ham Rangers show. He will say the hamsters inside are still setting up. Go to the right and an announcement for the show will come on. Go back to the left and say Hamha to the hamster with the coat. Find the three missing Ham Rangers (see Fun Land Trip 2 for locations) and go back to see the show. You'll get the Ham-Jam Go Ham Rangers. There is one more Ham-Chat in Fun Land. Go to the Tic-Tack-Q game and use Stickie on the hamster with the coat and tie. He will teach you Delin-Q. Leave Fun Land and go to the Clubhouse. (The sunflower on the map for Fun Land is spinning, so you're learned all the words here!)

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
Gofor - Goal	None	None
\/	\/	\/

When you arrive, walk up and talk to Harmony. She'll teach you Gofor. Leave and go to Wildwoods.

3.20 - Wildwoods Trip 1

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
Wait-Q - Wait	None	Fancy Wig - 15 seeds
Hampact - Promise	\/	Space Ship - 5 seeds
\/		Astro Ship - 5 seeds
		Leather Coat - 10 seeds
		Shogun Suit - 15 seeds
		\/

Go to the right and talk to the old hamster pacing back and forth. He'll teach you Wait-Q. Go back to the left. See the opening down at the bottom of the screen? Go down there, then to the right, and then down again. Watch the scene between Cappy and Spat. Spat leaves the Wildwoods. Say Hamha and then Bizzaroo to Cappy. He will teach you Hampact and tell you that he is going to buy an acorn cap from Spat. Go back to where you came into the Wildwoods and Digdig the exit hole. Go to Sunny Peak.

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
None	Great Springs	Antlers - 10 seeds
\/	\/	Corsage - 3 seeds
		Bouquet - 5 seeds
		Kerchief - 5 seeds
		\/

When you arrive, go up three times and then go right twice. When you go right in front of the cave, Spat will come out and talk. He will leave and Seedric will find that his cap is gone. Use Digdig in front of the hole in the bushes to enter the Hot Springs. Say Hamha to the bawling Seedric. Before you leave to go back to Wildwoods, go into the hot springs. Use Digdig inside the springs to get a Hot Spring Egg. Use Digdig again to get the Ham-Jam Great Springs. Get out of the Hot Springs and go all the way back to where you entered Sunny Peak. Leave through the entrance hole and go back to Wildwoods.

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
None	None	Fancy Wig - 15 seeds
\/	\/	Space Ship - 5 seeds
		Astro Ship - 5 seeds
		Leather Coat - 10 seeds
		Shogun Suit - 15 seeds
		\/

Go all the way back down to see Cappy and say Lovedove to him. Chase Cappy up and a hamster called Bog will trap you in a cage. Listen to what he has to say and then say Hamteam to him. Run to the left and follow Cappy around Wildwoods until Bog drops a cage on him. Stand in front of Cappy and say Bluhoo. Answer Yep-P and you will automatically go back to Sunny Peak.

/-----\ /-----\ /-----\ |Ham-Chat Learned: | |Ham-Jams Earned: | |Boutique Ham Items: | |Hamboree - Party | |None | |Antlers - 10 seeds | \-----/ \Corsage - 3 seeds | |Bouquet - 5 seeds | |Kerchief - 5 seeds |

Watch the scene between Seedric and Cappy. They'll teach you Hamboree. You'll earn another love for your Love Meter. Leave Sunny Peak and go back to the Wildwoods.

/-----\ /-----\ /------\
Ham-Chat Learned:		Ham-Jams Earned:		Boutique Ham Items:
Clingie - Hang		None		Fancy Wig - 15 seeds
Thank-Q - Thank You	\-----/	Space Ship - 5 seeds		
Bye-Q - Good-bye		Astro Ship - 5 seeds		

|Hulahula - Lollygag| |Hamscope - Aim | |Vast-T - Wide | |Might-T - Strong | \-----/ |Leather Coat - 10 seeds| |Shogun Suit - 15 seeds | \-----/

When you arrive, say Ta-dah to Bog. He will take the Hot Spring Egg that you found in Sunny Peak Trip 3. Watch the scene and Bog will teach you Clingie. From where you're standing, go down in the little opening between the two logs. Go to the right and stand next to the vine. Say Clingie to climb it. The hamster playing the guitar here is Jingle. Say Wait-Q to him. He will teach you Thank-Q and then leave. The hole in the bushes takes you to Wildwoods' cave with the locked door and the bunch of rocks. Use Clingie on the vine Jingle just used. Go up and to the right to where the old hamster taught you Wait-Q. Listen to the conversation and you'll automatically follow them afterwards. Spat comes by to stop the wedding. He steals the red marble from the couple. Leave the area and walk down. A hamster with a slingshot will hit you. Go left twice and then down to see Spat. Stand in the yellow circle on the ground and say Heyhoo. Spat will throw a stick at you. Hif-hif it. Go up and then right twice. The hamster will be back to hit you with the slingshot again. Go up to where the couple was trying to get married. Stand to the left of the fire and go to the left to reach a village. Say Hamha to the crying hamster. Then say Minglie. Watch the short scene with Hamtaro and Bijou playing with the hamster. He will then teach you Bye-Q. Go up towards the top of the screen to see two houses. Go in the one on the left and say Hamha to the hamster here. She will teach you Hulahula. Leave the house and go to the one on the right-hand side now. Stand next to the Ham-Swap hamster and listen to the conversation. Say No-P so he will lower the price. Say Yep-P to buy the rubber band for four seeds. The hamster in here will thank you. Go back to the right and then go down. If you move down, on the right-hand side of the screen should be a mat with an arrow pointing to the right. Go in here. Say Putput to the orange and green hamster working at the table. He will take the forked branch and the rubber band and make a slingshot. Go back to the left, up, and then to the right. Watch the scene here, go back to the left, and then go down. The hamster with the slingshot will come back out, but he will teach you Hamscope. When Hamtaro stands there panting, press A and choose Hamscope. Move the target onto the hamster and press A. He will run away. Do you remember where Spat is? Go to the left twice and then down to find him. Stand on the yellow circle on the ground and press A. Choose Hamscope and move the target onto the beehive above Spat's head. Press A to send out an angry swarm of bees. Watch the scene and Spat will leave. Hif-hif the red marble. Go up, right, right, and up again to reach the wedding. Say Hamha to the old hamster and he will take the marble. The wedding goes on! You'll save another love. Watch the rest of the scene and you'll learn Vast-T.

After the scene, say Hamha to the elderly hamster. He will give you back the red marble. You should have all three of the marbles, which you will use in a bit. Go down, left, left, down, and down to see Bog and a monkey. Say Hamha to Bog and Tack-Q the monkey. Watch the scene. Bog will now be following you around. Go up three times. Stand underneath the fruit. Get the target on the green bird and shoot it twice to have it drop the fruit. Time your shot so that it will go in between the blue birds. You'll get the fruit. Go down twice. Bog will give the monkey the fruit. Watch the scene. The two will teach you Might-T and you'll save another love. Leave the Wildwoods and go to Sunny Peak.

/\	\	/	- \	/\
Ham-Chat Learned:		Ham-Jams Earned:		Boutique Ham Items:
None		None		Antlers - 10 seeds
\/	/	\	-/	Corsage - 3 seeds
				Bouquet - 5 seeds
				Kerchief - 5 seeds
				\/

Go up, right, and get in the boat. Go right twice and get out of the boat. Climb up the vine, climb up the next vine, and stand in front of the door. Use Sesam-E. Go inside and make sure the red switch is on the left side. Go up, left, up, right, and Gogo the mine cart. Get the rocks here if you want. Go down into the room with the handle coming out of the pedestal. Stand in front of the three holes on it and use Putput three times to put the three marbles in. Climb up the stairs on the pedestal and stand in front of the handle. Use Tuggie. You'll get... the legendary spoon! Go up and Gogo the mine cart. Use the exit hole to go back to Wildwoods.

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
Wake-Q - Wake Up	None	Fancy Wig - 15 seeds
\/	\/	Space Ship - 5 seeds
		Astro Ship - 5 seeds
		Leather Coat - 10 seeds
		Shogun Suit - 15 seeds
		\/

/\	/	- \	/\
Ham-Chat Learned:	Ham-Jams Earned:	1	Boutique Ham Items:
None	None	1	None
\/	\	-/	\/

/-----\ /-----\ /------\
|Ham-Chat Learned: | |Ham-Jams Earned: | |Boutique Ham Items: |
|None | |None | |You can't enter it yet|
\-----/ \----/ \----/

When you arrive, you can Hif-hif the acorn if you want. Stand on the pile of leaves in front of the moat and use Lookie, Heyhoo, Sesam-E, and Stickie. The door will not open! Leave Spat Tower and go to

Wildwoods. 3.29 - Wildwoods Trip 5 /-----\ /------\ |Ham-Chat Learned: | |Ham-Jams Earned: | |Boutique Ham Items: |None | None | |Fancy Wig - 15 seeds \-----/ |Space Ship - 5 seeds |Astro Ship - 5 seeds |Leather Coat - 10 seeds| |Shogun Suit - 10 seeds | \-----/ Go to the inventor's office. Hamha him and answer Yep-P. He will let you use the Hamapult 2. After the conversation, you will automatically go back to Spat Tower. 3.30 - Spat Tower Trip 2 /-----\ /------\ |Ham-Chat Learned: | |Ham-Jams Earned: | |Boutique Ham Items:

|None | |None | |Astro Helmet - 15 seeds| \----/ \----/ |Santa Suit - 10 seeds | |Wedding Veil - 15 seeds| |Shogun Wig - 15 seeds | |Space Helmet - 15 seeds| \-----/

When you arrive, use Gogo then Stickie on the Hamapult 2. You will go flying over the gate. Watch the scene between Spat and the guard. Listen to the guard. Go down to the puzzle and Gogo the button. Take your time solving it. You're not timed. After you solve the puzzle, the bridge will lower, allowing you to go back to the entrance. Go through the opening in the upper right corner of the area. You'll hear someone calling for help. Collect the rocks here if you want. Use Perksie on the locked door in the cave. Go out of the cave and say Passchat to the guard. Say Libert-T and Yep-P to the guard and he will let you inside. Go inside and go up towards Spat. He will bring out his Haminator 3000. Use Hamscope and shoot it. Spat will send you flying out of the tower. Go back to the entrance and leave for the Clubhouse.

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
None	None	None
\/	\/	\/

/-----\ /------\ /------\ /------\
|Ham-Chat Learned: | |Ham-Jams Earned: | |Boutique Ham Items: |
|Pooie - Uncool | |None | |Astro Helmet - 15 seeds|
\-----/ |Santa Suit - 10 seeds |
|Wedding Veil - 15 seeds|
|Shogun Wig - 15 seeds |

|Space Helmet - 15 seeds|

Go across the bridge and into Spat's hideout. Use Hamscope. Shoot the Haminator 3000 with a Love Shot. When the robot glows, don't go directly in front of it. He will either shoot laser beams or send out a tornado. Run away from the tornado if he sends one. If he glows and he opens his mouth, use Hamscope and fire a Love Shot into the mouth. The Haminator 3000 will fall and Spat will come out as an angel. He will teach you Pooie and leave. Great job! You've technically beaten the game. However, there is still some Ham-Chat words to learn, loves to save, and accessories and gems to collect. Harmony will come in and talk to you. Watch the end credits. Leave Spat Tower and go to Wildwoods.

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
None	None	Fancy Wig - 15 seeds
\/	\/	Space Ship - 5 seeds
		Astro Ship - 5 seeds
		Leather Coat - 10 seeds
		Shogun Suit - 15 seeds
		\/

When you arrive, go all the way to where the hamster shot the two guards with his slingshot. Go through the door they're standing by, stand in front of the queen, and say Pooie. She'll give you a recipe to make Pooie Earrings. To make them, you need one Ammonite, one Banana Stone, and two Glass Beads. You have to go back to the Clubhouse to Rubrub rocks.

/\	/	-\	/\
Ham-Chat Learned:	Ham-Jams Earned:		Boutique Ham Items:
None	None		None
\/	\	-/	\/

When you arrive at the Clubhouse, say Hamha to Boss. Answer Yep-P. He will give you the last board you need to build a bridge over in Sunny Peak. There are two rooms that you can go into after you beat the game. The blue door leads to the Rubrub room (it becomes available after you learn Rubrub). Take your rocks here and talk to the two hamsters to rub them to earn gems. When you have a lot of gems, take them over to the room on the right. Here, you can give your gems and some sunflower seeds to the hamster and he will make you accessories. To get the Pooie Earrings for the queen, gather up a bunch of rocks. Look at the list of gems to find the locations of these gems. Gather up a lot of rocks there and come back. Rubrub the rocks. If you do not get all of the ingredients you need, go get some more rocks and come back. Go to the Rubrub room and talk to the two hamsters. Tell them Yep-P, and they'll let you rub the rocks for gems. The higher your love meter is, the harder you can rub. This allows you to get more rare gems from the rocks. *NOTE: When you Rubrub rocks, you might also find acorns and sunflower seeds. The rock might even just disappear altogether! Once you get the items you need, take them to the accessory room. Have the hamster make you a pair of Pooie Earrings. Besides the gems, it costs 20 sunflower seeds. When you get the earrings, leave the Clubhouse and

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
None	Monkey Salsa	Fancy Wig - 15 seeds
\/	\/	Space Ship - 5 seeds
		Astro Ship - 5 seeds
		Leather Coat - 10 seeds
		Shogun Suit - 15 seeds
		\/

When you arrive, go to the queen (see Wildwoods Trip 6 for directions). Say Ta-dah to her and she will take the earrings. She will give you the Star Key. You need this to save the next love. Remember where Bog is? Before you leave, exit the room, go left, down, left, left, down, and then down. Bog will be there with a little duckling. Say Hamha to him. Choose whatever name you want. Bog will give you the Ham-Jam Monkey Salsa. Leave Wildwoods and go to Spat Tower.

/\	\ /\
Ham-Jams Earned:	Boutique Ham Items:
Hamour	Astro Helmet - 15 seeds
\/	/ Santa Suit - 10 seeds
	Wedding Veil - 15 seeds
	Shogun Wig - 15 seeds
	Space Helmet - 15 seeds
	\/
	/ Ham-Jams Earned: Hamour

Here at Spat Tower, we will help the second to last love. Before you do that though, go across the bridge you lowered and go inside Spat Tower. Talk to the hamster with the large ears. Go back outside and say Hamha to the black hamster with the umbrella. She will give you the Ham-Jam Hamour. Go into the entrance in the top right corner (the hamster with the broken heart is standing to the left of it). Collect the rocks if you want. Walk up to the locked door. Just walk through it and it will automatically unlock and let you into the room. Watch the scene. You'll learn Swellie and save a love. Bijou will say the love meter is full and you will leave for the Clubhouse.

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
Lalalala - Sing	None	None
\/	\/	\/

/-----\ /-----\ /-----\
|Ham-Chat Learned: | |Ham-Jams Earned: | |Boutique Ham Items: |

Hamtast - Perfect	None		Antlers - 10 seeds	
\/	\	/	Corsage – 3 seeds	
			Bouquet - 5 seeds	
			Kerchief - 5 seeds	
				/

Do you remember where Spat was when he was holding that hamster hostage here? Go there and say Hamha to Panda. Talk to him again and he will take your boards and strap. Climb down the rope and use Gogo on the mine cart to the switch that switches the tracks. Panda will call you. Go back up to see him. Say Hamha to him. Listen to what he ha to say and he will teach you Hamtast. Go across the bridge. Tack-Q the rock and the Rainbow Key will fall down. Use Hif-hif to pick it up. Leave Sunny Peak and go to Sandy Bay. We just need to find two Ham-Chats here

3.39 - Sandy Bay Trip 4

/\	/\	/\
Ham-Chat Learned:	Ham-Jams Earned:	Boutique Ham Items:
Greatchu - Great	None	Tuxedo - 10 seeds
Hamcheer - Congrats	\/	Cowboy Hat - 5 seeds
\/		Lasso - 3 seeds
		Coin Purse - 3 seeds
		Space Suit - 20 seeds
		\/

Use the boat to get over to the island. Go to the dancing contest and use the mirror to edit your dance steps. (SOMEONE PLEASE CORRECT ME HERE IF THIS DOESN'T WORK!) I think any combination that you use will work if you have Hulahula in the dance. Say Hamha to the orange hamster and answer Yep-P. Pay him 3 sunflower seeds to enter the Class B contest. You will win a rock.

After you win the contest, go outside of the green room. Go to the right and then go up to the contest audience section. Say Hamha to the green hamster (you might have to talk to him twice) and he will teach you Greatchu. ONLY ONE MORE WORD LEFT! Go back to the green room and practice in front of the mirror. Enter these dance steps:

Greatchu Delin-O Zuzuzu Hamtast Bye-Q Goodgo Bloat-T Blushie Hamtast Dazzlie Lalalala

Talk to the orange hamster and pay 5 sunflower seeds. Watch the competition. You should win with the above combination. Your prize is another rock. Boss and Harmony will come into the green room. Listen to the conversation and you'll learn the last Ham-Chat word: Hamcheer. Bijou will point out that your dictionary is full. Watch the credits that follow. Now that you've finished, you still have gems to collect and accessories to make. GOOD JOB!

3.40 - Finishing Up

Back at the Clubhouse, use Lookie on the piece of paper on the table behind the couch. Answer Yep-P and choose all four Ham-Chat words that appear. Say Hamha to Postie and he will take your card. Leave the Clubhouse and come back. Say Hamha to Postie and he will give you your prize. You will get the Ice Key, Wave Key, Moon Key, and Sun Key. The Rainbow Key is in Sunny Peak. After Panda finishes the bridge, cross it and use Tack-Q on the rock to get it down. The queen in Wildwoods will give you the Star Key after you bring her a pair of Pooie Earrings.

Sunny Peak Cave - Do you remember Bog's monkey and how you had to feed it bananas? Go back to where you fed it. Go inside the entrance here. This is the cave for Sunny Peak. Unlock the door with the Rainbow Key.

Sandy Bay - When you solve the music rock riddle, the big rock with a music note will move. Use Dig-dig on the hole to get inside. The opening in the rock leads to the cave for this area. Use the Wave Key to unlock the door.

Fun Land - Go all the way to the restroom next to the Ferris Wheel. Use Nok-nok on the door with the closed sign on it to get into the cave. Use the Ice Key to unlock the door.

Boo Manor - From the counter on the first floor where you enter, go all the way to the left and down the stairs. Use Tack-Q on the crack in the wall. This should open up the entrance to the cave here. Use the Moon Key to unlock the door.

Wildwoods - Use Clingie on the vine you have to use to see Jingle. Go in the entrance in the bushes. This is the cave. Use the Sun Key to unlock the door.

This is a list of all 86 Ham-Chat words that you can learn in the game. I've also included where to find them if you are missing one.

Bestest - Fantastic - Sunny Peak Bizzaroo - Strange - Sandy Bay Blanko - Forget - Sandy Bay Blash-T - Angry - Fun Land Bloat-T - Bloated - Sunny Peak Bluhoo - Sad - Sunny Peak Blushie - Embarrass - Sunny Peak Bye-Q - Good-bye - Wildwoods Chukchuk - Give up - Fun Land Clingie - Hang - Wildwoods Dazzlie - Beautiful - Sandy Bay Delin-Q - Bad - Fun Land Digdig - Dig - Clubhouse Dingding - Realize - Boo Manor Fend-D - Defend - Sandy Bay Flipflop - Switch - Boo Manor

Fussfuss - Worry - Sandy Bay Gasp-P - Oh no! - Sandy Bay Gofor - Goal - Clubhouse Gogo - Ride - Sunny Peak Goodgo - Good luck - Fun Land Go-P - Bathroom - Boo Manor Gossip-P - Small talk - Sunny Peak Greatchu - Great - Sandy Bay Hambond - Bond - Sandy Bay Hamboree - Party - Sunny Peak Hamcheer - Congrats - Sandy Bay Hamha - Greetings - Clubhouse Hamigos - Best pals - Sunny Peak Hamlift - Piggyback - Sunny Peak Hampact - Promise - Wildwoods Hamscope - Aim - Wildwoods Hamspar - Rival - Boo Manor Hamtast - Perfect - Sunny Peak Hamteam - Cooperate - Fun Land Hardihar - Laugh - Fun Land Heyhoo - Call out - Sunny Peak Hif-hif - Sniff - Clubhouse Hulahula - Lollygag - Wildwoods Jamout - Play music - Sandy Bay Koochi-Q - Pretty - Fun Land Lalalala - Sing - Clubhouse Libert-T - Freedom - Sunny Peak Lookie - See - Clubhouse Lost-T - Lose - Fun Land Lovedove - Cherished - Sunny Peak Luck-E - Lucky - Fun Land Mega-Q - Big - Sunny Peak Might-T - Strong - Wildwoods Minglie - Play - Fun Land Nok-nok - Knock - Boo Manor No-P - No - Clubhouse Nopookie - Dislike - Boo Manor Offdoff - Remove - Sunny Peak Oopsie - Sorry - Sunny Peak Pakapaka - Bite - Sunny Peak Passchat - Tell - Clubhouse Perksie - Listen - Boo Manor Pooie - Uncool - Spat Tower Pushie - Shove - Boo Manor Putput - Put - Sunny Peak Rubrub - Polish - Sunny Peak Scoochie - Climb - Clubhouse Scrit-T - Scratch - Clubhouse Scrub-E - Clean - Fun Land Sesam-E Open - Sunny Peak Smoochie - Love - Sunny Peak Snorklie - Deep - Sandy Bay Stead-E - Solid - Boo Manor Stickie - Poke - Clubhouse Swellie - It's OK - Spat Tower Tack-Q - Roll - Clubhouse Ta-dah - Show - Sandy Bay Thank-Q - Thank you - Wildwoods Thump-P - Startle - Boo Manor Tinglie - Tingle - Sandy Bay

Tiptop - Excellent - Fun Land Tran-Q - Peace - Clubhouse Trust-T - Reliable - Fun Land Tuggie - Tug - Sandy Bay Twirlie - Twirl - Fun Land Vast-T - Wide - Wildwoods Wait-Q - Wait - Wildwoods Wake-Q - Wake up - Wildwoods Yep-P - Yes - Clubhouse Zuzuzu - Sleep - Clubhouse 4.2 - Ham-Jam List Hamtaro Time - You start the game with this Ham-Jam. Condor's Wings - See Sunny Peak Trip 1 to find out how to get this. Great Springs - See Sunny Peak Trip 3 to find out how to get this. Hidden Riches - See Sandy Bay Trip 2 to find out how to get this. Dizzy For You - See Sandy Bay Trip 2 to find out how to get this. Go Ham Rangers - See Fun Land Trip 3 to find out how to get this. Flower Waltz - See Fun Land Trip 1 to find out how to get this. Moonlight - See Boo Manor Trip 2 to find out how to get this. Monkey Salsa - See Wildwoods Trip 7 to find out how to get this. Hamour - See Spat Tower Trip 4 to find out how to get this. 4.3 - Gem List This is a list of all the gems you can find from the Rubrub room. This is how an entry will look: Name of Gem - Rarity Description Where it is Found Uni-Star - ***** The unique Uni-Star makes dreams come true. Spat Tower Peace Moon - ***** Unique moon-like, crescent-shaped stone. Boo Manor Sun Stone - ***** A unique flame looms inside, but it's not hot! Wildwoods Wave Stone - ***** This unique stone has waves imitating the sea. Sandy Bay Ice Stone - *****

Crystals shine playfully in this unique stone.

Fun Land Rainbow Stone - ***** A unique stone that's as colorful as a rainbow. Sunny Peak Garnet - ** This stone has the power to heal. January gem. Sandy Bay Boo Manor Amethyst - ** For instincts and true love. February gem. Sunny Peak Boo Manor Aquamarine - *** Soothing stone that can restore youth. March gem. Sandy Bay Fun Land Boo Manor Diamond - **** The most desired of all gems. April gem. Fun Land Wildwoods Spat Tower Emerald - **** Deep green, it soothes souls. May gem. Sunny Peak Wildwoods Spat Tower Pearl - *** Milky in color, it evokes charm. June gem. Sunny Peak Sandy Bay Spat Tower Ruby - **** The red color earned its name as the queen. July gem. Sunny Peak Wildwoods Peridot - ** Green stone lifts one's spirits. August gem. Sunny Peak Wildwoods Spat Tower Sapphire - **** Blue stone opens the mind and soul. September gem. Sunny Peak Sandy Bay Boo Manor Spat Tower Opal - ***

Lustrous stone unlocks Cupid's powers of love. October gem.

Sunny Peak Sandy Bay Fun Land Topaz - *** Increases the bearer's love and fortune. November gem. Boo Manor Turquoise - *** Courage stone keeps bearer from danger. December gem. Sandy Bay Spat Tower Cube Stone - *** Small in size, this stone is very powerful. Look familiar? Sunny Peak Fun Land Boo Manor Spat Tower Cheese Stone - *** It will cause a stomachache if eaten. Look familiar? Sandy Bay Fun Land Wildwoods Spat Tower Storm Stone - ** It shines like a lightning bolt. Look familiar? Boo Manor Spat Tower Ham Stone - ** This stone makes strong friendships. Look familiar? Sunny Peak Fun Land Boo Manor Banana Stone - * This stone brings health to the bearer. Look familiar? Fun Land Wildwoods Berry Stone - ** This stone is recognizable by its shape. Look familiar? Wildwoods Spat Tower Sweet Stone - ** Sweet and sour, much like love itself. Look familiar? Sunny Peak Fun Land Wildwoods Feather Stone - ** This old stone gives happiness to its bearer. Fun Land Spat Tower

Ammonite - *

A fossil of the Ammonite. Sunny Peak Sandy Bay Boo Manor Dino Fossil - * Old dinosaur bones buried deep underground. Sunny Peak Sandy Bay Boo Manor Wildwoods Glass Bead - * Humans have worn this old stone since long ago. Sunny Peak Fun Land Wildwoods Crystal - * A clear stone of many colors, it can be found all over! Sunny Peak Sandy Bay Fun Land Boo Manor Wildwoods 4.4 - Accessory List I'm not sure if this is a list of all of the accessories in the game. I'm probably missing a bunch of them, so if you see any that are missing, please e-mail me and tell me. Hamwood Star 3 Sapphires 1 Uni-Star 3 Rubies 45 Seeds Galactic Anklet 1 Sapphire 1 Peace Moon 45 Seeds Fire Crown 1 Dino Fossil 1 Sun Stone 4 Feather Stones 45 Seeds Ocean Belt 1 Wave Stone 2 Pearls 3 Banana Stones 45 Seeds Frozen Heart 1 Ice Stone 3 Aquamarines 45 Seeds

```
Rainbow Road
1 Rainbow Stone
1 Cube Stone
5 Pearls
45 Seeds
Rose Tiara
3 Garnets
8 Pearls
2 Glass Beads
20 Seeds
Rose Pin
2 Garnets
2 Crystals
20 Seeds
Clover Ring
1 Garnet
1 Crystal
4 Peridots
20 Seeds
Rose Choker
2 Ammonites
3 Garnets
5 Pearls
20 Seeds
Goku's Bracelet
1 Garnet
1 Glass Bead
20 Seeds
Courage Seal
2 Garnets
2 Turquoises
2 Feather Stones
20 Seeds
Cobra Crown
5 Emeralds
2 Garnets
2 Dino Fossils
20 Seeds
Grape Pin
4 Amethysts
2 Emeralds
2 Glass Beads
20 Seeds
Butterfly Pin
1 Amethyst
6 Opals
20 Seeds
Silver Key
2 Amethysts
20 Seeds
```

Heart Tiara 2 Aquamarines 2 Banana Stones 1 Ruby 10 Seeds Wing Pin 1 Aquamarine 1 Crystal 1 Feather Stone 20 Seeds Ice Anklet 2 Aquamarines 5 Crystals 1 Ruby 20 Seeds Cube Ring 1 Dino Fossil 3 Diamonds 2 Cube Stones 20 Seeds Amber Pin 2 Diamonds 5 Dino Fossils 20 Seeds Diamond Bracelet 1 Diamond 20 Seeds Gem Box 1 Emerald 1 Crystal 2 Cube Stones 20 Seeds Emerald Pin 2 Emeralds 1 Pearl 2 Peridots 20 Seeds Ocean Necklace 5 Sapphires 5 Diamonds 5 Pearls 20 Seeds Bijou's Ribbon 5 Aquamarines 1 Sapphire 10 Pearls 20 Seeds Ice Earrings 2 Dino Fossils

```
2 Turquoises
2 Rubies
20 Seeds
Elemental
3 Storm Stones
2 Glass Beads
1 Ruby
20 Seeds
Mount Fuji
3 Opals
2 Dino Fossils
2 Peridots
20 Seeds
Emerald Ring
1 Peridot
20 Seeds
Ice Crown
2 Crystals
3 Sapphires
20 Seeds
Crystal Heart Pin
2 Crystals
1 Sapphire
20 Seeds
Fairy Earrings
2 Opals
20 Seeds
Sweet Earrings
4 Ammonites
2 Sweet Stones
2 Topazes
20 Seeds
Topaz Ring
1 Topaz
20 Seeds
Topaz Pendant
1 Topaz
10 Seeds
Ocean Helmet
2 Ammonites
1 Dino Fossil
2 Turquoises
20 Seeds
Mystic Pin
2 Turquoises
1 Crystal
1 Cube Stone
20 Seeds
```

Delichu Anklet 1 Ham Stone 2 Crystals 1 Cheese Stone 20 Seeds Cheese Earrings 2 Cheese Stones 3 Sweet Stones 20 Seeds Leopard Bow 1 Cheese Stone 20 Seeds Storm Charm 1 Storm Stone 3 Ammonites 20 Seeds Storm Ring 1 Sapphire 3 Storm Stones 1 Topaz 20 Seeds Hamhorn 3 Crystals 1 Dino Fossil 1 Ham Stone 20 Seeds Antique Necklace 5 Crystals 2 Ham Stones 20 Seeds Ham Pendant 1 Topaz 2 Banana Stones 1 Ham Stone 20 Seeds Pooie Earrings 1 Ammonite 1 Banana Stone 2 Glass Beads 20 Seeds Berry Earrings 2 Berry Stones 2 Crystals 20 Seeds Berry Anklet 2 Berry Stones 4 Glass Beads 20 Seeds

Fruit Basket

```
2 Berry Stones
2 Sweet Stones
1 Banana Stone
20 Seeds
Wind Bracelet
1 Sapphire
4 Feather Stones
20 Seeds
Romantic Pin
2 Ammonites
1 Crystal
4 Dino Fossils
20 Seeds
Fang Earrings
2 Ammonites
2 Dino Fossils
20 Seeds
Ancient Pin
4 Ammonites
4 Dino Fossils
1 Ruby
20 Seeds
Antique Crown
5 Crystals
1 Ham Stone
20 Seeds
Star Bracelet
6 Diamonds
3 Pearls
1 Uni-Star
45 Seeds
Storm Tiara
6 Amethysts
1 Dino Fossil
1 Peace Moon
45 Seeds
Sun Pin
1 Sun Stone
45 Seeds
Wave Pendant
2 Ammonites
1 Wave Stone
45 Seeds
Cobra Necklace
2 Ammonites
1 Emerald
20 Seeds
Rainbow Wings
```

2 Feather Stones

```
3 Rubies
1 Rainbow Stone
45 Seeds
Crystal Monarch
6 Ammonites
3 Crystals
Monkey Anklet
1 Ammonite
1 Crystal
20 Seeds
Banana Pin
1 Crystal
1 Banana Stone
20 Seeds
Smoochie Anklet
2 Ham Stones
20 Seeds
Dinosaur Bracelet
1 Aquamarine
1 Dino Fossil
20 Seeds
Crystal Earrings
4 Crystals
20 Seeds
Goku's Tiara
2 Glass Beads
20 Seeds
Shell Earrings
2 Pearls
2 Dino Fossils
20 Seeds
Fang Anklet
2 Ammonites
2 Dino Fossils
20 Seeds
Ice Crystal
1 Ice Stone
3 Diamonds
5 Feather Stones
45 Seeds
Romantic Bonbon
1 Ammonite
1 Crystal
2 Dino Fossils
20 Seeds
Dotted Tiara
3 Crystals
3 Dino Fossils
```

```
20 Seeds
Heart Earrings
2 Diamonds
20 Seeds
Tear Earrings
2 Aquamarines
2 Crystals
20 Seeds
5.0 - The End
Well, this is it! It's the end of the guide. Sorry that it's really
long, I just wanted to include everything I felt should be included in
this guide. Thank you for reading!
5.1 - Credits
Gamefaqs.com - For letting people make guides
Nintendo - For making a great game
You - For reading this guide
If you e-mail anything that contributes to the guide such as items I
have missed or any other things like that, I will credit you in this
section.
toby lover copyright 2008
```

This document is copyright toby_lover and hosted by VGM with permission.