

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

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

▲WARNING - Seizures

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

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

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

Convulsions Altered vision Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games

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

▲ WARNING - Repetitive Motion Injuries

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

- . Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and
 The property of the proper
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

▲WARNING - Battery Leakage

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

To avoid battery leakage

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





Nintendo^o

or TM, the Hamtero logo, and all

© 2002, 2003 Nintendo.

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and enertainment value. Always look for this seal when buying games and accessories to ensure complete Nintendo compatibility with Seal of Quality your Nintendo product.

> All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seel of Quality.®

NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance. For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529 This may be a long distance call, so please ask permission from whomever pays the phone bill.

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds) Please have Visa or MasterCard ready

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change. TTY Game Play Assistance: 425-883-9714

"Hamtaro" Original Characters reserved by Ritsuko NINTENDO, reserved by NINTENDO, © 2003 Nintendo.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Rather talk with a game counselor?



HAMTADOIC DAD DDCAM

HAMTAKU S BAU UKEAM	0
CONTROLS	8
GETTING STARTED	10
THE GAME SCREEN	12
LEARNING HAM-CHAT	16
THE HAM-HAMS	20
THE STATUS SCREEN	24
GEM HUNTING	28
DRESSING UP	29
CREATING A HAM-JAM	32
CREDITS	00
	-



Hamtaro's Bad Dream



It was sunny and perfect for a nap! While sleeping, Hamtaro had a terrible dream. He dreamt that a hamster dressed in a devil costume appeared and caused all of his friends to start fighting. This hamster promised to ruin love everywhere!

Hamtaro woke to hear Boss calling for him. When Boss came upstairs, Hamtaro told Boss about his dream and what the hamster in the costume promised to do. Boss wondered if Hamtaro's dream contained a secret message about the future. But without another word about the dream, Boss said he needed Hamtaro to do him a favor and wanted to talk about it downstairs.

On the way downstairs, Hamtaro slipped and fell into a bucket of water, soaking his Ham-Ham Dictionary. Most of his Ham-Chat words were washed away! With very little sympathy, Boss told Hamtaro to learn from his mistakes. Then he said that Bijou had wandered off somewhere and he needed Hamtaro to go look for her.

Where is Bijou and how will Hamtaro find her? Who was that hamster in the devil costume and why did he want to ruin everyone's love for each other? What was the meaning of Hamtaro's dream?



CONTROLS



L Button

- · Open the status screen (see pg. 24)
- · Change the format of the Ham-Ham Dictionary

Control Pad

· Move the cursor Some cursor types:





- · Control Hamtaro
- · Make Hamtaro and Bijou run (while pressing the B Button)



START

· Open and close Ham-Ham Dictionary (see pg. 18)

R Button

· Open and close Ham-Ham: Dictionary (see pg. 18)



A Button

- · Open Ham-Chat window · Confirm selections
- · Scroll text (when ▼appears)

B Button

- · Close Ham-Chat window
- · Return to game screen
- · Cancel actions





Press START, SELECT, and the A and B Buttons at the same time to return to the title screen.



SELECT

- · Open and close status screen (see pg. 24)
- · Sort the Ham-Ham Dictionary





GETTING STARTE





Starting a New Game



Insert your Hamtaro Game Pak into your Game Boy® Advance and turn the power ON. The Game Boy® logo will appear, followed by the Hamtaro title screen. Select New, then press START or the A Button to begin your game.





Continuing a Game



Your progress is automatically saved. If you choose Continue on the title screen, you will begin playing from the place you were when the power was turned off.





- . Only one game can be saved at a time.
- · Once a game is erased, it can never be restored
- If you choose New on the title screen, your old game and any Ham-Jam data that you've received will be erased. Be careful!



Entering a Name



You can change Hamtaro's and Bijou's names if you'd like. You can enter any name you want, up to seven characters long.



Use the + Control Pad to choose letters and press the A Button to confirm the selections. When you're finished, select OK.



- ABC...Select upper-case letters abc...Select lower-case letters
- ».....Move cursor to the right
 «.....Move cursor to the left

After you choose OK, you will be asked to confirm the names you have chosen. Choose either Yep-P (yes) or No-P (no) and press the A Button to confirm.

- Press the B Button to erase a single letter.
- Press SELECT to switch between upper-case and lower-case menus.



THE GAME SCREEN





Hamtaro's Hometown



Hamtaro and his friends explore lots of places. In the beginning, they can only go to the Clubhouse and Sunny Peak, but as the story continues, new roads open up. Use the + Control Pad to move Hamtaro on the map. When the sunflower icon appears, press the A Button to travel to that location.







Off to Sunny Peak



The first place to visit is Sunny Peak. Explore the countryside, talk with the hamsters you meet, and learn some new Ham-Chat words. Press the A Button to open the Ham-Chat window, select a Ham-Chat with the + Control Pad, then press the A Button to confirm your choice.

Use entrance/exit holes(see pg. 17) to return to the main map.





Welcome to the Clubhouse

There are many places you can get to from the Clubhouse. You also have many friends here who will give you helpful hints. Try talking to everyone.



ENTER THE NEW HAM-CHAT CONTEST TO WIN PRIZES.



Postie

Always eager to help, he'll take your contest entry card and deliver any prizes you win.



He will send you on errands and teach you some Ham-Chat words to help you along the way.



Snoozer

Wake this sleepy guy for some very important game hints and other information.



Harmony

She can sense Spat's location and point you in the right direction to find him.



Check out the Clubhouse

In the Clubhouse you can Ham-Jam in the Dance Hall, try on new outfits in the Photo Studio, and polish rocks in the Rubrub Room. There's even a room on the 2nd floor!

Dance Hall



Photo Studio

Changing Room Photo Album · · · · ·

2nd Floor



Rubrub Room



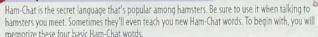








Say "hamha!" to Ham-Chat





Hamha (Greet Others)

Greet other hamsters with this popular greeting.





Hif-hif items to pick them up. You can also use hif-hif to sniff





Curl into a ball and roll into things using "tack-Q." Items sometimes fall out of trees if you roll into them.





Find buried treasure by digging in special areas of soft dirt. Use digdig over entrance/exit holes to leave an area and return to the main map.



Spinning Sunflower Icon

There are so many Ham-Chat words to learn. You'll know you've learned all the Ham-Chat in an area when you see a spinning sunflower icon above that area on the main map.







Exit Hole

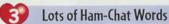


Ham-Ham Dictionary

When you learn a new Ham-Chat, it's automatically recorded in your Ham-Ham Dictionary. You can call up your dictionary by pressing either START or the R Button on the game screen. Use the A Button to open your dictionary and check the meaning of the Ham-Chat words you've learned so far.







As you explore, talk to all the hamsters you meet. They'll teach you new Ham-Chat words and give you game hints, too!



Mystery Ham-Chat

Sometimes, a question mark may appear in the Ham-Chat window. It means that you haven't learned the Ham-Chat you need yet. Get another hamster to teach you the word, then try again.





THE HAM-HAMS



Bijou

Hamtaro, of course!



I'm into big adventures and learning lots of Ham-Chat words!

Hamtaro



Snoozer

've got some...zzz...zzz... hints for you...zzz...



Boss

I'll stay here and finish the new Clubhouse! I'm countin' on your help to find Bijou, Hamtaro!



Postie

If you have a delivery, I'm your ham! I'll get it there safely and quickly.



Oxnard

Without Pepper by my side, I'm a mess!



Pepper

I love to gossip-P with Oxnard!



Seamore

Water won't stop me! I'm an aquatic acrobat!



Barrette

I'm Seamore's assistant in the Photo Studio.



Penelope

Ookwee. Ookwee.



Pashmina

This scarf is my treasure. Please don't pull on it.



Panda

Some things need repairing, and some hamsters were born to repair them.



Broski

The ocean's the only place for me! I love it, dude!



Fun Land with Maxwell and my brother? Sounds like a great day to me!



We're here to have fun, right? Now...where are the girls?



Seedric

I...um...I'm just nuts about acorns!



Elder Ham

Are you here to listen to one of my stories?



Howdy

I need to find a prize for Pashmina!



The stars...the sun...the rain...what was I supposed to do again?



Сарру

I'm on the lookout for some cool headgear!



Dexter

My plan to obtain the prize for Pashmina is perfect.



Maxwell

I'm sorry, I was lost in this book. Is there something you need?



Harmony

Help your hamster friends stay together and fill your love meter!



I'm here to start squabbles, pfpth! I'll not stop 'til I'm



THE STATUS SCREEN



Your Progress Report

On the game screen, press SELECT or the L Button to view the status screen. From here, you'll see the number of Ham-Chat words you've learned, the items you've collected, and many other things.





Love Meter

The more loves you rescue, the more energy is stored inside the love meter.



Sunflower Seeds

Sunflower seeds are found nearly everywhere in your adventure. They can be used for all sorts of things, just like money!



Rocks

Rocks are found in caves, with a tack-Q, or even just lying here and there. Pick them up with hif-hif. Most rocks turn into gems when you rubrub them (see pg. 28).



Acorns

Acorns are hidden in trees and found on the ground. Tack-Q trees or hif-hif to find them. Someone just might want to trade acorns for sunflower seeds!

Use the + Control Pad to move the cursor and the A Button to confirm choices.



View your items (see pg. 26)



View your gems (see pg. 27)



End Game

If you choose End Game, Game vou'll be asked to confirm your decision.



through some item

Item Hunter



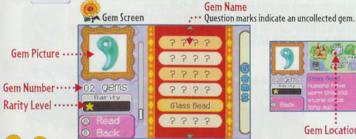
On the item screen, you can examine any items you get during the game. You can find most items on the ground, but sometimes hamsters will give you items when you talk to them.



Gem Collector



Many rocks can be turned into gems at the Rubrub Room (see pg. 28). You can get info on these gems on the gem screen. Remember, there are some very rare gems out there, so be sure to look for rocks everywhere!









- · Press the A Button to view the gem description.
- · Press the B Button to return to the previous screen.



GEM HUNTING





A Gem Collector's Must

Two hamsters eagerly wait at the Rubrub Room (in the Clubhouse) to help you polish your rocks. Some rocks take longer than others to polish, and the level of your love meter determines how long you can polish a rock. Who knows what treasures your rocks may contain?











DRESSING UP



O

Shopping at HM Boutique



To locate an HM Boutique, look for a jacket next to a hole. Use digdig to enter the shop. The boutiques carry all kinds of outfits and items. Combine these items to make outfits in Dress Up and have your photo taken to remember it! HM Boutiques accept sunflower seeds as money, so bring a bunch!

6

Shopper's Guide

Choose outfits with the + Control Pad and press the A button to confirm your selection. Next, choose the color you prefer and press the A button again. Select Yep-P to confirm your purchases.



··· Your Outfits

Your Sunflower Seeds

···· Item Price

 Items you purchase will be listed as "Sold Out."



Dress Up is Dandy



Enter Dress Up from the title screen, or go into the Changing Room in the Photo Studio (see pg. 14). Press left and right on the + Control Pad to choose either Hamtaro or Bijou. Next, press up and down on the

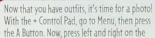
- + Control Pad to scroll between Cap/Wig, Accessories, and Outfits. Use the A Button to confirm your choice. Now press left or right on the
- + Control Pad to choose which item of clothing you want to wear.







Say "Cheese"



+ Control Pad to choose Photo and confirm with the A Button. Take Photo



End Dress Up

Remove Outfit Toss Items

There are different settings to choose from for your photos. Imagine the possibilities!







You will be asked if you want to save your photo. If you select Yep-P, a confirmation screen will appear.







- · The selected photo will appear on the title screen.
- · Saved photos can be viewed in the photo album (see pg. 15).
- · You can save up to six pictures.
- · Deleted photos cannot be restored, so be carefull





CREATING A HAM-JAM



Get Your Groove On



Once you begin, you can get to the Dance Hall from the title screen or from the Clubhouse. Make dances using your Ham-Chat animations, enter competitions, and even trade dances with friends!



Menu Screen





Choose a Song....Each song already has a dance created for you. Press the A button and select Yep-P to watch it. Create a Dance....Make a dance to a song of your choice (see next page). View....Watch the Ham-Jam you made.

Trade....Trade dances with your friends (see pg. 34).

End Ham-Jam....Return to the title screen or to the Dance
Hall.

Ham-Jam Delight

RELEGI

Edit Screen

You'll start with one song, but as you explore, you'll get more!

- n e Edit the Ham-Jam.
- You can add or remove a Ham-Chat anywhere you see a fruit. Move the cursor to the fruit you want to edit, and press the A Button. (Choose ◄ or ➤>> to move to the end or beginning of the song.)



- 69 Now, move the cursor to the Ham-Chat you want to use and press the A Button to insert it.
- Once you're done, press the B Button. Choose with the A Button to watch your Ham-Jam. (If you press the A Button again, it will stop.)
 - · You must choose END in order to return to the menu screen.
- 3 Record your dance by choosing and pressing the A Button. Say "Yes" when asked to save. Finally, choose a save slot. Do the same thing when you have chosen and too.
- · You must have learned the Ham-Chat to use it.
- · You can save up to four dances for each song.
- · Be careful! If you save over a dance, it's gone for good.



Let's Trade



With the Game Boy Advance Game Link® cable, you can exchange dances with your friends. First, choose "Trade" from the Menu Screen.



Send Ham-Jam......Send a Ham-Jam to a friend Get Ham-Jam......Get a Ham-Jam from a friend Back to the Menu...Return to the menu screen

When you are getting a dance from a friend, a diamond will appear where the number is. If it's for a song you didn't already have, the name of the song will be written in green.



- If something goes wrong, you will see the screen on the right. Choose whether to try again or to quit with the A Button.
- · You can delete an old dance and replace it with a new one.





Linking up



To trade Ham-lams, you'll need the following:

- · Game Boy Advance systems 2
- · Hamtaro: Ham-Ham Heartbreak Game Paks 2
- · Game Boy Advance Game Link cables 1

Steps for connecting your Game Boy Advance systems

1. Start with both systems turned OFF. Insert a Hamtaro: Ham-Ham Heartbreak Game Pak into each Game Boy Advance.

- 2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each Game Boy Advance.
- 3. Turn each system ON.
- 4. Now, follow the trading instructions on page 34.
- · You can save up to four dances for each song.



Troubleshooting

You might experience difficulties or malfunctions in any of the following situations:

- *If you are using cables other than Game Boy Advance Game Link cables.
- ·If a Game Link cable is not fully inserted.
- ·If a Game Link cable is removed during the data transfer.
- ·If a Game Link cable is incorrectly inserted.
- ·If two or more Game Boy Advance systems are linked.



Original Writer: Ritsuko Kawai

Special Advisor: Shogakukan Hamtaro Team

Director: Mariko Yumoto

Assistant Directors: Noriyuki Enoki, Katsunori Yazawa, Masumi Miyano

Main Programmer: Yoshiaki Hoshino

Programmers: Tomoyuki Sumi, Tomohiro Takeshi, Tetsuo Sejimo, Tenshin Kudou, Masaaki Kobayashi

Main Designer: Eiko Takahashi

Designers: Kazutaka Ono, Katsutomo Maeiwa, Susumu Tomizawa, Kazuya Niinou,

Hidefumi Nakahara, Yuuichi Komatsubara, Sayaka Ishii

Music & Sound: Satoko Yokota

North American Localization Management: Jeff Miller, Leslie Swan

North American Localization: Tim O'Leary, Shawn Seavers

Advisors: Kensuke Tanabe, Shin Hasegawa

Special Thanks: Keiko Fujinoki, NOA Product Testing Department

Producers: Shigeru Miyamoto, Kenji Miki, Masahiro Tatemoto

Executive Producer: Satoru Iwata



IMPORTANT:

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

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

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

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

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

WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web after at www.intendo.com or call our Consumer. Assistance Hottine at 1-800-255-3700 father than going to your retailer. Hous of operation are 8 a.m. to 9 p.m., Pacific Time, on Sundays times subject to change). If the problem cannot be solved with the troublemboring information available on-line or over the inlephone, you will be offered express factory service through intended or referred to the nearest NINTENDO AUTHORIZED REPAIR GENTER!".

Please 6 but not and any products by Nintendo which contaction us first.

HARDWARE WARRANTY

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

GAME & ACCESSORY WARRANTY

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

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call our Consumer Assistance Hotine at 1-800-255-3700 for troubleshooting assistance and/or reterral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. It is some instances, it may be necessary to ryu to be the occupied a product, PREIGHT PREPAID AND INSURED FOR LOSS OR LOMBORD. To the nearest service location. Please do not send any operation to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THES WARRANTY SHALL NOT APPLY INTHIS PRODUCT; (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY INTERIOD (INCLUDING BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES; (b) IS USED PO!
COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR ITAMPERSON WITH; (d) IS DAMAGED BY NEGLICIENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERIOL DEFACED OR PROMVED.

ANY APPLICABLE INCLIDED WARRAYTIES, INCLUDING WARRAYTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HERREY LIMITED IN DUPATION TO THE WARRAYTY PERIODS DESCRIBED ABOVE (12 MONTHS ORS MONTHS, AS APPLICABLE). IN NO EYENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OF EXPRESS WARRAYTIES, SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LIONG AN IMPLIED WARRAYTY LASTS OR EXCLUSION OF CONSEQUENTIAL DEBINDIDENTAL DAMAGES SO THE AROVE MINITATIONS WAY NOT APPLY TO YOUR TOP TO THE PROPERTY OF THE PRO

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province Nintendo's address is: Nintendo of America Inc. P.D. Box 957, Redmond, WA. 98073-0957, U.S.A.

This warranty is only valid in the United States and Canada.

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?



CUSTOMER SERVICE WWW.NINTENDO.COM

or call 1-800-255-3700 MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time (Times subject to change)

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