

# Hamtaro: Ham-Ham Games Hamigo Cards FAQ

by Ri ni

Updated to v4.0 on Aug 15, 2004

Ham-Ham Games -- Hamigo Cards

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Part I. Updates

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August 15th, 2004

Added some bonus info for Prince Bo and Carrobo.

August 5th, 2004

Well, somebody else actually asked to use my FAQ so I now have an authorized site use thingy...and I added some extra info for the Djungarian chorus.

July 31st, 2004

This is now completed! The last 4: 40, 43, 45 and 49, have been added!

July 29th, 2004

I've dreamed of making an FAQ for so long, and I guess I finally get to. I looked at the site, hoping to get some help, but that failed miserably. So, now here is an FAQ to help you get the Hamigo Codes, it will be updated...when I figure out the last five.

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Part II. FAQs

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1. How do you get the Hamigo Card File Book?

All you do is beat the game once.

2. What are Hamigo Cards?

They are like player cards, except with the hamsters instead.

3. What are player cards?

They are cards you trade with your friends using a link cable.

4. How many Hamigo Cards are there?

50, if counting Hamtaro's, 51 and if counting Laura's card in the code section after you beat the game a few times, that's 52.

5. Why are they called "Hamigo Cards?"

They are called Hamigo Cards because Hamigo is a spoof off the Spanish word, Amigo (or Amiga), which means friend. The cards part is just because they are...well, cards.

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Part III. The Cards and where to get them.

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0. Hamtaro -- You start with this one.

1. Bijou -- You start with this one. Bijou puts it in as she gives you the book.

2. Boss -- Just talk to him. You can easily find him either outside, in where all the Ham-Ham's hang out before a sport, or in the Village at night.

3. Oxnard -- Just talk to him. You can easily find him either outside, in where all the Ham-Ham's hang out before a sport, or in the Village at night.

4. Cappy -- Just talk to him. You can easily find him either outside, in where all the Ham-Ham's hang out before a sport, or in the Village at night.

5. Pasma -- Just talk to her. You can easily find her either outside, in where all the Ham-Ham's hang out before a sport, or in the Village at night.

6. Penelope -- Just talk to her. You can easily find her either outside, in where all the Ham-Ham's hang out before a sport, or in the Village at night.

7. Bo -- Get the other 49 cards then talk to him. You will get the card after the tournament.

8. Daisy -- Just talk to her. You can see her in the village at night in her little house, or you can see her outside in various places.

9. Ivy -- Just talk to her. You can see her in the village at night in her little house, or you can see her outside in various places.

10. Rosy -- Just talk to her. You can see her in the village at night in her little house, or you can see her outside in various places.

11. Captain Hamstern -- Just talk to him. You can see him in the village at night in his little house, or you can see him outside in various places.

12. Hamberto -- Just talk to him. You can see him in the village at night in his little house, or you can see him outside in various places.

13. Cubbie -- Just talk to him. You can see him in the village at night in his little house, or you can see him outside in various places.

14. Hambone -- Just talk to him. You can see him in the village at night in his little house, or you can see him outside in various places.

15. Hambeard -- Just talk to him. You can see him in the village at night in his little house, or you can see him outside in various places.

16. Leo -- Just talk to him. You can see him in the village at night in his little house, or you can see him outside in various places.

17. Stripes -- Just talk to him. You can see him in the village at night in his little house, or you can see him outside in various places.
18. Bunny -- Just talk to her. You can see her in the village at night in her little house, or you can see her outside in various places.
19. Warts -- Just talk to him. You can see him in the village at night in his little house, or you can see him outside in various places.
20. Maxwell -- Just talk to him. You can easily find him either outside, or in the clubhouse.
21. Howdy -- Just talk to him. You can easily find him either at the desk (Yes, you can get it while he is at the desk, just talk to him as if you were going to register and he'll give it to you. Then talk to him again to register,), or in the clubhouse at night.
22. Dexter -- Just talk to him. You can easily find him either outside (usually somewhere in the studio), or in the clubhouse.
23. Panda -- Just talk to him. You can easily find him either outside, or in the clubhouse.
24. Stan -- Just talk to him. You can easily find him either outside, or sometimes in the clubhouse.
25. Sandy -- Just talk to her. You can easily find her either outside, or sometimes in the clubhouse.
26. Snoozer -- Just talk to him, he is in the clubhouse.
27. Jingle -- He is rarely seen inside now. Best bet is to look outside for him. All you have to do is talk to him.
28. Lapis -- Just talk to her. She is usually in the Ham-Ham Lounge (Room in the different places (Ex: Stadium) where the Ham-Ham's go. The room is always to the right, whether it be lower, higher, or plain right...it's always to the right. So she is either there, their house at the village or outside.
29. Lazuli -- Just talk to her. She is usually in the Ham-Ham Lounge (Room in the different places (Ex: Stadium) where the Ham-Ham's go. The room is always to the right, whether it be lower, higher, or plain right...it's always to the right. So she is either there, their house at the village or outside.
30. Bomegrante -- Go to the studio the first night and you will see that he (The red one) can't get his brothers together. You must go see each one in the studio and talk to them IN THE ORDER OF THE COLORS OF THE RAINBOW! So the colors of the rainbow are: Red, Orange, Yellow, Green, Blue, Indigo, and Violet. So first, go to the purple room on the right and talk to the orange, then go to the blue room on the left and talk to the yellow, then talk to the green in that room. Talk to the blue in the orange room on the left, then go back to the purple room on the right and talk to Indigo. You won't have to talk to the violet one in the lobby. They will all go together, thank you, and give you their cards. That's 7 cards really fast.
31. Borange -- See Bomegrante (#30)
32. Bopaya -- See Bomegrante (#30)
33. Bolime -- See Bomegrante (#30)
34. Boberry -- See Bomegrante (#30)
35. Bogrape -- See Bomegrante (#30)
36. Boplum -- See Bomegrante (#30)
37. Dewey -- Go to the beach after the first sport. He's usually in the second area of the beach, near the top. (Head right to get here)
38. Crystal -- Go to the beach after the first sport. She's usually in the second area of the beach, near the top. (Head right to get here)
39. Robo-Joe -- One day, when you come out of the Tennis Courts, an announcement will say Robo-Joe is going insane. Maxwell will ask for your help. To do this, just talk to him

by being WHERE HIS FACE IS! If he is facing left, go over to the left of him and talk to his face. You must do this, or it will start all over. When Maxwell says that he has calmed down, talk to Robo-Joe to his face again and he will give you his card.

40. Flora -- Keep checking the village. Sooner or later, a nurse will be around there. Just talk to her.
41. Sparkle -- Get 7 Gold Medals, then talk to her at the studio, she will be outside or in the blue room on the left...stupid spoiled brat.
42. DJ-Ham -- Just talk to him at his desk at the studio.
43. Omar -- When you finish an event one day, there will be news that Omar lost something. Find him at the pool.
44. Hamstarr -- Talk to him at the studios. He is in the purple room on the right. You MUST talk to him after the first event though, because that's when his show is on.
45. Djungarian Chorus -- Just keep looking for Jingle, sometimes they will be with Jingle. Just talk to them. Usually they will be at the studio with him.
46. Postie -- One day when you go in the clubhouse, he will just deliver it to you (I'm pretty sure it's the first day).  
No work to do here.
47. Carrobo -- Go to the Lawn Area. Go to the second part of the lawn (Head right). (Note: You must have won the carrot pulling contest in first place before he will appear.)  
There are three holes, plus one with a carrot sticking out. Talk to that one and Carrobo will pop out. He will then give you his card.
48. Nin-Ham -- He will be in the Ham-Ham Lounge. Sometimes he's there, sometimes not.  
Just keep checking! If he has a green blanket/sheet over his face, just keep talking to him. He'll put it down and give you the card after 3 or 4 tries...I know it's not more than 5..I think. Well, I know it's less than 10!
49. Stucky -- One day, there will be news that Stucky is stuck outside the stadium. Go to the right of the stadium and talk to him.
50. Mister Matsu -- Talk to him at the studio.  
He is in the orange room on the left.

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#### Part IV. Contact

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#### Part V. Copyrite

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Hamigo Card FAQ 7 rini124 (Jennifer) 2004+

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Part VI. Authorized Sites that can use my FAQ

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Just a list of people with my permission!

Neoseeker - <https://www.neoseeker.com>

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