

Nintendo

GAME BOY COLOR

CGB-B86E-USA

HAMTARO

TM

Ham-Hams Unite!



INSTRUCTION BOOKLET

EmuMovies

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



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



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

EVERYONE
COMIC MISCHIEF

Nintendo®

© 2001, 2002 Nintendo.
© R. KAWAI/2000, 2002 Shogakukan, SMDE, TV Tokyo.
All Rights Reserved. Copyrights of "Hamtaro" Original Characters reserved by Ritsuko Kawai, Shogakukan, SMDE and TV Tokyo.
Copyrights of Game, Scenario, Music and Program developed by Nintendo, reserved by Nintendo.
Nintendo, Game Boy and related marks are trademarks of Nintendo.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR AND GAME BOY® ADVANCE VIDEO GAME SYSTEMs.

Contents

- Story 6
- Controls 8
- Starting a Game 10
- Screen Layout 12
- Learning Ham-Chat 15
- Adventure Mode 19
- Meet the Ham-Hams! 23
- Changing Outfits 26
- Groove to a Ham-Jam 28
- Credits 31



Story



One day, Boss needed a favor. He was just about finished with his most recent Clubhouse project, and he wanted to gather all the **Ham-Hams** so he could share his secret with everyone at the same time. But he was so busy working on his surprise, he knew that he wouldn't have the time to find everyone by himself. So he decided that he should find someone with some free time to help him out.

As luck would have it, Hamtaro happened to walk by just then! Boss asked him to find all the **Ham-Hams** and bring them back to the Clubhouse. To help Hamtaro get started, Boss told him about **Ham-Chat**, the Ham-Hams' secret language, and taught Hamtaro a few **Ham-Chat** words. Boss then told Hamtaro to use the **Ham-Chat** words to find all the **Ham-Hams**. Then Boss went back to work, and he told Hamtaro to get going!

What could Boss's big surprise be?



Controls

Hold the B Button down while pressing the + Control Pad to make Hamtaro run.



Control Pad

- Control Hamtaro
- Move cursor

Cursor Types



SELECT

- Open the status screen (See pg. 21)

A Button

- Make a selection
- Open Ham-Chat window
- Scroll text (when you see a ▼)

B Button

- Cancel
- Close Ham-Chat window
- Return to previous screen

START

- Open and close the Ham-Ham Notebook (See pg. 18)



Starting a Game

Insert the Hamtaro Game Pak properly into your Game Boy®. (This game works only with Game Boy® Color and Game Boy® Advance systems.) Turn the power on. The Hamtaro title screen should appear. When you see New, press START.

Continuing a Saved Game

Your progress is automatically saved each time you play. If you choose Continue, you'll start from the place you were when the power was turned off. If you have already started a game, choosing New will bring up a message that says "Starting new game erases saved data. (Traded dance data is saved.)" If you choose Yes, then you will lose your saved progress, except for dances you've received, and you'll have to start over, so please be very careful.

- You can save only one game at a time.
- You cannot restore an erased data file.



Entering Your Name

Early in the game, Boss asks you to enter your name. Your name will start out as Hamtaro on the name-entry screen (see window to the right), but you can change it to any name up to seven characters. Use the + Control Pad to select letters, then press the A Button to enter each letter. Once you're done, select OK in the bottom-right corner and press the A Button.

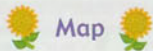


SPACE Move the cursor forward one space
BACK Move the cursor backward one space

- Pressing the B Button erases one letter of your name.
- Pressing START moves the cursor to OK.



Screen Layout



Map

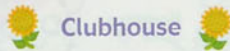
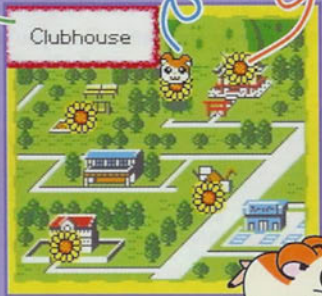
This is Hamtaro's town. At first, he is limited to the Clubhouse and the Acorn Shrine. As he learns more Ham-Chat words, finds other Ham-Hams, and gets them back to the Clubhouse, other places within the town will open up. When a new area opens, a Sunflower Marker appears over its location on the map. You can go from place to place by moving the Hamtaro cursor onto a Sunflower Marker and pressing the A Button.

Name of Building/
Location

Hamtaro
Cursor

Sunflower
Marker

Town Map



Clubhouse



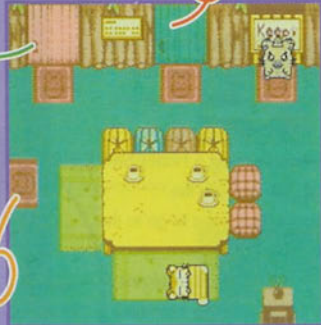
Door to the Town

Door to the
Ham-Hams' Rooms

The Clubhouse is the center of your adventure. Here, you'll run into Boss and get regular updates about your progress. Snoozer will also tell you things about where the Ham-Hams are hanging out. At the Clubhouse, each Ham-Ham has his or her own room, and there's also the Dance Room where you can practice your Ham-Jams! Be sure to look everywhere!



Clubhouse



Door to the Dance Room (see pg. 28).



In-Game Screen

Press the A Button (while in an area) to open the Ham-Chat window. Move the cursor with the + Control Pad and press the A Button to select a Ham-Chat word. You can use the Entrance/Exit holes to go to the Town Map. From there, you can reach many other places. (See pg. 12 for more details.)



Learning Ham-Chat

Ham-Chat is the secret language that Ham-Hams use to communicate with each other. At first, you'll know only a few words, but with some practice, you'll quickly learn them all!

Collect Ham-Chat Words

Say "Hamha!"

Try speaking to all the hamsters you find. You'll learn more about the Ham-Hams and Ham-Chat that way. (During a conversation Ham-Chat words will appear in red lettering.)

New Ham-Chat Words

Any Ham-Chat words you learn are recorded in your Ham-Ham Notebook. (Please see pg. 18 for more details.) A "?" in your Ham-Ham Notebook represents a Ham-Chat word you haven't learned yet. Often, using a new Ham-Chat word on a hamster you've already spoken to will reveal even more information.



Use Ham-Chat!

Most of the time, you can choose from four basic Ham-Chat words. These words are essential for finding all the Ham-Hams.



Hamha (meaning: Hello)



Use this cheerful greeting when meeting other hamsters.



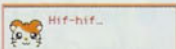
Hif-Hif (meaning: Sniff)



Use this to smell things. You also use this to pick something up off the ground.



Hamha!



Hif-hif...



Tack-Q (meaning: Roll)



Use Tack-Q to roll into something. Who knows... If you roll into a tree, something might fall out. Try using Tack-Q creatively – you might be surprised!



Tack-Q!



Digdig (meaning: Dig)



Use Digdig to dig in soft ground. You never know what you'll dig up! You can also use Digdig to enter any Entrance/Exit Holes, including tunnels.



Soft Ground



Entrance/Exit Hole

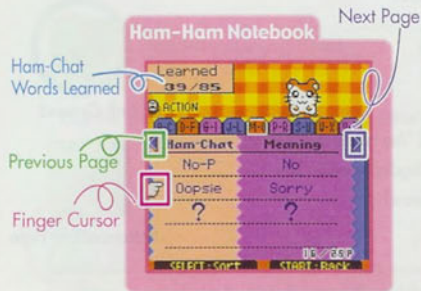
Please Note!

There are many more Ham-Chat words! You'll know that you have found all the Ham-Chat words in an area when a Sunflower Marker on the Town Map is spinning.



The Ham-Ham Notebook

Press START while playing to bring up the Ham-Ham Notebook. New Ham-Chat words and their meanings are automatically entered into the Ham-Ham Notebook as soon as you learn them.



Using the Ham-Ham Notebook

- Up/Down.....Move the cursor
- Left/Right ...Turn the page
- A Button.....View an action
- START/B Button....
Close the Ham-Ham Notebook
- SELECT.....Organize Ham-Chat

You can organize words two ways:

- Order learned
- Alphabetical

*View the Ham-Chat action by pressing the A Button.

Adventure Mode

It's up to you to get all the Ham-Hams back to the Clubhouse for Boss's big surprise. It might be tough to find them all, but talk to all the hamsters you see and get their help!

Find the Ham-Hams

When you find hamsters, use some Ham-Chat words right away! They might give you hints about where to find other Ham-Hams.

Explore!

When you get a hint about a location, go check that place out. Look everywhere!



Finding Ham-Hams!

The Ham-Hams won't always go back to the Clubhouse easily. Don't give up! Just keep trying all the Ham-Chat words you know!



Returning to the Clubhouse

When you've convinced the Ham-Ham to go back to the Clubhouse, you will automatically walk back. As soon as the Ham-Ham is home, get back out there and find the other Ham-Hams!



Please Note!

Ham-Hams back at the Clubhouse like to hang out in their rooms, but they especially enjoy talking to visitors! Be sure to visit each Ham-Ham back at the Clubhouse. There just might be a few surprises if you do...



Status Screen

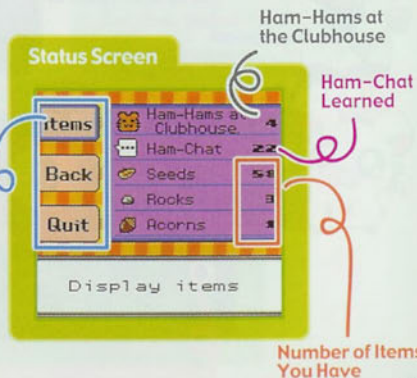
Press SELECT to bring up the status screen. On this screen, you can view items in your inventory and pause the game.

Press **+** Up/Down to move the cursor, then press the A Button.

Items Display the items you've found. (See pg. 22 for more details.)

Back Return to the game. (Pressing the B Button does the same thing.)

Quit Quit the game and return to the title screen.



Status Screen

Ham-Hams at the Clubhouse

Ham-Chat Learned

Number of Items You Have

Items	Ham-Hams at Clubhouse	4
Back	Ham-Chat	22
Quit	Seeds	58
	Rocks	3
	Acorns	1

Display items

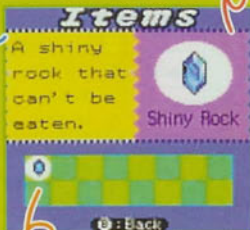


Item Screen

You can view the items in your inventory. Some of the items are things you'll find during the adventure, and some are given to you by other Ham-Hams.

Item Description

Item Screen



Item Name and Picture



• Press the B Button to return to the status screen

Item

Meet the Ham-Hams!



Hamtaro

Where is everybody?
I'm here to help!



Snoozer

I'm so sleepy... Must
...stay...awake! Zzz...



Maxwell

I long to learn so much more...

Boss

Everyone, back to the
Clubhouse!



Bijou

There are many rocks
that shine like gems.





Pashmina

I'm simply not myself without my scarf.



Jingle

La la la...I think I'll write a song!

Penelope

Ookwee! Ookwee!



Oxnard

I'm guarding my seeds to keep them safe!



Panda

Phew! Making things is so much fun!



Sandy

Oh, Stan...



Cappy

Hats! Hats! I wanna find more hats!



Howdy

Dexter can't beat me!



Stan

Bijou! Pashmina!



Dexter

Howdy can't beat me!



Changing Outfits

You'll see many HM Boutiques throughout the game. Here, you can buy items to make new outfits. Back at your room, you can look at your items and try them on!

On Sale at the HM Boutique!

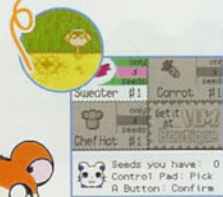
If you want to buy an item, select it with the + Control Pad and then press the A Button. Once you select Yep-P, it's all yours!

Back at Hamtaro's Room

After you buy a item, it will be delivered, free of charge, straight to your room! To pick up your delivery, go back to Hamtaro's room at the Clubhouse.



HM Entrance



Changing Outfits

One At the Mirror

Once your new items have been delivered, stand in front of the mirror and press the A Button.

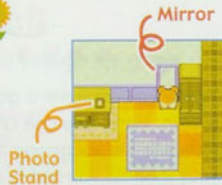
Two Select an Outfit

Press Up/Down on the + Control Pad to choose the part (Hats, Items, or Clothes) of your outfit. Press Left/Right on the + Control Pad to scroll through the various choices within those categories.

Three Snap a Photo!

Now that you've decided on your new outfit, it's time to show off your fashion sense! Press the A Button and select Photo to take a picture. Choose Yep-P after taking a picture to save it.

- Once you've taken a picture, you can see it in the photo stand or on the title screen.
- When you take another picture, the old picture will be replaced.



Groove to a Ham-Jam



When you continue a game, you'll see an option for a Ham-Jam on the title screen. Here, you can create dances by matching the actions of the Ham-Chat words to the songs you find in the game. You can even trade your dances with your friends! You can also do this from the Dance Room in the Clubhouse. (See pg. 13 for more details.)

Ham-Jam Screen



PlayView already made dances in the Dance Room.
(Select the song and dance you want to view and press the A Button.)

EditCreate a dance to music. (See the next page for details.)

Trade ...Trade dances. (See pg. 30 for more details.)

EndReturn to title screen or game.



How to Ham-Jam!

You will start with only one song, but as you make it through the game, you will find many more.

- 1 From the main Ham-Jam menu, choose Edit. Next, pick a song and then choose Edit again.
- 2 Each item on the line represents a different Ham-Chat word. Move the cursor to the spot you want to change and press the A Button.
- 3 Choose the Ham-Chat you want to place into the current dance and press the A Button. Do this as often as you like.
- 4 Press the B Button to back up. Now, select Play and press the A Button to watch the dance you just made! (A Button: Play/Stop)
- 5 Select End and press the A Button. You will be asked if you want to End Edit. When you choose Yep-P, you will be asked if you want to Save this dance. Choose Yep-P again to save your new dance. NOTE: You can save only one dance per song, so be careful.

Ham-Jam Screen



•Only the Ham-Chat words you've already learned will be available.



Trade Dances!



You can trade the dances with friends by infrared transmission if both of you have Game Boy® Color systems. First, choose either send or receive, depending on what you want to do.



Send Dance

Use the + Control Pad to select the song and dance, and press the A Button to send the dance.

Receive Dance

If you choose this option, just wait for your friend's Game Boy® Color to be ready.

You cannot trade with a Game Boy® Advance.

You can save three received dances for each song. If you receive a song with three saved dances, you will be asked if you want to "Erase the old dance and replace with the new one." If you choose to overwrite, you must choose which dance to save over.

It's time to trade!

Once the transmission is ready, align the communication arrow on the top of each Game Boy® Color system and bring them to within 2 inches of each other.



Credits

Original Concept

Ritsuko Kawai

Editorial Supervisor

Shogakukan Tottoko Department

Project Manager

Katsutomo Maeiwa

Director

Mariko Yumoto

Assistant Directors

Noriyuki Enoki

Katsunori Yazawa

Main programmer

Tomoyuki Sumi

Programmers

Yoshiaki Hoshino

Tetsuo Sejimo

Tomohiro Takeshi

Main Designer

Susumu Tomizawa

Designers

Kazutaka Ono

Eiko Takahashi

Katsutomo Maeiwa

Kazuya Niino

Hidefumi Nakahara

Music

Satoko Yokota

Supervisors

Kensuke Tanabe

Shin Hasegawa

NOA Localization Management

Jeff Miller

Leslie Swan

North American Localization

Tim O'Leary

Shawn Seavers

Maki Yamane

Producers

Shigeru Miyamoto

Kenji Miki

Masahiro Tatemoto

Executive Producer

Satoru Iwata



Notes



IMPORTANT:

REV-C

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

WARRANTY AND SERVICE INFORMATION

REV-M

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**



Nintendo®

**CUSTOMER SERVICE
WWW.NINTENDO.COM**

or call 1-800-255-3700

MON. - SAT., 6:00 a.m. to 9:00 p.m.;

SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

(Times subject to change)



Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN JAPAN