

Hamtaro: Rainbow Rescue FAQ/Walkthrough

by sailorminimoon

Updated to v1.3 on Jun 21, 2004

Tottoko Hamutaro 4: Nijiirō Daikōshin Dechu
Hamtaro: Rainbow Rescue
Version 1.3

```
##      ##
# ^#    # ^#
##      ##
###I    #    #    I###      d####      ####d
#zzz3#  #    #    #3zzz##  #v/vv#      #vv/v$#
#====zIkkllllllkkIIz====#  #v/vvv/vvvv/vv/vvv/vv/vvv/v#v#v#
#z###z=IkkllllllllllkkI=z###z# #eee#vv'//////////vvv#eee##
##333#IkkllllllllllllkkI#333## #!!ee#v'..<//////////v#ee!!#
##*3IkkkkllllllllllllkkkkI3**# #e!e#<.....'//////////v#e!e#
##*3IkkkkllllllllllllkkkkI3**# #e#$.....'//////////v#e!e#
#3II##IkkkkkkkkkkkkI##kI3#   #''.=##d....'////d##v/vv#
#kkk##q  ^    q##kkk#         #'##...#.....'#...##/#
#kk#) )q  ^    q) )kk#         #'##=.=#.....#=#.##/#
#kk##  #  ^    #  ##kk#        #<'d.###d..''.d###.d'/#
#kk##) )#      #) )##kk#       #'..d##d...<e<...d##d..'#
#===q##) }      } )##q===#    $$#<.'''..'/...<.../..'''.<#$$
#zz==}^  I^  #  #  ^}==zz#    #<'''..'$.'/#/'$.'''.<$#
#===}^  }#I3I#}  ^}===#       $$#/'.....'$#v'v#$'.....'/#$#
#z^^    *3*    ^^z#           #v<.....<v#
#=#k}^^^^^*^^^^^}k=#         #<...<.....<...<#
#3=#kkkkIIkIIkkkk#=#3#       #'<.'$.''.....'$.<'<#
##*#kl111IIkII1111k##*##     #'..#!!#.....#!!#..'#
##kl11111I1I11111k##         #/''.##'.....'##.''/#
#kllkkl#####lkkllk#        #<$$<<<#####<<<$$#
###      ###                  ###      ###
```

I: Contents

- I: Contents
- II: Walkthrough
- III: Questions
- IV: Credits
- V: Updates
- VI: Contact Me
- VII: Cool Hamtaro Sites
- VIII: Disclaimer

II: Walkthrough:

Its A Warm Sunny Day. A rainbow appears and Bijou sees it. Crossing the rainbow is a blue ham. We will call this ham 'Rainbow Ham'.

(Because that's what hamutaro.com calls him.) Bijou likes the rainbow. She's excited! Rainbows are pretty! Now you control Bijou.

*Remember to TALK to EVERYONE.

*The action button is the A button.

*When the ! appears above your head, its prompting you to use the action button.

*The signs with the sunflowers by them designate a game.

Area 1: The Clubhouse and outside the Clubhouse.

*Go all the way left. You see Hamtaro and Oxnard. You (Bijou) Will tell them

about the rainbow and they will ask you to show it to them.

*Hamtarō + Oxnard will now be following you. Go Right to the rainbow.

*Bijou, Hamtarō, And Oxnard will now be watching the rainbow.

*Switch back to Rainbow Ham. The rainbow disappears and Rainbow Ham falls to his doom. Bijou is worried about him.

*Rainbow ham falls on Boss, and breaking the bridge, making it impossible for you to get over there.

*You are now Hamtarō. Bijou wants you to make sure Boss and Rainbow Ham are OK.

*Go all the way right. Hamtarō will see Boss and Rainbow Ham. They need a way to get over there!

*See the bridge that fell off? Go up to it and press the action button.

Hamtarō and Oxnard will try to move the bridge, but will fail.

*Go right to bijou, and talk to her

*She will join you.

*Go back to the bridge and use the action button again.

*The old ham will come up to you and tell you how to use the action button.

Press <- and -> to move your hams, press A to pick it up and put it down.

*So pick it up and throw it down over the river. You can walk on the bridge and get to Boss and Rainbow.

*Cappy comes and press A to drag them to the clubhouse.

*The hams talk to him and he gets scared. Heh. He leaves outside and you are in control again.

*Remember to talk to EVERYONE.

*Talk to Rainbow last. He shows you his rainbow umbrella. You need to collect colors to make his umbrella colorful again. Without the colors he cant fly.

*You are back at the clubhouse. You get control of Hamtarō Bijou and Maxwell.

*Go out of the clubhouse. Go right. To the Hilly-Like area.

Area 2: Orange

*Get the seed.

*Talk to the green ham and he'll move out of your way

*Reminder: Get all seeds!

*Go all the way right. Talk to the old ham.

*Go left one screen and talk to the white ham.

*He'll jump off. Pick up the board using the action button.

*Throw it across the water and go across.

*Talk to the light green ham.

*Press the action button to pull the carrot out of the ground. I think you have to pull it 2 times for it to come out. I'm not too sure.

*Go up the vine.

*Talk to the group of hams.

*Go left. There's no way across.. Or is there.

*The ham will come and show you how to get across. You Swing! But you don't have enough people.

*Walk to the right by the tree. Its Boss!

*Climb up the tree, and talk to Boss (While you're climbing..) Now Climb down.

*Talk to poor Boss. He joins your group, and as leader!

*Go back to the paw print spot and use action button, and you swing across.

*Talk to the pink ham

*Now use the action button by the flower. It will take time, but don't fret!

*Go down the vine.

*Go all the way left. Here's where it got confusing for me. See the rock sticking below the rest of them? Walk up next to it.

*The Pink and Yellow ham will talk to you and tell you how to play games. Select Hamtarō when it says <L> <R>.

*If you select any hams with a not-happy face on, it wont let you. Now approach the rock that sticks out again.

*Game Time! A Sound will play and the <L> <R> Option appears again. Pick Hamtarō. Pick the first option and the game will start!

*Game: Press A to jump across the lillypads. Don't let the frogs jump on YOU

though.

*Talk to Seedric. now go up the vine. Go left. Game Time!

*Game: As Boss and Maxwell you need to press A to let the orange down safely.

*You get the Orange, and some sun flower points.

*You're now at the clubhouse. Talk to Rainbow. The color Orange is saved!

Area 3: Yellow

*Go right then down. Its Cappy and some other hams.

*Go back up. Go up the hole.

*Then go right. Remember to talk to the hams. Then down.

*Talk to the ham. Then go up the fencepost

*Talk to THAT Ham. Then go right (On top of the fencepost)

*Game Time! Try to get all the way to the right without getting hit by the uh. butterfly dust. Press <L> and <R> to do that.

*Go right. Talk to that ham. Talk to the ham again and say yes.

*Try to pick up the pink diamond of sugar, but a ham gets freaked, say yes.

*go up.

*Pull the carrots up. I *THINK* you have to be the farthest right and press the A button to pull it up.

*Go right and down. Talk to the hams.

*Pick up the Yellow diamond of sugar.

*Climb up the fence and go right.

*Game time! Avoid the butterfly dust.... again

*Go right. Game Time! ...Again.. But you don't have the right ham.

*Go back to the Yellow diamond of sugar screen. Go down and do that game.

*Get all the Yellow diamonds of sugar.

*Talk to the ham.

*go right and across the bridge. Game time!

*Game: You need to use boss for this one.

*You need to make all long jumps with this one.

*Pull the carrots!

*Talk to the roll ham.

*Go down the moving sand.

*Go right. Break the rocks. Press A. Then B to wind up. When you're all wound up click A to break it.

*Go up. Talk to Elder ham. Heh. He moves out of the way.

*Go up. Break the rocks.

*Game time! This One's hard. You must break the rock. when it says L press L as fast as you can. Same thing for R, B, and A.

*Boss carves a boss statue. Heh. Talk to the ham then go up.

*Talk to the hams and go right.

*Jump on the mushrooms. Press Action button by the tree with the hole on it. You don't have enough hams. Go left.

*Biiiiiig Horse! rofl. Talk to Maxwell. He joins your group! =DDD

*Use the action command by the horse. You climb up.

*He's painting. Now go down. Go back onto the mushroom and climb up the tree. Still a person short.

*GO down. Go left, then down.

*Use action button by the log. Carry it down then left and throw it onto the water, completing the bridge.

*Go right a little, and another love is saved!.. Wait. Wrong game.

*Go right and take the cup off of Cappy's head.

*Talk to Cappy.

*Cappy joins the group. Go back to the tree with the hole in it. Oy. Still a person short.

*Go right. Maxwell freaks because the horse is gone.

*Go to where the big turnip is with the crying ham, and climb up the fence.

*Game Time! For real! XD. Use Maxwell. You do cow sighting. If he says look for a gray cow point to it. etc.

*Go to the beginning screen. Move the log out of the way.
*Get the thing.. Its a Sparkle.. Thing.
*Go to the screen with all the bunnies
*Move the bunny in front of the mirror thing
*GET the mirror thing.
*Return to the screen with the pink diamond of sugar. and go down.
*Game time. Same as before. Collect the diamonds
*Go back to the place with the mushrooms.
*Use the action button by the carrot to pick it up.
*Carry it to where the horse was. Put it down. The hams will step aside and the horse comes back.
*Use the action button. Talk to the painter.
*He will give u a painting, and another ham will come add you'll come to a new place.
*Go left and up and get the carrots.
*Go Left. its Oxnard!
*Pull the carrot. That's not a carrot its a ham! Some Hams will come up. I'm not sure why.
*Climb up the fence by Oxnard. Its Pepper!
*Go down. Oxy's gone. Go up the hole. Talk to him
*Oxnard joined your group!
*Go down and out of the hole.
*Go right. Talk to jingle to get an orange diamond of sugar.
*GO back to the sunflower place. Go down. Pull the turnip out.
*Get the log and put it across the water.
*Pick up the cup and take it to where there was water, no bridge, and an elder ham.
*Game Time! Use Oxnard. Get across the water without touching the spiders.
*Go up. Talk to the ham. Game time! Use Boss.
*Heh its elder ham.
*you will be back at the sunflower.
*Talk to elder ham! Game Time!
*Game: you must use Oxnard and get the water from boss to Hamtaro. It's quite hard.
*The sunflower is saved, and Pepper is happy and so is Oxnard. Another love is ... wait wrong game XP.
*You get the Flower petal!
*Talk to rainbow. You get the color yellow back! ^_^
*Talk to jingle. He tells you about Green.

Area 4: Green

*Talk to the hams.
*Go right. There's a snake.
*Climb up the vines. Go all the way up to another screen
*Go down and down the vines and u are on the other side of the snake.
*Go up the 2nd set of vines.
*Go right until u get to a tennis ball. Pick it up and put it down the pipe all the way to the left.
*Go to where the snake was and go down. Penelope is crying. Talk to her
*Penelope joins your group.
*Get the carrots..
*Go up.
*Game time. Use Boss. Press A when the red line is closest to the right. Then press A alot to push the ham up there.
*GO down to the beginning of the game. Go right.
*Use the action button and pick up the pipe and hook it up to the other pipe.
*Go back to where the pipe was and go up the vine.
*Go left and talk to the ham. Use Cappy. Collect the hats and diamonds of sugar only.
*You get a hat of your own!

*Go to the ham with the tennis ball.
*Give him the hat. You get the tennis ball, again.
*Pick it up.
*Go back to the ham game where u pushed the ham up the table. You have to push the Tennis ball up now! Use Boss.
*Push the tennis ball down the pipe once again.
*Hehhehehe. Stupid Snake.
*GO down and left. You're back to the 2nd screen. Go left
*Talk to the grayish ham then play the game!
*Game Time: Use Penelope. Go across without hitting the spider or falling off.
*Go down a little bit and left another game!
*Game: Use Penelope again. It's basically the same as before, with current.
This one's rather hard.
*Walk across the pipe.
*Go left to the big rock. Move it with A.
*Explore the left awhile.
*Break the rock at the top. go down the hole and buy a painting.
*Go to the beginning part.
*Go right then down. Sherlock Ham! XD
*Go up then right then up.
*Talk to the ham there, I don't understand what he means, but he will give u a painting.
*Go down the hole. Talk to Jingle and get an acorn.
*Go to the place with the horse and bunnies.
*Go to the place with the bunnies. The painter will be there. Talk to him and give him the painting.
*Go to the place with the big turnip and crying ham. Pull the turnip
*Talk to the ham.
*Go back to the place with all the guards, where u found Penelope.
*GO to where a guard and an old ham are. Go up by the light part.
*Go up the bath plug.
*Climb up the hand an onto the shoulder
*Its Pashmina!
*Go down the arm.
*Go down and talk to the blue ham-thing that looks remarkably like Marril.
*Climb up the test tubes by the seed
*Go right then down.
*Climb up another test tube rack game time!
*Game: Use Maxwell. This is rather hard. Match up the colors in the tubes with the ones on the rack. You'll see a pattern.
*Go right then down.
*Go through the glass pipe! Game Time!
*Game: Use Penelope. Swing the test tubes and press A to jump across.
*Go up. Go up the pipe
*Go left and up the test tube rack.
*Go back then up out of the window then right. It's Pashmina!
*Pashmina joins your group!
*Go right and down the pipe.
*Go right. Go down the pipe.
*Pull the drain out.
*Talk to the ham and go up the pipe. Game Time
*Game: Use Hamtaro. Study the picture! Then click on the things that changed.
*Go left and talk to the crazy eyes ham. Go up the tube rack. Game Time!
*Game: Use Maxwell. This took me awhile to figure out. Suck up the liquid and jump back to put it in there. Put the liquids in the right containers. Go Left.
*Go left. and down the rack. Go left. Hamtaro will talk.
*Then talk to the ham behind the window. Then go back. Down the pipe.
*There's a crying ham. Use Pashmina. Press A and -> and <- to make the heart grow big. he will move. talk to that ham in the sink.
*go left. another crying ham. make him happy. Go up.

*Game Time. Use Pashmina.
*Game: Get the diamonds of sugar and jump to the next tube thing.
*Go down and get the picture thing.
*Go down. Then wake up the Marril-looking thing. Pick up the sponge. Carry it out and left and soak up the water by the hallway.
*Now go in there. Pick up the shoe.
*Go right then down. Put the shoe down by the police ham.
*Penelope says stuff and you get a letter.
*Go up by where the sponge was. Go left a screen. Talk to the Police Ham.
*The Police ham will leave. Go Up.
*Go left and up. Talk to the sweeping ham and the muscle ham.
*Go back down and right. Climb up the hole in the chair. Bounce on the spring.
*Climb across the Golden Spoon and climb up the string. Go across the string.
*A Pink ham comes and points to where you just came from.
*Climb up the vine.
*Game: Use Oxnard. Eat the corns and seeds. Avoid the jalapenos. You must get 400 of them.
*Talk to the red ham. Go back down the vine.
*Go back to where the golden spoon was. Talk to the ham with glasses. Game time!
*Game: Aim with strength. Get the coffee beans in the cups and spoons to get 100 pts.
*You get a book thing. Go up. Talk to the ham by the spoon. Go across the spoon.
*Climb down the white fluff. Talk to Ohmar. Go across the golden spoon and down.
*Go to the point where the ham pointed. Talk to the muscle ham again. He moves the door. Go through.
*Climb up the tree and talk to Rainbow Ham. Game Time!
*Game: Use Maxwell. Put the puzzle pieces in. Use L and R to flip them. I found this kind of hard. I suck at puzzles. Lol.
*You get the Green Clover! Penelope is sad but the detective ham gives her flowers and she's happy.
*You're at the clubhouse. Talk to Rainbow. The Color Green is Saved! ^_^
*Talk to Maxwell and Howdy says something. Talk to Howdy. Jingle Tells you about blue.

Area 5: Blue

*Its Howdy! He's jumping around. Stan comes in. Then they go through a hole.
*You (Hamtar) Go Right. Talk to the hams.
*Go up through the hole. Talk to those hams.
*Go left. Talk to the hams in the sandbox and the others.
*Go left again. Talk to the ham. Game Time!
*Game: Use Pashmina. Be quick! Press the buttons fast! This one proved to be VERY hard.
*Go left. Talk to the hams. One of the hams you need to make happy. Press right and left to make the heart grow big.
*Go Up. Game Time. BABY CHIKAN! Use Oxnard... (like you could use anyone else.) Go up to the trees and press A to kick the tree. Pick up the pine cones. Hit the chicken 3 times. Poor chicken. =(.
*Go up. Look at the Lilly pad. The Screen switches.
*The other hams are talking a bit.
*Go right on the Lilly pads. GO up and talk to the ham with the video camera.
*Go up. talk to the ham... The door is locked.
*Go right. Talk to the ham. Go up. Go across the Lilly pads and talk to the ham.
*Talk to Stan. Stan joins the group. Go back down the Lilly pads. Go left. Destroy the rocks.
*Get the seed now go down. Go left until you get to some water. Then go right one screen and down. A Frisbee flies by.

*Go back down the Lilly pads. he ones on the left. Talk to the ham on the Frisbee.

*Go back to the frog. Go left. Game Time.

*Game: Use Stan. Just simply jump across and don't hit the frogs.

*Go left. Go down talk to frog. Then go up and pull the carrot. Get the seed.

*Go right. Go up the tree. Another Frisbee. Push it off. Get the seed.

*Go up the tree more and talk to the ham. Go down the tree. Go through the log.

*Pick up the Frisbee. Go right and on the Lilly pads. Through it in the water and go right.

*Go right and there's a game.

*Game: Use Stan. Jump across again. Go right.

*Go right. Talk to the frog. GO up and right. Get the seed.

*Go back to the Frisbee, and go down. Get the seed.

*Go left. A baby frog is there. Talk to him.

*Go to where the grandpa frog is. (Left) Give him baby frog.

*Go back to the place where the frog is blocking the path. (Past the Frisbee)

*Talk to him and select Yes. Grandpa frog will come and make him move.

*Go up and talk to Howdy. (awww baby chicken XD) Howdy joins the group.

*Go Back. Go up to the tree house and go right then up

*Go across the Lilly pads where the frog is blocking the path.

*Whistle and he'll leave.

*Go left and up.

*Move the rock and go up.

*Go across the Lilly pads and the bird leaves. 2 other hams leave.

*Go right. Go right its a game.

*Game. Use Boss. Get the diamonds of sugar and avoid the pine cones and rocks.

*GO down the vine. Talk to the hams. AWWW Baby Ham Hams!

*Go down. Kick the soccer balls. Go up. Talk to the crying ham. (A different one.)

*Go down and right. Talk to Sandy. Sandy Joins you!

*GO back to the 2nd Crying ham.

*Game Time. Use Sandy. Jump Rope! =D Press A to jump. Jump 20 times.

*Go up. Talk to the hams. Climb up the vine and talk to that ham. Go down and right.

*Talk to all the hams. Climb up the tree to the right. Talk to the bird.

*Game Time!: Use Sandy. Sweet! Flying! Cool! ^^ Get the balloons.

*Play it again. Its fun. :P. Talk to the old ham , now go down.

*OK now go out and talk to some more hams then go back and ride the bird again. and The old ham should be gone.

*Go down and left, and down the vine, but not enough hams! Go back and down the tree.

*Go down and talk to the ham in the kimono. Game time

*Game: Use .. well, everyone. I'm not sure how this game works. Just press Yes and No randomly, I think its a quiz show.

*He's gone. Get all of the carrots.

*Go up and right and talk to the hams. Go left. Talk to Dexter.

*Dexter joins your group! Try to pick up the boat. BABY Chickens WOO!

*Go left to the bottom of the water and go down.

*Talk to police ham.

*Go back up the tree by the slide and go left and down the vine. Talk to that ham.

*Game: Use Hamtaro. Collects the Diamonds of sugar. Avoid the .. hams. o-O

*You slide down the slide. The am is freaked. The puddle is dried up. Talk to the freaked ham.

*Pick up the soccer ball. Put it down by the little soccer balls. The ham will kick it.

*Go left. Talk to the freaked hams. Now go right and down by the soccer thing.

*Talk to the hams. Heh. dizzy ham.

*Go Left and left. Go down and go in the tree that looks kind of like the

clubhouse.

*Talk to the hams. Go out and down. Game Time.

*Game: Use Dexter. Count the bugs. How ever many bugs are under there is your number.

*OK now go up and through the Lilly pads to howdy. Get howdy. Go back down to the tree. Go in it.

*Climb up the platform.

*Talk to that ham.

*Go right and down the vine. Talk to Stan.

*You're back at the boat.

*Pick it up and put it in the water.

*Baby chickens! Game time!

*Game: Another one of them.. quiz.. things X_X

*You get the bird back, but it flies away. You get a blue feather.

*Talk to Rainbow Ham. The Color Blue is saved! This was the easiest so far I think.

Area 6: Red

*Talk to Bijou and say yes.

*Go out and to the new area.

*Talk to all the hams.

*Walk around until you get to a big bowl of ice cream and rainbow ham. Talk to him.

*You get a piece of paper.

*Now go back to Auntie Viv. Have Hamtaro touch her back. te-hehehee.

*Use Bijou and explore.

*Get Hamtaro back and go to the Giant Piggy. Go left and its game time.

*Use Hamtaro. Kick the things off. Simple. You get a stamp.

*Go back to Auntie viv. Have Hamtaro scratch. Go to Boss and he'll join you.

*Go and get Hamtaro.

*Go to where Stan + Sandy are. GO on the stump and talk to Sparkle.

*Game: Collect the hearts. When Sparkly gets jealous jump so she doesn't push you off.

*You get your second stamp. Go talk to Panda. He joins your group.

*Go to the lumber Jack. Fix the boards and go up.

*Talk to the ham say yes and pick a number and you get like a prize.

*Go right and there's 4 ham hams. Talk to them.

*Go right. Then up. Go to the left. Its game time!

*Game: Pound the red nails w/ red hammer and blues with blue. Go right.

Another game but you don't have the right ham.

*Go to where Maxwell is.. Penelope is now there. Go up and right. Game time.

*Game: Use boss. I think you have to line up the bar with the arrow. I'm not sure. You get another Stamp.

*Go right and fix the thing for the lumber. Go up.

*Talk to howdy and Dexter. They now join you.

*Go to Sabu. Penelope runs.

*go left and up at the dancing hams. Talk to Penelope up that tree.

*She runs to Auntie Viv.

*Go to Sabu, he gives you a mask.

*Give it to Penelope. She's happy now.

*Go to one of the mini places. Its Penelope and Dexter.

*Game: Match up the faces of hams. Only Pashminas though. Pashimina comes back! Yay. You get a stamp.

*Lot of hams join your group. Lol.

*Play Howdy's game. Flip the sunflower seeds. Nice and toasty! Lol. You get a stamp.

*Go left and up. Fix up some more boards.

*before you go up, go right. Game Time.

*Game: Use Penelope. Its.. A ping pong ball. Score points. Turn all the flowers red by hitting them. You get a stamp.

*Go left. another game!

*Game: Use Pashmina. Put rings around the characters to get points. You get a stamp.

*Go up. Talk to Cappy. now go right and talk to Cappy. now go right and talk to Oxnard.

*Pick Oxnard up. Go to the first aid station. (By Maxwell) Its a pink building right by the entrance. Nurse ham gets a needle out.

*Oxnard joins you. Go back to where you were.

*Stuckie is well, stuck! XD. Talk to Cappy. He joins you. Pull Stuckie. He comes out.

*Now go right and game time

*Game: Use Oxnard. Collect... the seeds! XD. You get a stamp. Go down and right and up.

*Build some more. Before you go up, go right and use Cappy. Press A to run and avoid the hammers.

*Talk to Sabu, you will build. You have a ham jam. heh.

*Go up. Nothing of real importance here.

*Go back to where Maxwell is.

*Go to the place that looks like a popcorn stand. Answer yes and get a carrot.

*Go talk to Maxwell, and he and Cappy will switch places.

*Go to where the game with Sparkle was.

*Talk to Sandy. Game Time.

*Game: Use Sandy (obviously) Copy Stan's moves. Simple. You get a stamp.

*Go to where Cappy is. Talk to Cappy. Game Time.

*Game Time: Use Hamtaro. Match up the characters. You get your last stamp! Yay!

*Go to where rainbow ham was. The ice cream is gone. A giant penguin appears.

*You get some ice cream and the color Red is saved!

*Talk to Rainbow, and the color red is saved.

*Maxwell tells you about the color Dark blue.

Area 7: Dark Blue

*Go to the new area.

*Talk to the ham.

*Go up by the turtle. Talk to him. Game time.

*Game: Use Boss. Line up the line with the arrow again. but press A alot to make the light light up.

*Pick up the can. Throw it in the trash pile one screen down.

*Go up and right. Talk to the carrot ham.

*go left and pick up the cans and throw them away.

*Go up. There's another stuck turtle. Its a Game. Throw the cans away.

*A Tide comes up and a letter comes.

*Go up a few times, and Help the turtles, and Boss goes up to the water and looks around.

*GO right and there's 5032489325893259328594549768325 more turtles to help.

*Go right and there's a crab... thing..

*Go left and talk to the hams.

*Go right now to the crab and its game time.

*Game time: Use Hamtaro. Go across the sand avoiding the crab.

*Go right. Pashmina will look across the ocean.

*A ham comes and talks to you. Stan falls over. Boss runs away.

*Go left. A surfboard gets washed up.

*Go there and boss is on the surfboard. Talk to him. Pick up the surfboard. Boss joins you.

*Give it to the 3 hams. They thank you.

*Go to the left. It's a bridge thing. Take it to the ham with sunglasses. He makes a boat.

*Game Time!: Use uh. everyone. Get the hearts and diamonds of sugar.

*The girl hams get trapped by a whirlpool/

*Talk to the surfing ham. You ride a turtle. Game time.

*Get the hearts and diamonds of sugar.

*They pull you to shore.

*Get the last 3 hams to shore. Go right. Game time!

*Game: Just walk across and get the diamonds of sugar. Avoid the bees.

*Pick up the bridge. It looks like chocolate. Put it down in the water. Go across

*Pick up more bridges. Go right. There's a crate. Go up.

*Look at the Dolphin thing. Go left.

*Its the rest of the hams. the boys will leave.

*Go right.. Talk to fisher ham. Go right.

*Talk to all the hams.

*Go up to the fence. Penelope can go through. Game time.

*Game: Use Bijou. Climb up the fence. Avoid the balls and get the diamonds of sugar.

*Go right. Talk to sleeping ham. Go in the pipe. Its crazy eyes ham. go right.

*Talk to crazy eyed ham. Go up the pipe by crazy eyes. see the jelly fish?

Game Time!

*Game: Use Pashmina. Jump across the Jelly fish. Easy.

*Go down the pipe. Go right. Talk to crazy eyes ham. He gives you a paper. Go right.

*There's a foot print spot and go right. Now its game time.

*Talk to crazy eyes. Game time.

*Game: Use Bijou. Avoid the sea horses. Talk to crazy eyes again.

*Game: Use Bijou and avoid the air.

*Go left. Then down. then left. Go to the knob and turn it.

*Now all 3 of you are together. GO down and right. Talk to that ham and Penelope joins you.

*You give that ham the note. Go down the cups by pressing A.

*Go right. Aww fishes..

*Turtle ham talks to you. Now go up the pipe.

*Go right and up the big pipe. They look and Turtle ham is trapped. Go up and game time!

*Game Time: Use Everyone. Throw Life rings at him.

*He gets a clam and gives it to Sandy. Go up. There's a fat ham. A REALLY Ham with a fish. He looks like a penguin.

*GO up and talk to him. Follow the invisible walls.

*Go until you get off. Go up the pipe.

*Talk to that ham. Go up. You fall off and out. The boy hams are back. You give them purple.

*Talk to Rainbow ham. The color Purple is saved! This was a really short level.

*Talk to all the hams. They leave them come back. You learn about the color purple.

Area 8: Purple

*Go towards howdy and he's laughing. Go up. Talk to mystic ham.

*Game Time: Use Dexter. Move towards the Gem that he shows.

*Go up. There are Ninja hams.

*They leave. Go up. Game Time.

*Game: Use Maxwell <3 Pick the door that you think doesn't have mud behind it. Its more of a guess and check thing.

*Go up. The Ninja hams are there. Go up the stares. Game time.

*Game: Use Sandy. Avoid the asteroids, etc.. Press A,B,L,or R to avoid then.

*Go left and up the latter. Pick up the button thing.

*Go down and right. Go up the latter.

*Go left then pick up the button. Go back down.

*Go to the ghost ham. Game Time.

*Game: use Panda. Crane game! Get the hams.

*Go left. Go down the stairs. Go up the other stairs and left.

*Talk to that ham. now go back out and left. Talk to the carrot ham

*Go back out and down. Starry room. Talk to that ham. Now go down the ladder. Get the thing.

*Go out and go strait right. Look at the T V. Go out and down. Another starry room

*Go down the ladder and get the thing then go back up and go right. Its a Ninja ham.

*Game: Use Hamtaro. Swing from one to another.

*Go right. Talk to the doll. You get a letter thing, and the doll.

*The TV comes on. Go back.

*Go back to the game room that you used Maxwell to go through the mud piles, and go up. A ham will talk to you.

*Get the thing and go back to the main yellow room.

*Go up the left stairs. go in the door. talk to him and he'll disappear.

*Possessed Oxnard! XDDXXXDXDD

*Talk to him XD game time.

*Game: Use Oxnard XD. Collect seeds. Just like the sparkle one. Except you need to inhale the seeds pressing B, or else there's no way you'll beat him. Trust me. =)

*Dexter comes and gets the Pashmina + Penelope plushies.

*Go back out.

*Go to the starry room that had a ghost ham blocking the door. Talk to him and he'll disappear. Go through.

*Go through the door. Its Ninja ham. Talk to him. Game Time.

*Game: Copy their movements. A, B, L, R < > ^ v.

*Game2: Avoid the jalapenos and falling hams. Heh. Shoot seeds at the falling hams, hit them 2 times each and you win!

*The Ninjas turn into ham hams, then back, and again. The big eared majestic ham gives you the color purple, a marble.

*You're back at the clubhouse. Give the marble to rainbow. The last color is saved! Yay!

*Rainbow makes a rainbow, and he gets to go home. All the hams walk across the rainbow.

*The Credits roll.

*Rainbow talks to a ham king guy and they go home on a cloud, The hams follow him. Rainbow gives you stuff.

*Go up the stairs on the left.

*Explore and then you can go back down on the cloud.

*Now you can pick which hams are in your party by talking to Snoozer.

*Also, there's a lot more mini games you can play in the world, but they are hidden! Look for em ;)

*Also, there's rainbows around the world, which can transport you to different places.

*The End. =)

III: FAQ

Q: When Does this game come out in English?

A: No Clue. Sorry. When I know, I'll let you know.

A (updated): KirbyHamtaro says it's being released December 3, 2003, But it's not official.

A (updates again!): A bunch of people emailed me and say its coming out July 2004!

-

Q: None

A: None

-

Have Questions? Just talk to me, look under the contact me section.

IV: Credits

Thanks To:

Me(Cait), for writing this.

Cory(My Brother), for playing while i write.
You!, For reading this. =)
GameFaqs: For hosting this!

V: Updates

05/10/04 10:22 PM - Edited some stuff, fixed some stuff, etc etc.
11/29/03 6:06 PM - Finished The Walkthrough.
10/27/03 9:22 PM - Started This Walkthrough.

VI: Contact Me (Cait)

E-mail address: sailorwigglytuff@hotmail.com
Secondary address: maxnard@lycos.com
AIM: Torobiusu
MSN: sailorwigglytuff@hotmail.com
YIM: k_newberry
ICQ: 29388317

VII: Cool Web sites

<http://www.hamtaroland.tk> (Comprehensive!)
<http://hamtopia.tk> (Cool Hamtaro/Teen Forums. I highly recommend =))
<http://gravychikan.tk> (My Video Game / Stuff Review Site)

VIII: Disclaimer

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

Copyright 2003-2004 Cait Joy. =)

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