

Hamtaro: Ham-Ham Heartbreak FAQ

by fantasyrealm

Updated to v0.2 on Oct 20, 2004

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Hamtaro-Ham Ham Heartbreak
Version 0.2
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Game Information:
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Devolped By   : Nintendo
Published By  : Nintendo
Release Date  : 04/08/03
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Version History:
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Version 0.05  -Basic Outline, finished the
               first mission, very long..   09/21/03

Version 0.1   -Added cheats and mission
               three and four                09/22/03

Version 0.2   -Added three more missions    09/23/03
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more information.
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Story
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Story: (Taken ffrom Instructions Manual)

It was sunny and perfect for a nap! While sleeping, Hamtaro had a terrible dream. He dreamt that a hamster dressed in a devil costume appeared and caused all of his friends to start fighting. This hamster promised to ruin love everywhere!

Hamtaro woke to hear Boss calling for him. When Boss came upstairs, Hamtaro told Boss about his dream and what the hamster in the costume promised to do. Boss wondered if Hamtaro's dream contained a secret message about the future. But without another word about the dream, Boss said he needed Hamtaro to do him a favor and wanted to talk about it downstairs.

On the way downstairs, Hamtaro slipped and fell into a bucket of water, soaking his Ham-Ham Dictionary. Most of his Ham-Chat words were washed away! With very little sympathy, Boss told Hamtaro to learn from his mistakes. Then he said that Bijou had wandered off somewhere and he needed Hamtaro to go look for her.

Where is Bijou and how will Hamtaro find her? Who was that hamster in the

devil costume and why did he want to ruin everyone's love for each other?
What was the meaning of Hamtaro's dream?

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1. Intro  
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My sixth FAQ (I'm working on another two). At first I laughed at this game (so did my brother after I bought it) when I saw screen shots of it. It is actually a great game (All Japanese-based games are great) and has a very innovative desgin. So enjoy the FAQ ;)

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2. Controls  
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Menu
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- D Pad :Select
- A :Confirm

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In-Game
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- D-Pad : Move character
- A : Select actions/Ham-Chat
- B : Run
- L : Items Menu
- R : Ham Ham Dictionary
- Select : Items Menu
- Start : Ham Ham Dictionary

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3. Characters  
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Here I'll describe all the characters in the game.

Hamtaro:

He's the guy that you get to control the whole game.

Bijou:

A french ham ham (you'll know that if you watched the show..don't laugh at me!!!) who follows you throughout your missions. She seems to have a crush on Hamtaro..doo doo doo doo doo *whistles*

Spat:

The bad guy in this game. He is the dark hampster who hates love and tries to make everyone who loved eachother, hate eachother. He can transform into any hampster he wants in order to fool other hampsters.

Boss:

Boss is a wild hampster (you'll know that if you watched the show..don't laugh at me!!!) and he is the 'boss' of the Ham Ham Club. If you watch carfully at what he says or does, you can tell he has a crush on Bijou! Ahhhhhh..You'll meet him in the Clubhouse.

Harmony:

This white hampster who is tired of trying to stop Spat. She relies on Hamtaro and Bijou to do her job and she sleeps all day on the second floor of the Ham Ham Club. Just like Snoozer..Ahhhhh. You'll meet her in Mission 4.3

Snoozer:

The guy that always sleeps. He's also the guy whom you trip over, wetting (No, you didn't 'wet' it if you know what I mean) the Ham Ham Dictionary. He gives your tips when you're stuck. You'll meet him in the Clubhouse.

Pepper:

The girlfriend of Oxnard. She is from the country and knows a lot about riding horses and donkeys. Ee-uh! Lol..Stop laughing at me!!! You'll meet her in Mission 4.3

Oxnard:

The shy hampster who is the boyfriend of Pepper. He can be considered Hamtaro's best friend since that's the only hampster who hangs out with him! You'll meet him in Mission 4.3

Broski:

The hampster who loves to surf, you'll meet him in Mission 4.4

[More to come as more characters are introduced]

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4. Walkthrough  
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4.1 Wake up Hamtaro!  
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First, choose a name (obviously) Confirm that the name is okay.
Boss will come up and talk to you. He tells you he wants a favor.
Go downstairs. You will trip over Snoozer and you will accidently wet the Ham-Ham Dictionary! Most of the Ham-Chats are gone!

Boss will be pissed for a few seconds but then tells you what to do:
find Bijou!

You will start to get a taste of hampster language!

First Boss will say 'hahma'! That's along the lines of "Greetings!!"

Then he will say Tack-Q! This is a hard one. It's like 'roll' or something like that. Basically, just do what he does.

Next is 'hif-hif'. Which is like 'sniff-sniff'. You got 10 sun flower seeds!

Lastly is 'DigDig'! Which is what the name implies. You will get a love meter!

There, you learned the basic hamster language!

You will go back to the living room. You then leave the house and choose where to go on the map. You can't go anywhere much so go to Sunny Peak!

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4.2 Look for Bijou!  
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Hig-hif the butterflies for some fun! Lol. There's nothing here so go straight up. There you will see Bijou! Then she says 'Eeeeeeeeeek!' Check her out (not literally).

First, hif-hif the seeds to pick them up 5 of them. Cross the 'bridge' made of a battery and a log.

You can choose to go up or right. Let's go right first. You will see a bush that moves once in a while. Go up to it and press A. You have a new option now! Choose Stikie and a hamster pops out! Now you have added the word 'blushie' to your Ham-Ham Dictionary! The hamster will run away!

Go all the way right and you'll see Bijou crying. Hif-hif the seed. You can't do anything else so go back to where we left off.

Do a hahma towards the two hamsters. That will start a convo about how to get the sunflower seeds.

Go up the logs and you'll see a crying hamster. Hahma to him and he'll start talking about Pepper (If you watched the series, you'll know he's got a crush on her!) You'll learn a new word! 'Bluehoo'! which means sad. Step onto the log and a hamster will start talking to you in the distance.

Yea! You learned 'heyhoo' which means call out. Go right, and you'll see a bush that moves a little. Stickie it. A frog jumps out!

Digdig the hole and you'll enter the Boutique Ham.

Walk up to the hankerchief and someone will shout 'STOOOOOOOOOOP!' A hamster will approach you. You'll learn the word 'gogo' which means ride.

The hamster runs away so go up towards the tree. Tack-Q it and a acorn falls down! Hif-hif it to pick it up. Approach the moving bush and Stickie it. A frog jumps out!

Continue right. Ignore the hamster to the top as the convo isn't that necessary. Instead, did-dig on the hole to get 5 seeds.

You'll see a hamster sitting there. You don't need to talk to it because the convo isn't necessary. Instead, lookie at the feather and you'll see a bird fly overhead!

Approach the leaf/vine and you'll automatically climb down. (Cool eh?)

You'll see Pepper! (You won't know until you watch the series!) DO NOT DIG-DIG AS YOU'LL START ALL OVER AGAIN!

(For something funny, actually dig-dig and when you reach the part with the hankerchief hamper, there will be a newspaper instead! Sit on it and she'll scold you!)

Continue down the vine and go left. Bijou is gone! Instead, there is another hamper there. Lookie and he'll mention that his little brother is looking for something. He is also looking for a swan-shaped thingy.

He will reveal that Bijou is behind the boulder. You will learn another word 'pakapaka'! which means bite.

Go onto the boat, and you'll see a rope tied to it. PakaPaka it and the boat is free!

Get off at the end. Bijou is on the other side! Talk to the hamper and you'll learn a new word! Putput! which means put (lol) Say yes when he asks you if its fun. Go left and you'll see a swan-shaped thingy! Doesn't that sound familiar? You'll also see a battery!

Heyhoo the swan and a hamper underneath the swan will come up! 'Seamore' will start talking about something in his shell. You will learn a new word! Offdoff! which means remove.

Remove the swan-shaped thingy (Seamore is wearing a turtle shell!) and he tells you he opened a Photo Studio at the Club House. Offdoff the battery and head back east. Hif-hif the seeds before you go!

Putput the battery in the boat and now you can control it! Go close to Bijou and you will automatically stay in that area. She starts talking about a mega-q (new word!) which means big.

After you're done talking, hif-hif the seed. Go west to hif-hif some more seeds! Go back all the way west with the boat.

(Note:A trick is to hif-hif a seed, go to another area, come back and hif-hif the seed again! The seeds are infinite and will always be there even after you've taken it.)

Go to the eastern-most southern-most port and hif-hif all the seeds then the rock all the way east.

Go all the way west again and talk to the hamper again. You will learn yet another new word, bestest which means fantastic.

Go all the way west again and up the vine. Go all the way up past Seamore's brother and sit on the strap. The hamper will come and scold you again (lol) and she will say it's dirty and give it to you.

Go back onto the log and talk to the distant hamper. He starts talking about a bird who can't fly very well.

Heyhoo the two hampers to start a convo. They will say 'hamlift' which is ANOTHER new word and it means piggyback.

Go underneath Pepper and do a hamlift! Bijou and Pepper will start talking about (I feel so positive I'm going to learn another stupid word) Oxnard and he deson't like her anymore.

Bluehoo and Pepper will find out that Oxnard was crying! Ahh! You do learn a new word! Oopsie, which means sorry. No Pepper and Oxnard are back together, all thanks to you. Ahhhhh... AHHH! Gossip-p (boy these names are wierd) which means small talk.

After you're done talking, go back to the main hole and back to the Club House. But you can't do that! Why? The evil guy you saw in Hamtaro's dream is actually real! Well, look's like Bijour gave Hamtaro a smoochie! Which is also a new word that means love.

Your first mission is finished!

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4.3 It's up to you two  
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A man named Harmony talks about the evil dude who's name is Spat. He talks about a Love Meter and each time you heal a broken heart the 'level' in it increases.

You now have to go back to Sunny Peak in search for Spat. So straight up past the 'log bridge' and talkk to the broken-hearted hampster standing by the 'log stairs'

She will reveal that he is looking for a friend of hers (I already feel that this has a relation to Spat)

Go right and hamlift Bijou on the bent sunflower seed plant. You got 20 seeds! Weeeeeeeeeeee!

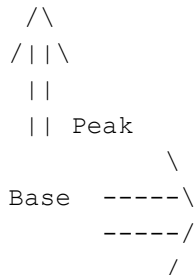
Go up north and talk to the hampster who is far away. This reveals that Bijou might have a crush on you! (Poor Boss)

Look for a main hole and digdig back to the clubhouse. Go all they way west and lookie at the hampster who has the training seat. It's all yours now!

Head back to Sunny Peak and give the training seat to Arnie, now he will thank you for finding it.

Go up to his house and you will learn a new word after you talk to them. It's Sesam-E! which means open! Go into their house and and straight up to the northern door as there is nothing else here.

Pick up the acorn and lookie the sign. The sign says:



Sorry about the bad quality. Lets go to the Peak. Talk to the monkey. Talk to the bargain hampster and he will give you a paltry 5 seeds. He

will offer lots of things to buy. Buy them bananas (Ha! Now you feel bad because you never picked up any 'worthless' sunflower seeds)

Now give the bananas to the hungry monkey. You have to wait until the monkey finishes eating so go to anotehr area and back. The monkey will be gon but leaves a rock with a note. Hif hif it to pick them both up.

Go into the 'cave' and pick up all the rocks you can. You'll find out that you need a key for the door so lets go back. If you're really annoyed of the kid crying, walk over the banana and you'll slip over it and he'll start laughing.

Go back into the cave (the one where you always come back to the same place) and follow the kids instructions. (Go left, down, left up.)

That should lead you to his house! The kid will start crying (geez!) but Arnie comes home! You'll learn a new word, hamigos! which means best pals.

Exit there house and go right. You'll see bargain boy again. Talk to him and get the oilcan (he mentions something about a kart) Go north and all the way east.

Go up the rope and you'll find Spat! You can't go anywhere else so go back down and puput the oilcan in the kart. Now you can gogo on it!

Now you're back to the beginning, putput the oil on the rusted thingy and it will automatically move.

Go all the way back to Spat and hamigos with him. He will move aside. Hamigos withhim again and he will move again, unfortunatly he will fall down! Just kidding (I can't beleive hampsters can fly)

This lets you talk to the kidnapped hampster. Pakapaka him and he will teach you a new word 'libert-t!' which means freedom. An automated movie will come on and you'll learn lovedove (new words are coming fast, eh?) which means cherished.

Go back to the clubhouse. Second mission finished!

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4.4 A Cheater?  
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Go up to Boss and talk to him. This unlocks a new place! Head over to Sunny Bay to check out what's going on.

Spat..Not again..Tack-Q the tree for a sunflower seed (the skinniest one). Go all they way east and lookie to the hampster. Go west again and talk to all the hampsters.

When you reach the hampster, don't lookies but hahma! You will learn a new word! blanko which means forget. Go south then lookie to the boarder hampster named Broski! Go east and talk to the Red Hampster and they will reveal that Barrette is with a guy in a costume.

Go to the green guy and hifhif them, they will start talking about how to swim. You will learn fussfuss which means worry. I'll meet you at the next paragraph when the big-mouths are done talking.

Go to the buried object that's a bit east and digdig it to get a jar. Now digdig into the tent and you'll get a blue marble. Go east again to watch a strange bunch of hampsters. You will see a jar so get it.

Hif-hif the guy who looks like who's in charge. He'll ask you if you want to join the soccer club. Say Yep-P. Now you have to look for a ball!

Go up north for another automated movie (not really but..) Go up to them and hahma them, she'll reveal you to talk to Broski (again!) Hahma again and she'll tell you a new word, tinglie which means tingle.

Broski will reveal where Barrette is! Follow his instructions and go west! Oh no! Spat tricked Barrette and she's trapped in the water! She'll mention gasp-p which means oh no! Digdig the sunflower seeds (what am I doing at a time like this lol)

Go all the way back to the Clubhouse and gasp-p on Seamore, that will definitely freak him out and he will swim and save Barrette. Go all the way back to the Sandy Bay and back to where Barrette was.

You'll learn a new word, fend-d which means defend! Hif-hif to get the jar (this one's filled with pink stuff!) The pink stuff is actually a note with a riddle written on it.

It says:

'To the lucky one who finds this letter: You must solve a tough riddle if you wish to find the treasure island!

'MI DO MI RE FA FA RE MI SO DO'

Can you solve this riddle?'

Hif hif the board to get it. Go east, note that there is a boat in the port but you can't go anywhere with it yet. This means you have to come back sooner or later!

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4.5 Sandy Bay Part II  
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Haha! Let's hope you didn;t go all the way back to the Clubhouse yet. Quickly! Remember the pink hamster with the pineapple? Hif-hif the hamster and he will promise to give you a pineapple! Tinglie and he will give you the pineapple (kinda stupid I know). Bestbest with him and he'll give you dazzlie which means beautiful!

Head over to the coach and he'll ask you to join the soccer club. To hit the ball, press A right before the ball lands on your/Bijou's head. You should beable to tell where the pineapple is going (look for the shadow overhead)

Try to do 6 headers without any misses. Hahma the blue hamster up north and she will ask you if you take a letter to the coach. You will learn Ta-Da! which means show.

Coach is busy right now (which means you gotta do a key action until you can hahma him or give him the love note)

First, Tack-Q all the small strange-looking rocks to get them musical

back. She reveals she didn't do anything to Penelope's belongings (hint hint this is a work of someone who can transform into another person!)

[To be Continued]

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5.Ham-Chat  
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Here I will list all the Ham-Chats in alphabetical order. If you consider this a spoiler just skip this section and go to 5.Cheats.

It's in alphabetical order too!

Word: | Definition:

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Bestest | Fantastic

Bizzaroo | Strange

Blanko | Forget

Blash-T | Angry

Bloat-T | Bloated

Bluhoo | Sad

Blushie | Embarrass

Bye-Q | Good-bye

Chukchuk | Give up

Clingie | Hang

Dazzlie | Beautiful

Delin-Q | Bad

Digdig | Dig

Dingding | Realize

Fend-D | Defend

Flipflop | Switch

Fussfuss | Worry

Gasp-P | Oh no!

Gofor | Goal

Gogo | Ride

Goodgo | Good luck

Go-P | Bathroom

Gossip-P | Small talk

Greatchu		Great
Hambond		Bond
Hamboree		Party
Hamcheer		Congrats
Hamha		Greeting
Hamigos		Best pals
Hamlift		Piggyback
Hampact		Promise
Hamscope		Aim
Hamspar		Rival
Hamtast		Perfect
Hamteam		Cooperate
Hardihar		Laugh
Heyhoo		Call out
Hif-hif		Sniff
Hulahula		Lollygag
Jamout		Play music
Koochi-Q		Pretty
Lalalala		Sing
Libert-T		Freedom
Lookie		See
Lost-T		Lose
Lovedove		Cherished
Luck-E		Lucky
Mega-Q		Big
Might-T		Strong
Minglie		Play
Nok-nok		Knock
No-P		No
Nopookie		Dislike

Offdoff		Remove
Oopsie		Sorry
Pakapaka		Bite
Passchat		Tell
Perksie		Listen
Pooie		Uncool
Pushie		Shove
Putput		Put
Rubrub		Polish
Scoochie		Climb
Scrit-T		Scratch
Scrub-E		Clean
Sesam-E		Open
Smoochie		Love
Snorklie		Deep
Stead-E		Solid
Stickie		Poke
Swellie		It's OK
Tack-Q		Roll
Ta-dah		Show
Thank-Q		Thank you
Thump-P		Startle
Tinglie		Tingle
Tiptop		Excellent
Tran-Q		Peace
Trust-T		Reliable
Tuggie		Tug
Twirlie		Twirl
Vast-T		Wide
Wait-Q		Wait

Wake-Q | Wake up

Yep-P | Yes

Zuzuzu | Sleep

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6.Cheats  
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Courtesy of CMGSCCC

Here are some Codebreaker Codes. Enjoy ;)

#	Description	Code
1E	Enable Code (Must Be On)	0000D435 000A 100E3AA8 0007
1	Infinite Sunflower Seeds	8201D0C2 03E7
2	Infinite Acorns	8201D0C4 03E7
3	Infinite Rocks	8201D0C6 03E7
4	Have All Items	83002184 FFFF 83002186 FFFF 83002188 07FF
5	Press Select During Transitions To Advance Forward!	74000130 03FB 320039F0 0001

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6.1 Hidden Keys  
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To fully complete the game you must find the keys! Here I'll list them and how to get them. (Courtesy of KirbyRockz)

Key	Where to Find	How to Get
Ice Key	Fun Land	In the Ham-Chat Contest
Moon Key	Boo Manor	In the Ham-Chat Contest
Rainbow Key	Sunny Peak	Across the bridge at Sunny Peak
Star Key	Spat Tower	From the rich lady in Wild Woods
Sun Key	Wild Woods	In the Ham-Chat Contest
Wave Key	Sandy Bay	In the Ham-Chat Contest

Key	Where to Find	How to Get
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~~~~~  
7. Contact  
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E-mail-_____@msn.com

Calm down stalkers..E-mail me if you find any mistakes or would like

to add things I missed, credit will be given! Make sure the title is 'Hamtaro' or I might even delete it thinking it is spam!

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