

Hello Kitty no Hanabatake (Import) FAQ/Walkthrough

by SSJ4Kain

Updated to vFinal on May 30, 2007

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Hello Kitty No Hanabatake - FAQ/Strategy Guide.
Written By: Kain Stryder.
E-Mail Address: ssj4kain@aol.com.
Walkthrough Version: Final.
Last Updated: 5/30/07.
System(s): Famicom.
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NOTE: I've added a Search Engine into all my FAQs now. To use this, if there's something you wish to find instantly in my FAQ, in the above table, on the left is the name of a section or sub-section. To the right is a weird code, like GOK5.1. Basically, if you wish to go to the section where I tell you about Goku under The Playable Characters Of The Story, on your Keyboard, hold Ctrl and then hit F and a window will open. Type in GOK5.1 and hit Find Next. It'll bring you to that section instantly. The code to reach the Table Of Contents is just that: Table Of Contents. I hope this makes browsing my FAQs easier for you. Enjoy!

=====
= I. Introduction [INTR1] =
=====

Hey, there and welcome to yet another guide by me, Kain Stryder. Well, this time I'm writing for Hello Kitty No Hanabatake and yeah, I think my masculinity dropped a few levels by just playing this game. Anyway, it's simple enough and to not have a guide for it yet, well, it's high time it did. Anyway, as usual, this guide is to NOT be on ANY other site, except for GameFAQs. I do NOT want to see this ANYWHERE else, unless I say so. Please do not edit or claim this guide in any way, shape or form, because I worked hard on it and I hate to see people claim things that aren't theirs to begin with and say they created them. Please just use this as a source and nothing more. Now, with that said, let's get on with the guide. Enjoy!

Update: This Walkthrough is now available at IGN, Neoseeker and any other sites I've allowed via E-Mail to host this file. If I did not give you permission to host this FAQ on your site, then you're hosting it illegally and if you're reading this on a site with any variatin of "cheat" in its name, please notify me so I may take the necessary action. Thanks.

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= II. Current Updates [CURUP2] =
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5/30/07 - I've completed the walkthrough and everything else as much as I possibly can and marked it as the Final version. If I ever need to update it again with corrections or reader submitted information, I'll do so, but until then, it's complete. So, enjoy!

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= III. FAQ (Frequently Asked Questions.) [FAQ3] =
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There are none...yet. If I get any, I'll add some up, so start E-Mailing me so I can add to this area!

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= IV. How To Play [HOTOP4] =
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- A. Controls [CONTR4.1]-

Well, here's the controls for the game. Thankfully they're as basic as you can get.

D-Pad - Moves Hello Kitty around. Hold the Down Button to pour water from your Water Pail.

Select - Does nothing.

Start - Pauses the game.

B Button - Makes Hello Kitty release her Hammer onto Enemies. Smack 'em up!

A Button - Makes Hello Kitty jump.

- B. Moving Around [MOAR4.2]-

Not much to write about, except it's like your typical Platformer. Just move Hello Kitty around each Stage, jumping over and whacking Enemies in her path, while watering Pots. That's basically it. Running into Enemies will make her cry and you'll lose a Life, as well as have to restart the Stage. Losing all Lives makes you go to the Continue Screen, but the only penalty is losing your Score, so this doesn't damper the gameplay at all. Other than that, not much else to write about...

As for the basic screen that you play on, here's a run down on that. At the bottom of the screen is your Menu. From the very left is a Hello Kitty Face, with a number next to it. This represents how many Lives you have. Lives are virtually useless, as you have infinite Continues and the only penalty for this is losing your score. Speaking of which, every 20,000 Points will net you a 1-Up, so...yeah, hurray. Next is a Calculator or a Cash Register, not really sure. This represents your Points and then finally, a Clock, showing you how much time you have left. When this hits 0, you lose a Life and start the Stage over.

Pretty basic stuff, really. When you complete a Stage, for every second of time you have, you receive 100 Points. Other than that, for each Stage of the Flower you're watering, you'll get 100 Points, for a total of 400.

- C. Power Ups & Objects [POUOB4.3] -

Alright, here's the overview of all the Power Ups and types of objects you'll encounter in the game.

Apple - Sometimes appears from Flowers once they're fully grown. Collect it to gain 500 Points.

Berry - A fruit that makes Hello Kitty invincible for about 10 seconds, as well as able to kill any Enemy permanently if she touches them. Very useful. Also, it sometimes appears from Flowers once they're fully grown.

Hammer - Hello Kitty's Weapon, the Hammer can be used to only stun Enemies, never kill them.

Hello Kitty Icon - A flashing circle with Hello Kitty's Face on it.

Collect it to gain a 1-Up. It basically appears sometimes from fully grown Flowers.

Orange - A fruit that makes all Enemies in the Stage "hurt", as if they had been hit by your Hammer. This effect lasts as long as the normal duration as if they were hit by you. Also, it sometimes appears from Flowers once they're fully grown.

Platform - A blue, moving platform, this thing can be hit with your Hammer to change its direction to meet your needs. This is vital in some Stages, so make sure you remember this.

Pot - An Pot filled with dirt and seeds. Use your Water Pail on this to grow a Plant, which will show 4 Stages of growth. Once all Flowers in the Stage are grown, you'll win.

Water Pail - A basic Water Pail with infinite water inside. Used to water the Pots in every Stage.

- D. Tips & Tricks [TITR4.4]-

- In each Bonus Stage, dying in them doesn't use up a Life, so if you screw up, don't worry about it.
- Whenever you get a Berry, be sure to rush every Enemy possible in sight, as clearing them away will make a Stage much, much easier.
- A cheap way to clear Beach Balls is to Hammer them just at a right spot that they'll fly right into the water and "die". This helps in some Stages and Bonus Stages, as they're probably the most annoying Enemy.
- You can actually move any platform whenever you want, instead of waiting for it to move by itself. Simply whack it with your Hammer while riding it and it'll change direction for you instantly. Very useful and vital for later Stages.

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= V. The Walkthrough [THEWA5] =
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- Story -

Well, not much of anything to explain...basically, you play as Hello Kitty and I guess it's time for her to water her plants, so you go through her house doing so, while avoiding cute woodland creatures. Yup...not much else. So...yeah. As a quick note, the object of each Stage is to make every Pot sprout a Flower by watering them. Once the Flower's fully grown, move onto the next. Very, very simple game.

- Stage 1 -

Head east and jump up onto the platform you come across with a Snail nearby. Water the Pot and whack the Snail if needed, then watch out for the Beach Ball and jump to the west, then jump up to the east and water

the Pot you see here, hitting the Squirrel if needed. (Note: If a Pot produces a Berry, grab it and murder every Enemy on the screen for an easier time.) Next up, head west to the highest area here and water the Pot, avoiding the Beach Ball, the Squirrel and Snail, as you drop down below to water the final Pot.

- Stage 2 -

Jump up and water the Pot near you, then ride the platform and jump up to the highest area here and water the Pot, avoiding the Squirrel. Next, drop down and water this Pot while avoiding the Snail, then go ahead and jump over to the next area to the east and water the Pot here, avoiding the Squirrel. If the Pot produces an Orange, grab it and ride the platform up quickly, as the Bird can easily kill you. If not, time it right and whack the Bird with your Hammer and quickly water the final Pot.

- Stage 3 -

Hop onto the platform near you and ride it up and down, while watering the Pot here. If the Pot produces a Berry, grab it and try to rush east, killing 2 Birds. If not or afterwards, just simply jump to the east, avoiding/hitting the Bird here and water the Pot, then jump down to the east and water the final Pot.

- Bonus Stage 1 -

Pretty simple. Just avoid the single Beach Ball here and water the 4 Pots here.

- Stage 4 -

Head east and water the Pot here, then jump onto the platform and carefully avoid the Bat here, possibly even hitting it with your Hammer. Next, jump up onto the platform here and avoiding the Bird, water the Pot, then jump over the gap and while avoiding another Bird, water this Pot as well. Afterwards, drop down, avoiding the Spider and water the final Pot.

- Stage 5 -

Water the Pot near you, while avoiding the Beach Ball, then head east, over a Squirrel and water the Pot you see. Next, ride the platform up and water the Pot above you, avoiding this Squirrel as well. Finally, ride the platform west and while avoiding yet another Squirrel, water this final Pot.

- Stage 6 -

At the start of this Stage, water the Pot nearby, while watching out for a

Squirrel and a Beach Ball, then ride the platform up above to the next Pot, avoiding the Bird. Afterwards, ride the platform above you up to the area to the east and while avoiding a Squirrel, water this Pot here. Finally, drop down and avoid a Beach Ball and a Squirrel, go ahead and water this final Pot.

- Bonus Stage 2 -

This is really straight forward. There's 5 Pots to water and 2 Beach Balls running about. Water the first Pot and get the Berry from it, so you can kill the Beach Balls, then simply water the other 4 Pots, getting an 1-Up from the one on the far end.

Note: Stuff may seem out of reach, but just keep jumping, you'll be ok.

- Stage 7 -

Ok, the start of this Stage may be a bit tricky, but it's fairly simple. Jump onto the platform above you and whack the Bird here, then jump onto the next platform. As a heads up, you may need to whack the first platform a few times to get it to "meet" the other platform. Jump up to the Pot you see and water it, grabbing the Berry that appears and rush the Beach Ball to the east and water the Pot you see here. Finally, jump down to the east and avoiding the Squirrel, water the final Pot.

- Stage 8 -

This is insanely easy. Just head east and avoid 2 Beach Balls and a Bird and simply water the Pot here to win the Stage.

- Stage 9 -

At the start of this Stage, go up the platform and avoiding a Beach Ball, water the Pot you see. Next, head up to the top platform to the area here and avoiding a Squirrel and a Snail, keep east and jump over to the Pot here. Now, this part gets tricky. Jump onto the platform again and jump down onto the platform to the southwest and ride it back and forth, watering the two Pots here.

- Bonus Stage 3 -

Another incredibly easy Bonus Stage. Head east and kill the 2 Beach Balls by trying to Hammer them so they fly off and into the water. If not, just ignore them and jump up onto the platform and ride it around safely, watering all 6 Pots. There's a 1-Up in one of them, so be sure to grab it.

- Stage 10 -

Ride the platform up here at the start and water the Pot you see. Next, head along to the east as far as you can and ride the platforms up to the very top where there's 2 Pots, all while avoiding a Squirrel and Beach Ball. Do NOT go to the Pot to the southeast, get that last, as if you get this before the others, you're screwed. Afterwards, go ahead and get this final Pot to clear the Stage.

- Stage 11 -

At the start of the Stage, you'll be riding a platform. Jump up while avoiding a Squirrel and water the 2 Pots here and grab the Berry. Once you get this, jump to the platform to the east and up to the highest area, killing the Beach Ball and the Bird to the east. Water the Pot here, then jump back onto the platform and up to the top again and water the final Pot.

- Stage 12 -

Jump onto the platform at the start and at the area to the top and while avoiding the Squirrel here, water the Pot. Next up, head to the east, avoiding the Snail and jump up to the highest area here. While avoiding the Squirrel, water the Pot here, then drop down, avoid the Bat, water the Pot and then finally, drop down below again and avoid the Snail, then water the final Pot.

- Bonus Stage 4 -

Yet again, another easy Bonus Stage. Simply head east, avoiding or knocking the 2 Beach Balls into the water here, then just water the 4 Pots to win.

- Stage 13 -

At the start, go ahead and jump up onto the platform and hit the Squirrel here and water the Pot. Next up, jump onto the platform and ride it southeast, watering the Pot and hitting the platform enough times to make the flower appear in the Pot, all while avoiding a Bat. Afterwards, head up to the area to the east and follow it over to where there's a Pot and a Squirrel. Water this Pot, then ride the platform nearby to water the final Pot, which'll clear the Stage for you, as always.

- Stage 14 -

Once you begin this Stage, ride the platform up, avoiding the Bird and water the Pot here. Next up, jump over to the area to the east and water the Pot down here, then jump onto the platform to the east and get ready for a tricky Pot. You'll have to water this one while jumping around, so be careful on what you're doing. Finally, head east, avoid a Bird and Hammer a Squirrel and water the final Pot here to win the Stage.

- Stage 15 -

At the start of the Stage, you'll be riding a platform, so be careful. Jump to the east and water the Pot here, then jump over and Hammer the Snail here, then jump up to the platform and water the 2 Pots here. Next up, jump over to the highest area above you and avoid the Squirrel here and water the Pot. Finally, drop down onto the platform to the east and Hammer the Bat here, then water the final Pot.

- Bonus Stage 5 -

A pretty easy Bonus Stage, just avoid 2 Beach Balls and ride the platform around and water the 6 Pots to win.

- Stage 16 -

When you start this Stage, avoid the Snail here and water the Pot above you, then jump onto the platform and up to the next Pot, then up to the next area. Follow the path and drop down and water the Pot you see here, while avoiding the Squirrel, then ride the platform nearby up to the very top area and while avoiding another Squirrel, water this Pot. Finally, ride the platform down to the southeast and Hammer the Bird and Snail and water the final Pot.

- Stage 17 -

You start off this Stage on a platform. Basically, ride each platform and water each Pot as fast as you can. You MUST Hammer the platforms to water the Pots fast enough, otherwise you'll run out of time. Anyway, water the 3 Pots on the bottom here, carefully avoiding the 2 Birds, then ride up to the top area and water the final 2 Pots here.

- Stage 18 -

Ah, the final Stage. You'll start off on a platform, jump over to the next and water the Pot here, then grab the Berry and kill the Bird nearby, while making a jump to the next platform. Afterwards, water this Pot and then head east and ride the platforms up, watering the final 2 Pots and avoiding the Bird here. Afterwards, congratulations on beating the game!

- Ending -

Not much of an ending, except a single image of Hello Kitty with her Flowers looking happy and thanking you. That's...about it.

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Note: For every Enemy you kill when the Berry is active you on, you'll receive 500 Points.

Enemy Name: Bat.

Description: An orange Bat that hangs upside down and will fly around if you go near it. Usually easily avoided and not much of a threat.

Points: 500.

Enemy Name: Beach Ball.

Description: An always moving and oddly enough, jumping Beach Ball, this thing's probably the most annoying Enemy in the game. Be careful of it at all times.

Points: 300.

Enemy Name: Bird.

Description: A Bird that's constantly flying around, always in a pattern. Usually easy to avoid, you can easily whack it and move past it. However, in later Stages, they can be a pain to deal with, as they're the second most annoying Enemy, next to the Beach Ball.

Points: 400.

Enemy Name: Snail.

Description: A slow moving Snail, this thing poses little threat and is easily avoided and/or stunned.

Points: 100.

Enemy Name: Spider.

Description: Only seen once in the game, I'm not quite sure why he was added...anyway, all it does is move slightly downward if you go near it and it's not even a remote threat. Laughable at utter best.

Points: 200.

Enemy Name: Squirrel.

Description: A slow moving Squirrel, this thing poses little threat and is easily avoided and/or stunned.

Points: 200.

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= VII. Secrets [SECR7]=
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None at the moment. If you have any, please send them to ssj4kain@aol.com. Thanks!

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= VIII. Credits [CRED8]=
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Well, here's where I give credit to the ones that helped make this guide possible. Here's the following people I'd like to thank:

Character Soft - For making this game...I guess. Good...work! Yeah.

Myself - For writing this guide. Thanks for reading it and I hope it helped you in playing the game.

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= IX. My Words [MYWO9]=
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Thanks for reading my guide, first of all. I sure hope it helped you. If you wish to submit something to this guide, send it to ssj4kain@aol.com and label the subject as "Submit-Kitty" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Kitty" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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