

Hamtaro: Ham-Ham Games FAQ/Walkthrough

by Queenpetra

Updated to v1.07 on Mar 24, 2010

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| FAQ/Walkthrough for Hamtaro Ham-Ham Games |
| Platform: Gameboy Advance |
| Written By: Queenpetra |
| E-mail: Evilmastermindpetra@msn.com |
| Version: 1.05 |
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| Sites that have my permission to host my guide: |
| www.Gamefaqs.com |
| www.Neoseeker.com |
| www.Supercheats.com |
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For faster searches copy the letter/number at the end of a part of the guide:
ex. First Day...a4.1 Then press Ctrl + F and paste the letter/number combo in
the box then press Next. It'll jump you to that part without having to do
the searching yourself.
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| Copyright Info/Intro | a1.0|
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This guide is of my own words, and therefore is mine. You may not take this guide and say you made it; you may not post it on a site without my permission first, and you may certainly not use this for monetary gain. You are allowed to use this to help while playing and you are allowed to post it on your site, as long as you ask me first. I'm very nice and as long as you ask me nicely first, I will let you. Now that that is cleared up, let's move on. =D

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| Controls |a2.0|
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+-----+
| Start Menu |
+-----+
Tournament: Takes you to the game
Player Card: You can view the card you filled out when you first started the
game and change costumes here
Friend Cards: Where you can view friend cards you have won or traded
Free Play mode: Unlocked once you've finished the first tournament. Let's you
play all the tournament's games.
Options: Let's you change the language or erase all your data and start over
Ham-Ham Link: Allows you to link with other players

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+-----+
| Basic Controls |
+-----+
D-pad: Moves Hamtaro around the screen
D-pad+B: Makes Hamtaro run
A button: Talk to other hamsters, pick up items, or make things move
B button: Takes you out of a menu

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away. Since there's no rush to head to the Stadium and start the event we'll explore a little.

When you talk to Panda, he'll rush off to go check on everything. Maxwell decides it would be fun and useful if he writes down useful tips for you and when he's done, they'll be on his desk to read anytime. Upstairs you'll come across a robot hamster who asks you to teach him how to greet other hamsters. He'll lead you to a machine against the right wall. You can talk to this whenever and it'll ask you a question, usually "How does everyone say hi?" You can change it from Hamha or you can leave it.

Up another ladder leads you to a box that takes you across the room, fun but otherwise useless. Back on the second floor there are two machines, one red one blue. They both play the same game, where you're essentially hitting the ball to the basket. There is a CD player which is useless right now and that's all for the clubhouse! To leave the clubhouse, go out where the red mat is on the first floor.

Now you may go and explore anywhere you wish to but since there isn't much to see, let's head to the Stadium. On the world map the place where you need to go next will be marked with a rainbow paw printed flag. You can look around and find some seeds, chat or you can go straight inside. To enter the event talk to Howdy below the T.V. Our first (and only) event of the day is the 100hm dash!!

```

                ++++++
                |100hm dash|
O----- ++++++ -----O
|Tutorial: Press "A" when you see the start signal           |
| A button: Press "A" when the blue mark reaches the edge of the gauge to |
|run. The more successful you are, the faster you'll run.    |
| B button: Lets you sprint but only for a short while       |
| Tip: When you first start, you're a little behind the others but don't |
|panic and focus on getting the blue mark to the end. If timed well, you'll |
|quickly pass by the others. Sprinting is nice, but can really throw you off |
|if used too soon. Press it when you're close to the end but if you're going |
|good with just A, then don't bother with it. Focus is essential here.      |
O----- ++++++ -----O
```

Now after the event is over, hopefully won, Boss decides to show you where everyone is sleeping but unfortunately, there isn't enough room for you so you're stuck in the Clubhouse. You have the option of either a) exploring some more or b) watching the news, talking to the ham-hams, and get some rest.

Looking around the Clubhouse Sandy is upset with Stan because they were late because Stan well... did what Stan always does. Gets distracted by girls. Maxwell welcomes you back; Dexter says Howdy is in bed, tired after his hard day's work. :/ The T.V. is finally running and on now is Ham Studio News. All it does is give an in-depth report on the day's events but is still fun to watch, especially if you were the winner. ^.^ If you wish to, you can take a look at Maxwell's tips. Since there isn't much else to do, let's get some sleep.

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=====
| SECOND DAY | a4.2|
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During your sleep, you're visited by Crystal, the snow fairy. She explains about player cards and how you can exchange them with your friends. After that Day Two begins and you're greeted by one of the little Bo Bunch babies. The events today are: Tennis Prelims, Hammer Throw, and Diving.

Snoozer explains how to see your tournament list by pressing the Start button, but we all knew that right? Panda once again, decides to go check on the Pool and Dexter explains the Bijou has a Tennis match today. :/ Thanks for the obvious point out Dexter! Maxwell greets you then heads out for more info. Sounds fun. Stan and Sandy are upstairs and on T.V... Drum roll please!
.....Ham Requests!

It's a show where hamsters request songs and they're played. If you wish to Request a song, head to the Ham Studios and inside the building there is a machine to the far left corner. There you can pick any song you want. Tune into the show the next day and it'll be played!

As you try to leave the Clubhouse you get a news alert. Ham Studios is now broadcasting some great shows, starting... NOW. At the Tennis court you can find 5 seeds and meet three members from the other teams. Go all the way right and you'll find Boss and Oxnard. They're lost and can't find their way to the Tennis Court. If you try to follow them you'll find Cappy, who is still freaking out over Stucky's disappearance. And oddly enough, Boss and Oxnard are nowhere to be seen. Men and their sense of direction. *shakes head in shame*

Inside the actual building go to your immediate left and talk to the cactus with arms. You'll get your first costume! In the room where all the Ham-Hams meet, Penelope and Pashmina wonder where Boss and Oxnard are, and Bijou is very happy that everyone came to watch her. Well, onto the real event.

```

                ++++++
                | Tennis (prelims)|
O----- ++++++ -----O
|Tutorial: Move Bijou with the D-pad                               |
| Serving: Toss the ball with "A". Aim with the D-pad then serve with "A" |
| Hitting: Swing the racket with "A". To aim where the ball goes use the |
|D-pad.                                                           |
| Lobbing: Swing the racket with "B"                               |
| Smash: If a lob comes your way, hit the "A" button.           |
|Tip: I'm not very good at Tennis, even on easy, so I have no advice. :/ But |
|it is pretty straightforward. Hit the ball and try not to miss. The white |
|mark on the floor of the court signifies where the ball is going to land so |
|head for there. :D                                             |
O-----O
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After Tennis it's time for the Hammer throw. On your way out you'll notice a hamster standing on his head. His Captain made sure he got up, a bit forcefully. Before you head over to the Stadium, Ham Fortune-telling is on and depending on what she sees, you can get a costume, seeds, or some black thing. Whether or not you watch it head on over to the Stadium.

If you go all the way to your right, you'll find Cappy who's so frustrated he's decided he'll hide too. In the Stadium, Pashmina and Yellow Bo Bunch are talking. After a bit they switch what they're saying, Pashmina triumphant. It's sort of like the Yes, No, arguments I used to have as a kid... In the meeting room, Penelope is panicking over Pashmina's disappearance and Boss gives Oxnard a small pep talk.

```

                ++++++
                | Hammer Throw |
O----- ++++++ -----O
|Tutorial: Press "A" to start swinging the hammer               |
| Swing: Hold the "A" button when it is at the top of the gauge and release |
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|it when it passes the top part of the gauge
| Throwing: Press "B" to throw your hammer
|Tip: You only get three chances to throw your hammer. Swinging longer than
|eight turns will make you lose one chance. After you start swinging the
|hammer, hold the "A" button as long as you can while it's over the green
|gauge and you'll go faster and faster. Make sure to release it before eight
|swings! Preferably on 7. Try to release your swing right in between the two
|white lines and you should be all right.

O-----O

Now for the last event, Diving! ^.^ But before we head to the Pool, we're going to stop by the Clubhouse. As soon as you walk in the Delivery Hamster comes in yelling "SAMPLES! SAMPLES!" You get some free costumes, courtesy of the Ham Shopping Network. After he leaves, go to the T.V. and watch Ham Shopping Network.

Everyday they have different costumes, and the price goes up a little but if you watch the whole thing, there are usually discounts. If you bought the costume it will be delivered to you instantly, if not then let's head to the Pool! In the room where the Ham-Hams usually wait, they're all discussing how a cloud pool is great for hamsters. I think it would be fun to swim in a cloud pool, though I'm not too sure on how it would work.

+++++++

| Diving |

O----- ++++++ -----O

|Tutorial: Press "A" to jump off the board
| Moving: Press the various buttons as they appear
|Tip: The last two buttons need to be pressed at the same time and if you
|miss a button, you'll lose points. If you practice a few times, it'll
|really help to have you alert and ready for the buttons. The last two dives
|are bigger than the rest and need to be pressed fast to complete them. The
|faster you are the higher the points you'll receive. Here's the list of the
|max scores you can get for each dive:

| 1st dive: 90.00

| 2nd dive: 99.00

| 3rd dive: 87.00

| 4th dive: 96.00

| 5th dive: 96.00

O-----O

Back at the Clubhouse, Stan is dancing with his maracas while Sandy debates on whether she should go to Athlete's Village where it's quieter. Dexter and Howdy are talking about his new job and Howdy cracks one of his shameful puns. Upstairs while talking to Panda you can still hear Howdy and Dexter, who are being very loud. Pashmina and Penelope comment on how relaxing the Clubhouse is. Man, everyone's here tonight. After the news head off to bed. If you don't watch the news then well... yeah head to bed regardless.

=====

| THIRD DAY | a4.3|

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The day's results are shown, then Crystal the snow fairy comes to tell you about costumes. Yellow Bo Bunch comes to tell you about the upcoming day: Beach Volleyball Prelims, Hurdles, and Bird-back riding.

When you wake up Panda looks very worried and when you talk to him, he tells you that there's something wrong with the cloud pool and off he heads to check it out. And according to Dexter, Stucky had been by recently but had left almost right away. So unless you want to explore or watch T.V. head on over to

the Beach for your first game of the day.

At the Beach, if you head to the right you can check all the shells for seeds and checking the starfish will get you a new costume!! Whoo costumes!!! Poor Oxnard, he's heard that seeds can be found all over the place but he hasn't found any. I wonder why? :D Penelope and Pashmina are sad because they didn't enter and Boss seems to be upset with you. Aside from talking to everyone, there's not much else to do. So go to Howdy and enter the games.

```

+++++
| Beach volleyball (prelims)|
O----- +++++ -----O
|Tutorial: Move Hamtaro with the D-pad |
| Serving: Toss ball with "A". Aim with the D-pad and serve with "A" |
| Setting: When the ball comes, run to it and press "A" |
| Jumping: Jump with "B" |
| Spiking: While jumping, press "A" to spike the ball. Press "B" to feint. |
|Tip: Basically, just hit the ball to where no one is and try to get under |
|it's shadow to hit it. And if you're near the net, jump up and try to hit it|
|down. Very basic event. ^.^ |
O-----O
```

The girls, Lapis and Sandy, are playing with the Bo Bunch Babies on the Beach while Stan watches them. For once, he isn't dancing crazily. For those of you who watch, Ham Fortune-telling is on.

Once you arrive at the Stadium, head to your left then go up the fire truck ladder. Head to your left again and you'll see a ladybug. Talk to it and you'll get the Ladybug costume! In the Ham room, Boss preps himself then asks you if it would be all right if he knocked down a few hurdles. Pashmina comments on how if Penelope entered, she could win by just running under all the hurdles. Too bad eh?

```

+++++
| Hurdles |
O----- +++++ -----O
|Tutorial: Press "A" to start the race |
| Jumping: Press "B" to jump over the hurdles |
| Landing: Press "A" to land. Timing it right will make you go faster |
|Tip: Time all your jumps and landings right to go as fast as possible. Make |
|your jumps as short as possible without knocking over the hurdles and it'll |
|help to speed you up. Obviously knocking over hurdles knocks down your speed|
|considerably and can take a few hurdles to catch up after. |
O-----O
```

Now there aren't usually a lot of things to do aside from seed-collecting, chatting and watching T.V. but there is the rare occasion when you get to go and find a costume. This is one of those. Go to the right when you enter the Lawn and then up to the tree. Try to climb it and you'll fall down, with an apple following you. Go up to it and you'll get the Apple costume.

The Zebra from Team Djungle reminds me of Drew Carey for some odd reason... Now, before you do anything make sure to check the race map. It'll help immensely. When you're ready, go Chicky-chick racing!

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+++++
| Bird-back riding|
O----- +++++ -----O
|Tutorial: Turn left or right with the D-pad. You cannot go backwards |
| Speed: Pressing "A" increases your speed. Pressing "B" slows you down |
O-----O
```

| Jumping: You jump automatically when running fast enough |
|Tip: Try to be as fast as you can and make sure to jump over all the correct |
|hurdles in the correct order. Every obstacle requires a certain speed so try |
|to go as fast as you can for the whole thing. Taking over 23 seconds will |
|make you lose a lot of points. Hitting obstacles also brings your points |
|down. |
O-----O

As soon as you enter the house you'll see Howdy, and boy does he look happy. Three days of hard work and he's excited to find out how much he made. I would be too. Oxnard is by Maxwell's desk and he's eating and once he's done he'll go to Athlete's Village and eat some more. :/ Hope he doesn't get nightmares. Upstairs Maxwell asks if his notes have been helpful. Well it's the end of the third day. Go to bed and get some well earned rest. ^.^

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| FOURTH DAY | a4.4 |
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Once again Crystal comes and tells you about the Bo Bunch and how they give you all sorts of useful information. A green Bo Bunch baby tells you about Day Four. You have Pole vault, Tennis finals and Carrot pull. Have fun!

If you talk to Boss, Snoozer asks him if he checked inside his helmet and Boss asks if he's trying to make him nervous. Huh. Upstairs, Cappy is freaking out and telling you to watch where you step, in case Stucky gets "squishified". Panda is also freaking out, but over the Pole Vault. I have a feeling today is going to be worrisome.

At the Stadium it seems that Daisy wants to be Warts' friend, Warts is unsure, and Hambone is admiring her. Weird. Pashmina and Penelope are very excited for the upcoming event and Dexter and Lazuli wonder if there is anything above the clouds.

+++++++
| Pole vault |
O-----O
|Tutorial: Press "A" to run |
| Speed: Press "A" at every A symbol to go faster. |
| Jumping: When you're at the box press "B" when the gauge appears. Try to |
|aim for the white part. |
| Releasing: Another gauge appears. Press "B" near the top again. |
|Tip: As soon as Pashmina's last foot hits the circle, press A. This is a lot |
|on timing. Practicing a few times can help. |
O-----O

Outside the Stadium, Cappy is throwing a fit because he wants the Captain's hat. The Captain is annoyed and asks if there's any way to shut him up. At the Tennis court there isn't much going on so go over to Howdy and register.

+++++++
| Tennis Finals |
O-----O
|Tutorial: Move with the D-pad |
| Serving: Toss ball with "A". Aim with the D-pad then serve with "A" |
| Hitting: Swing the racket with "A". To aim where the ball goes use the |
|D-pad |
| Lobbing: Swing the racket with "B" |
| Smash: If a lob comes your way, hit the "A" button. |
|Tip: I'm not very good at Tennis, even on easy, so I have no advice. :/ But |
|it is pretty straightforward. Hit the ball and try not to miss. The white |

|mark on the floor of the court signifies where the ball is going to land so |
|head for there. :D |
O-----O

Outside a couple Bo Bunch babies and Stan are lounging around. Stan isn't sure if the Bo Bunch are girls and whether he should ask one of them out or not. I say go for it Stan! :D

At the Clubhouse, Sandy is showing Daisy around. Maxwell comments that the Clubhouse is famous and Boss'll be proud then he scurries off to collect more info.

At the Lawn, poor Bunny from Team Djungle is upset because she was forced to do this event only because she has a rabbit costume. Looks like it's Hamtaro's turn to shine! Let's pull some carrots!

```

                ++++++
                | Carrot Pull |
O----- ++++++ -----O
|Tutorial: Press "A" to pull the carrots out |
|Tip: When pulling carrots, wait until Hamtaro's mouth is wide open then |
|pull. You're more likely to pull out a full carrot. Don't worry about being |
|first or last, take your time. It's better to come in last because then that|
|means you tried to pull out full carrots. Unlike the other hamsters. |
|Wait a few seconds after Hamtaro grabs the carrot, that way his mouth is |
|more likely to be open wide. |
O-----O
```

After the last event for today, you'll come across a hamster wearing a carrot costume. (IF you won the Carrot pull) Hmm...His name is Carrobo. Sounds suspicious...o He smells freshly plucked carrots. Boss leaves after introducing him and you're left alone with a... hamster carrot in the ground.

Hurrying home to the Clubhouse Howdy is using his scary puns again. But this time Dexter counters with a not-so-scary pun. Way to go Dexter! Over by the slide Stan has his back turned on Lapis and Lazuli. From what they say I think Lapis did something to make Stan leave her alone. Well, aside from all that time to catch a few Z痴.

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| FIFTH DAY | a4.5|
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While you're sleeping an image of Maxwell working at his desk appears. He sure is a hard worker! After two Bo Bunch come and tell you about the next three events for the day. Swimming, Archery and Sailing. Fun fun.

Everyone in the Clubhouse is excited for the swimming event and upstairs Stan is doing his little happy dance. He's going to go girl hunting today. ;) At the Lawn all the teams are there and all the Captains are giving great pep talks. Team Djungle has my heart, since they never lose enthusiasm though they're always last... <3 Way to pull through you guys. Go behind Team Rainbow to the mushroom and jump on it. Once you're on the cloud go to the bottom left corner and press "A". A feather should come falling down. Grab it and you'll get the Eagle costume.

```

                ++++++
                | Swimming |
O----- ++++++ -----O
|Tutorial: Press "A" at the signal |
| Backstroke: Press "A" and then "B" |
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| Breaststroke: Press left on the D-pad and "A" at the same time |
| Butterfly: Press up then down on the D-pad |
| Freestyle: Press "A" then up |
|Tip: Well first off, practice first. Make sure to press the buttons when the |
|gauge hits the very right. You don't have to but it'll help. I find Boss to |
|be tricky and when you get to Hamtaro, the gauge really speeds up. Try not |
|to panic and just focus on the timing and buttons, with that you should be |
|able to make it. |

O-----O

Outside some of the hamsters from Team Seahams are looking pretty dejected. Their Captain went in search of girls to join the crew, and it actually looks like they don't want any girls to join them. 0.o

At the Lawn, everyone is ready and sure that they'll be the winner. Great to see such high spirits. In the meeting room, Dexter has a message from Howdy. With another pun. :/ Run for your lives!!

+++++++
| Archery |

O----- ++++++ -----O

|Tutorial: To shoot press "A" |
| Aiming: Try moving the mark with the D-pad |
| Time Limit: You have only 40 seconds before you run out of time |
|Tip: The mark never stays in a spot for long so as soon as it goes over the |
|desired place, shoot. It might not hit the spot but it should be close. Do |
|not worry about the time limit, just focus on aiming but try not to prolong |
|your shot. Otherwise, that's all there is to say. |

O-----O

The Bo Bunch are busy sweeping the dirt path in the Lawn area 0.o and Pashmina wants to help but when she turns to ask Penelope she sees yellow Bo Bunch instead.

Over at the Clubhouse, Howdy's written another letter for Pashmina and both Dexter and Panda are worried. In the waiting room at the Beach, Lapis and Lazuli comment on how glad they are that they had said no to Captain Hamstern and Stan.

+++++++
| Sailing |

O----- ++++++ -----O

|Tutorial: Move the sail with the "L" and "R" buttons. |
| Course: Clear the markers in this order: 1,2,3,1,3. You must pass them on |
|your left |
|Tip: Make sure to watch the map in the right corner. That is what will help |
|you win. That should be the only thing you look at because it gives you a |
|clear view of the buoys and where to go next. At times, it might be easiest |
|to just alternate between "L" and "R" to keep a straight path. |

O-----O

Back at the Clubhouse Dexter asks Howdy to stop writing such strange letters and Howdy says he was only trying to help Bijou relax with a funny pun. :/ Yes, funny. Panda wonders if Cappy found Stucky yet, and if he should go help him.

=====
|Sixth Day | a4.6|
=====

Crystal visits again, this time asking you what your favourite food is. Answer

with whatever you like. Once you've answered she thanks you and leaves. Blue Bo Bunch is on job announcement duty today and our events are: Triple Jump, Synchronized swimming, and Beach Volleyball Finals. That's it. Got it?

Sandy explains that Maxwell is a good ham because he wrote a pile of notes for you and Stan asks if he could at least get some thanks for rooting for everyone. I thank you Stan! At the Stadium Jingle comments that the tree in the lower right corner had looked like a pipe. Hmmm...

```

                ++++++
                | Triple Jump |
O-----+-----O
|Tutorial: Press "A" to start
| Speeding Up: Press "A" when you touch the symbols
| Hop: Press "B" when you reach the white line
| Step/Jump: Press "B" right when you land, hold it, and release it before
|the gauge turns red
|Tip: Press "A" right when Cappy's last foot hits the symbol. Press "B" RIGHT
|before the white line and let the mini gauges go full and you should fly
|right beyond the world record. ^.^
O-----O
```

Not much going on right now, other than Stan and Sandy giving Pashmina and Penelope a pep talk.

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                ++++++
                | Synchronized Swimming |
O-----+-----O
|Tutorial: Press "A" and "B" in time to the cymbals and gauge
| Underwater: When the yellow circle hits the top press "B"
| Swimming: Press "A" when the cymbals clash
|Tip: Get a feel for the music and let the rhythm lead you. Don't think too
|hard about it and you should do fine.
O-----O
```

Outside the poor Bo Bunch are worrying about all the work they have to do. Yellow Bo Bunch suggests that they all split up and get the work done. After they fly into the air and fly off. On the second floor of the Clubhouse, Panda and Maxwell are competing. They're playing the basketball game and trying to get the highest score. Lots of fun! Bunny is still freaking out about diving into the sand but Leo doesn't seem to be TOO upset about that. In the waiting room everyone is cheering Bijou and you on.

```

                ++++++
                | Beach Volleyball Finals |
O-----+-----O
|Tutorial: Move Hamtaro with the D-pad
| Serving: Toss ball with "A". Aim with the D-pad and serve with "A"
| Setting: When the ball comes, run to it and press "A"
| Jumping: Jump with "B"
| Spiking: While jumping, press "A" to spike the ball. Press "B" to feint.
|Tip: Basically, just hit the ball to where no one is and try to get under
|its shadow to hit it. And if you're near the net, jump up and try to hit it
|down. Very basic event. ^.^
O-----O
```

Now this is the last night before the tournament ends so anything you want or haven't done yet, you better do now. I always like to go to Athlete's Village and see everyone before it ends. It's up to you what you do but make sure to not stay up all night! ;)

=====
| Seventh Day | a4.7|
=====

While you're asleep Oxnard appears and he steps onto a scale. The scale acts very funny and he gets angry. Day Seven starts and Violet Bo Bunch comes on. The only event today is the Marathon. Whoo!!

Everyone, including Snoozer, are gone. Probably at the Stadium. We should head over there too. Everyone is there and they're all cheering each other on, being happy, and just enjoying the last day. When you're ready, go to Howdy for the last event.

+++++++
| Marathon |
O----- ++++++ -----O
|Tutorial: Press "A" to the beat to run |
|Tip: The beat will go faster as you do better and it will change during your|
|water break. It helps to watch the speaker and press it with that but if |
|you're good with beats and rhythm then you don't have to. |
O-----O

After the race go up to Prince Bo and speak with him. He'll take you to the closing ceremony and there you'll find out who won. He congratulates the winning team, thanks everyone for participating and says goodbye. Congrats, sit back and enjoy the credits, you beat the game! ^.^

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| Section 3 |
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| SCHEDULE | a5.0|
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First Day

Opening ceremony
Free Time: Preparing For Broadcast
100hm Dash
Free Time: Ham Studio News

Second Day

Free Time: Ham Requests
Tennis Prelims
Free Time: Ham Fortune-Telling
Hammer Throw
Free Time: Ham Shopping Network
Diving
Free Time: Ham Studio News

Third Day

Free Time: Ham Requests
Beach Volleyball Prelims
Free Time: Ham Fortune-Telling
Hurdles
Free Time: Ham Shopping Network
Bird-back Riding

Free Time: Ham Studio News

Fourth Day

Free Time: Ham Requests

Pole Vault

Free Time: Ham Fortune-Telling

Tennis Finals

Free Time: Ham Shopping Network

Carrot Pull

Free Time: Ham Studio News

Fifth Day

Free Time: Ham Requests

Swimming

Free Time: Ham Fortune-Telling

Archery

Free Time: Ham Shopping Network

Sailing

Free Time: Ham Studio News

Sixth Day

Free Time: Ham Requests

Triple Jump

Free Time: Ham Fortune-Telling

Synchronized Swimming

Free Time: Ham Shopping Network

Beach Volleyball Finals

Free Time: Ham Studio News

Seventh Day

Free Time: Ham Requests

Marathon

Closing Ceremony

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| COSTUMES | a6.0|

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You can buy most of the costumes in the game but a few can be found. To wear them go to your Player card and then Costume. To get the special night edition costumes take a nap before the last event of the day and Mr. Matsu will visit you during your sleep with Postie.

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| I got a tip from Metalsteelix telling me that if you win all Gold Medals in|
| the tournament, you'll get the costume called Gold Chest. I haven't quite |
| checked this one, but I'm pretty sure it's accurate. ^.^ |

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	Go to the tree in the Lawn area. Climb it and you'll fall
Apple	down, the apple falling on your head. Examine it and you'll
	get the costume.

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| Badger | Buy from Ham shopping Network. |

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Bat	Buy from Ham Shopping Network: Late Night.
Bee	Buy from Ham shopping network.
Cactus	Go to the Tennis area and examine one of the non-round cactus' inside the building.
Cherry Tree	Buy from Ham Shopping network.
Cow	Buy from Ham Shopping Network.
Dog	Get in complementary gift package from Postie.
Eagle	Go to the mushroom in the right hand side of the Pool. Once on the cloud go to the bottom left corner and press "A". Grab the feather that falls.
Flamingo	Buy from Ham Shopping Network.
Fox	Watch Ham fortune-telling and if she says that you have "Amazing luck" or "Excellent luck" then go to the place she says and open the treasure box.
Frog	Complete one tournament and then go to the Team Djungle's room. It'll be on the table.
Hippo	Once Warts changes his costume again to a palm tree, go find this one on the table in Team Djungle's room.
Horse	Buy from Ham shopping network.
Ladybug	Go to the tall tree-like plant at the Stadium near the fire truck. Examine the ladybug to get it.
Leo	After beating the first tournament go to Athlete's Village and grab the present in front of the fountain.
Monkey	Get in complementary gift package from Postie.
Octopus	Buy from Ham Shopping Network.
Owl	Buy from Hamtaro Shopping Network: Late Night.
Palm Tree	After Warts changes his costume back to the frog, find this on the table in Team Djungle's room.
Panda	Buy from Ham Shopping Network.
Pheasant	Get in complementary gift package from Postie.
Raccoon	Buy from Ham Shopping Network.
Rose	Buy from Ham Shopping Network: Late Night.
Snake	Buy from Ham Shopping Network.
Starfish	Go to the Beach and then to the right. Examine the starfish there.
Whale	Buy from Ham Shopping Network.

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| Willow Tree | Buy from Ham Shopping Network: Late Night. |

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| Hamigo Cards | a7.0|

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Hamigo Cards are cards that you get from all the Hamsters in the game as a sign of friendship. Once you beat a tournament as the winner Prince Bo gives you the Hamigo Card file which can hold 50 Hamigo cards. He tells you that you'll only get his if, and ONLY if, you get everyone's Hamigo Cards. I'll list here in order where, when, and how you can get them.

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| Hamtaro | Automatically comes with the Hamigo card file. |

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| Bijou | As soon as you begin the next tournament, Bijou will |
| | automatically hand it to you in the Clubhouse. |

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| Boss | Talk to him and he will give it to you. Boss can be found |
| | anywhere, usually in the meeting room. |

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| Oxnard | Talk to him and he will give it to you. Oxnard can be found |
| | anywhere, usually in the meeting room. |

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| Cappy | Talk to him and he will give it to you. Cappy can be found |
| | anywhere, usually in the meeting room. |

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| Pashmina | Talk to her and she will give it to you. Pashmina can be found |
| | anywhere, usually in the meeting room. |

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| Penelope | Talk to her and she will give it to you. Penelope can be found |
| | anywhere, usually in the meeting room. |

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| Prince Bo | Once you've obtained everyone's Hamigos, finish the tournament |
| | you're on and he'll hand it to you. |

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	Talk to her and she will give it to you. Daisy can be found in
Daisy	Athlete's Village or outside. (Outside being outside of the
	venues i.e. Stadium)

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| Ivy | Talk to her and she will give it to you. Ivy can be found in |
| | Athlete's Village or outside. |

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| Rosy | Talk to her and she will give it to you. Rosy can be found in |
| | Athlete's Village or outside. |

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| Captain Hamstern | Talk to him and he will give it to you. Captain Hamstern |
| | can be found in Athlete's Village or outside. |

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| Hamberto | Talk to him and he will give it to you. Hamberto can be |
| | found in Athlete's Village or outside. |

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| Cubbie | Talk to him and he will give it to you. Cubbie can be |
| | found in Athlete's Village or outside. |

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| Hambone | Talk to him and he will give it to you. Hambone can be |
| | found in Athlete's Village or outside. |

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| Hambeard | Talk to him and he will give it to you. Hambeard can be |

	found in Athlete's Village or outside.
Leo	Talk to him and he will give it to you. Leo can be found in Athlete's Village or outside.
Stripes	Talk to him and he will give it to you. Stripes can be found in Athlete's Village or outside.
Bunny	Talk to her and he will give it to you. Bunny can be found in Athlete's Village or outside.
Warts	Talk to him and he will give it to you. Warts can be found in Athlete's Village or outside.
Maxwell	Talk to him and he will give it to you. Maxwell can be found in the Clubhouse or outside.
Howdy	Talk to him, even when he's working, and he'll give it to you. Howdy can be found behind the desk or at the Clubhouse.
Dexter	Talk to him and he'll give it to you. Dexter can be found in the Clubhouse or outside.
Panda	Talk to him and he will give it to you. Panda can be found in the Clubhouse or outside.
Stan	Talk to him and he will give it to you. Stan can be found in the Clubhouse or outside.
Sandy	Talk to her and she will give it to you. Sandy can be found in the Clubhouse or outside.
Snoozer	Talk to him and he will give it to you. Snoozer can be found in the Clubhouse.
Jingle	Talk to him and he will give it to you. Jingle can be found in the venues (ex. Stadium) or outside Ham Studios.
Lapis	Talk to her and she will give it to you. Lapis can be found anywhere.
Lazuli	Talk to her and she will give it to you. Lazuli can be found anywhere.
Bomegranate	Head to the Ham Studios AT night and talk to the red one. He can't get his brothers together and asks for your help. Find them all in the order of the rainbow: ROY G BIV. So look for orange, yellow, green, blue, and indigo in that order. Once they're all together you'll receive their Hamigo cards.
Borange	See Bomegranate.
Bopaya	See Bomegranate.
Bolime	See Bomegranate.
Boberry	See Bomegranate.

Bogrape	See Bomegranate.
Boplume	See Bomegranate.
Dewy	After the first event go to the right side of the Beach and talk to him. He will give it to you.
Crystal	After the first event go to the right side of the Beach and talk to her. She will give it to you.
Robo-Joe	When the announcement comes on saying Robo-Joe is causing trouble, head over to the Tennis court. Corner Robo-Joe by talking to his face. When he's finally calmed down talk to him one more time and he'll give you his Hamigo Card.
Flora	Talk to her and she will give it to you. Flora can be found at Athlete's Village, just keep checking.
Sparkle	After you win 7 gold medals go talk to her in the Studio and she will give it to you.
DJ-Ham	Talk to him and he will give it to you. DJ-Ham Can be found in Ham Studios. The only time you can't talk to him is before the first event and after the last event.
Omar	Once you've gotten almost all the cards, an announcement will come on saying that the Studio has found something that belongs to Omar. He's at the top of the pool. Talk to him and you'll receive his Hamigo.
Hamstarr	Talk to her and she will give it to you. Hamstarr can be found in Ham Studios.
Djungarian Chorus	Talk to them and they will give it to you. They can be found with Jingle, usually at the Studio.
Postie	After your first night's sleep, Postie will come and hand you his Hamigo.
Carrobo	Go to the lawn, to the right side where the holes are and pull him out. He'll give you his Hamigo card. *He'll only be here if you won the Carrot pull contest
Nin-Ham	Talk to him a couple times and he will give it to you. Usually found in the meeting room.
Stucky	When you have almost everyone's Hamigos, one day you'll get an announcement that Stucky is stuck at the Stadium. Go to the right after entering the area and you'll find him. Talk to him and you'll receive his Hamigo.
Mister Mastu	Talk to him and he will give it to you. Mister Matsu can be found at Ham Studios.

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| Version History | a8.0|
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- Started on March 13/09: Started Day One and finished up to half of the Fifth day
 - Added Schedule, Contact, Controls, and Copyright
 - Started Costumes and Sunflower Seed list
 - March 14/09: Finished the rest of the fifth day to the seventh day. Main guide completed!
 - Added some more to Costumes
 - Finished Sunflower Seed list
 - March 15/09: Started and finished Hamigo Cards list
 - Proofread and fixed any errors
 - Posting on GameFAQS!!
 - March 17/09: Added sites with my permission to host
 - March 18/09: Added more costumes
 - April 27/09: Massively changed the layout; added Sections to the FAQ
 - Found a few spelling errors so did a MAJOR proofread
 - November 14/09: Added Metalsteelix's Tip
 - March 24/10: Celebrating This Guide's First Year! Whoot! Cleaned up the format a little; redesigned Costume/Hamigo Card list. Easier to read? Also took away Seed List.
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| Credits | a9.0|
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- *Thanks to lagallinaverde and rini124 for putting up the Costume and Hamigo Card FAQs. These helped me with the few I couldn't find. ><
 - *Thanks to the creators of this game. ^.^ This never would have been possible if you didn't make this game.
 - *Thanks to me putting in all these hours to make a COMPLETE guide for this game.
 - *Thanks to you who read this. If there weren't readers there would be no point.
 - *Thanks to <http://www.network-science.de/ascii/> I fail at doing awesome titles so thank you for existing.
 - *Thanks to Kaeliea. Basically my mentor and editor. You help to answer all my questions and give me good feedback. <3
 - *Thanks also go to Metalsteelix for the Costume tip
- =====

| CONTACT | b1.0|
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If you have any questions, advice or are just showing me an error, you can contact me at Evilmastermindpetra@msn.com
I will answer to all e-mails as quickly as I can but I do have a life so be patient. Please make them at least semi-literate and clearly state what it is you want. Anything regarding this guide should be labelled "Hamtaro Ham-Ham Games" so that I know what it is that I am opening. If it is rude, vulgar, or just plain mean I will not answer to it, so be nice. Below is how you can get a hold of me.

YahooM: Artemisgoldcloud@yahoo.com
AIM: holy petra
MsnM: Evilmastermindpetra@msn.com
E-mail: Evilmastermindpetra@msn.com

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