

# Harvest Moon: Friends of Mineral Town Mining FAQ

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HARVEST MOON: FRIENDS OF MINERAL TOWN  
MINING/STAMINA FAQ (v1.1)  
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1) INTRODUCTION  
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a) ABOUT THIS FAQ  
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The purpose of this FAQ is to provide detailed information about the two mines in the game, the Spring Mine and the Winter Mine. At the time of writing this FAQ, there are no obvious guides to mining. As such, i hope this FAQ will be of use to both new players of the game,

as a guide to mining, and veterans of the series, as an easy reference for mining information. Any points that i feel will be of great value to the reader, i will mark it as such:

(!IMPORTANT!) ...

So please take a look when i mark something as important!

If you feel that the FAQ is lacking in something or has some mistakes, please feel free to e-mail me about it. If i do add the information, i will give credit where it is due. And please do not bother me if i do not reply to your e-mails. It is either the information has been given by someone else already, or i do not wish to add the information into the FAQ. Or i might not have time to check my e-mail:P So please don't pester me! But if the information is true and proven, i will appreciate it very much! =)

All right, enough with the introduction and on with the FAQ!

#### b) UPDATES

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v1.0 -First version of FAQ, 17/01/2004

v1.1 -Made a new section for STAMINA/FATIGUE MECHANICS!  
-Corrected a mistake regarding level on winter mine which the Power Berry is found  
Thanks to Brian Darnell for pointing it out! 26/01/2004

#### c) BASIC MINING

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NOTE: This section is only for those who have completely no idea about mining at all! If you have already played the game for sometime, feel free to skip this section.

CONTROLS: USE TOOLS = B  
SWITCH TOOLS = Press B while holding L  
INVENTORY = Press B while holding A  
DUMP ITEM = Press A while holding item

These controls should be sufficient for the purpose of mining.

TOOLS TO BRING: HOE = For digging ground  
HAMMER = For breaking rocks

ITEMS TO BRING (OPTIONAL): BASKET = For shipping items  
BODIGIZER/BOGIGIZER XL = Restore Stamina  
TURBOJOLT/TURBOJOLT XL = Restore Fatigue  
ELLI GRASS = Restore stamina/fatigue

#### WHERE TO FIND TOOLS/ITEMS:

HOE You start off with it  
HAMMER You start off with it  
BASKET Buy from supermarket for 5000G  
BODIGIZER Buy from hospital for 500G  
TURBOJOLT Buy from hospital for 1000G  
BODIGIZER XL Available at hospital for 1500G after shipping certain amount of Blue Grass / Cook  
TURBOJOLT XL Available at hospital for 2000G after shipping certain amount of Green Grass / Cook  
ELLI GRASS Cook(Secret recipe, go find out yourself!:p)

#### GOING DEEPER IN MINES:

In order to go to the deeper levels of a mine, you must find the stairs leading down to the next level. The stairs is found by digging in the ground of the level. The stairs can be anywhere in the ground, even under rocks.

(!IMPORTANT!) At deeper levels of the mine, you might not be able to find a stairs leading down. In such cases, the only thing you can do is either to load the game from an earlier level and try again OR leave the mine and come back!

#### LEAVING THE MINES:

To leave the mines just walk to the stairs leading up. It will bring you straight to the exit of the mines. You CANNOT go one level back up! The only way to go to a previous level is to leave the mine and work your way down again!

On the first level, to leave, just walk through the opening at the bottom of the screen.

#### d) SPRING MINE

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The Spring Mine is located at the southwest of your farm. It is just above the Spa, where you replenish your stamina. The Spring Mine is accessible all year round.

The Spring Mine holds the essential ores for the upgrading of your tools to more powerful versions such as Silver and Gold. The ores inside can also be shipped to provide an extra source of income at the start of the game. But later on in the game, it is better to mine in the winter mine instead, as the ores in the winter mine can ship for much more.

#### e) WINTER MINE

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The Winter Mine is located at the bottom of Mother's hill. At the start at the game, it is not accessible as it is surrounded by the lake. You can catch a glimpse of it by walking right to the edge of the lake and looking up. You will see a small grassy patch where the entrance of the mine is located. The mine is only accessible during Winter when the lake freezes over, allowing you to cross over to the Winter mine. There are other ways to reach the Winter mine during other seasons, but that will be available to you only much later in the game...

The ores in the Winter mine have no practical use except for shipping. But certain uncommon ores such as Ruby and Diamonds make for good presents to both girls and townspeople alike. The most important thing in the Winter mines is perhaps the Cursed Tools. These are very powerful versions of your original tools. More on the Cursed Tools will be explained later.

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#### (2) THE SPRING MINE

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#### a) REGULAR ITEMS LIST

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NOTE: N-s stands for non-shippable items.

[ITEMS FOUND IN ROCKS]

ITEM:	LEVEL FOUND:	USES:	SHIP FOR:
-----	-----	-----	-----
Junk Ore	All	None	1G
Copper Ore	All	Upgrade Tool to Copper	15G
Silver Ore	All	Upgrade Tool to Silver	20G
Gold Ore	Level 3/Below	Upgrade Tool to Gold	25G
Mystrile Ore	Level 5/Below	Upgrade Tool to Mystrile	40G
Orihalcum	Level 10/Below	Used to make Accessories Ex. Earrings, Necklace	50G
Adamantite	Level 10/Below	Used to make Makers Ex. Cheese Maker, Yarn maker	50G

[ITEMS FOUND IN THE GROUND]

ITEM:	LEVEL FOUND:	USES:	VALUE:
-----	-----	-----	-----
Gold	All	Money	10G
Black Grass	All	Restore some Stamina/ Fatigue	10G

b) SPECIAL ITEMS LIST

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NOTE: N-s stands for non-shippable items.

(!IMPORTANT!) Many of the special items can only be found after meeting certain requirements! For more information, look at part (c) ITEM HELP. DON'T SEARCH IN VAIN!!

[ITEMS FOUND IN ROCKS]

ITEM:	LEVEL FOUND:	USES:	SHIP FOR:
-----	-----	-----	-----
Goddess Jewels	B60, B102, B123, B152, B155, B171, B190, B202, B222	Collect 9 to get Gem of the Goddess	N-S
Mythic Stones	B60/Below	Upgrade Tools to Mythic	20,000G
Teleport Stone	B255	Teleport around game	N-S

[ITEMS FOUND IN THE GROUND]

ITEM:	LEVEL FOUND:	USES:	SHIP FOR:
-----	-----	-----	-----
Power Berry	B100	Increase Stamina	N-S
Recipe	B255	Recipe for French Fries	N-S

c) ITEM HELP

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1) GODDESS JEWELS: The Goddess Jewels look like small round rocks. You might not necessarily find the jewel even if you are on the correct level. The appearance of the jewel is totally random. So if you cannot find the jewel on a specific mine level, just reload the level again.

(!IMPORTANT!)

The Goddess Gem(not jewel) is a tool. As such, if you collect all the jewels but your Tools section in your rucksack is full(carrying 9 tools), the Gem will not appear! So take note! Keep at least one empty space in your Tool section!

- 2) MYTHIC STONES: The Mythic Stones look like black branches. Mythic stones only appear after you have uncursed all the cursed tools(refer to Winter Mine section for more info). Even then, they are very rare and hard to come by. So don't be upset that you cannot find them. Have patience. It's worth it ^\_^

(!IMPORTANT!)

I have observed that Mythic Stones seem to have a higher chance of appearing on levels same as those of the Goddess Jewels(ex. B60, B102, etc). It is just an observation, I do not have any proof to support it. So it all depends on you to believe it or not.

Also, it seems that the Stones have a higher chance of appearing at very low levels of the mine. I have managed to find them on levels like B250 and below.

- 3) TELEPORT STONE: The Teleport Stone looks like a pink Adamantite Ore. The stone can only be found after you are in the third year on the farm. There seem to be no other requirements besides that. It is also quite easily found. You should be able to find it after breaking 10 or less rocks.

(!IMPORTANT!)

Like the Goddess Gem, the Teleport Stone is a tool. As such, if your Tool section in your rucksack is full(carrying 9 tools), the Stone will not appear! So take note! Don't go all the way to the last floor and find that you've got no space for the Stone!

- 4) POWER BERRY: The power berry looks like...well, a power berry =P The berry can be found by digging in the ground at B100. It is quite easily found and it shouldn't take more than 20 digs to find it.

- 5) RECIPE: The recipe looks like a piece of newspaper. It is the recipe for French Fries. But you can also get the recipe by winning the Goddess Quiz with 90-99 correct guesses. Like the Power Berry, it is quite easily found and shouldn't take more that 10 digs to find.

d) THE GODDESS GEM

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The Goddess Gem appears when you have collected all the 9 Goddess Jewels in the specific levels of the Spring Mine. The levels are B60, B102, B123, B152, B155, B171, B190, B202, B222. Make sure you have a empty tool slot when you get the last jewel. If not, the Gem will not appear as it is a tool.

When equipped, the Gem will restore your Stamina as time passes.

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 (3) THE WINTER MINE  
 =====

a) REGULAR ITEMS LIST  
 -----

NOTE: N-s stands for non-shippable items.

(!IMPORTANT!) On the levels 50,100,150,200,251/Below, the only ore that can be found is Alexandrite. NO OTHER ORES CAN BE FOUND ON THESE FLOORS!  
 So when an ore can be found on all floors, levels ending with "0" or levels ending with "5", the exception is for floors 50,100,150,200,251/Below.

[ITEMS FOUND IN ROCKS]

ITEM:	LEVEL FOUND:	SHIP FOR:
----	-----	-----
Moon Stone	Floors ending with 8 (B8,18,28,etc)	55G
Sand Rose	Floors ending with 9 (B9,19,29,etc)	60G
Amethyst	All floors	60G
Agate	All floors	62G
Fluorite	All floors	65G
Peridot	All floors	68G
Topaz	All floors	70G
Ruby	All floors	75G
Emerald	Floors ending with 5 (B5,15,25,etc)	80G
Diamond	Floors ending with 10 (B10,20,30,etc)	100G

[ITEMS FOUND IN THE GROUND]

ITEM:	LEVEL FOUND:	USES:	VALUE:
----	-----	-----	-----
Gold	All	Money	10G
Black Grass	All	Restore some Stamina/ Fatigue	10G

b) SPECIAL ITEMS LIST  
 -----

NOTE: N-s stands for non-shippable items.

(!IMPORTANT!) Many of the special items can only be found after meeting certain requirements! For more information, look at part (c) ITEM HELP. DON'T SEARCH IN VAIN!!

[ITEMS FOUND IN ROCKS]

ITEM:	LEVEL FOUND:	USES:	SHIP FOR:
----	-----	-----	-----
Pink Diamond	B30, B70, B90, B110, B130, B170, B190, B255	For shipping	10,000G
Alexandrite	B50, B100, B150, B200,B251/Below	For shipping	10,000G
Kappa Jewel	B0, B40, B60, B80, B120, B140, B160, B180, B255	Collect 9 to form the Kappa Gem	N-S

[ITEMS FOUND IN THE GROUND]

ITEM:	LEVEL FOUND:	USES:
-----	-----	-----
Power Berry	B19	Increase Stamina
Cursed Fishing Rod	B29	Uncurse to get Blessed Rod
Cursed Hoe	B39	Uncurse to get Blessed Hoe
Cursed Ax	B49	Uncurse to get Blessed Ax
Cursed Hammer	B59	Uncurse to get Blessed Hammer
Cursed Watering Can	B69	Uncurse to get Blessed Can
Cursed Sickle	B79	Uncurse to get Blessed Sickle

c) ITEM HELP

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- 1) PINK DIAMOND: The Pink Diamond is a...ermmm, pink diamond :p  
This rare gem can only be found on specific mine levels(see above). Even then, the appearance of the diamonds are random. Usually there is only 1 diamond on one level. But on rare occasions, there can be 2 or more of them. If you don't find any on a level, just reload and try again. It IS tedious AND boring, but they don't give 10,000G for free >.<
  - 2) ALEXANDRITE: The Alexandrite is a small green rectangular stone. Alexandrite can only be found on the few levels listed above. It is the only gem on that level but there is no gaurantee there will be one. You could break all the rocks on the correct level but still not get one. Similar to the Pink Diamond, you just have to reload and try entering the level again.
  - 3) KAPPA JEWELS: The Kappa Jewels are small green round stones. There are 9 of these jewels scattered through the mine. You might not find the jewel even if you are on the correct level. So if you cannot find the jewel on a particular level, just reload the level and try again.  
  
(!IMPORTANT!)  
The Kappa Gem(not jewel) is a tool. As such, if you collect all the jewels but your Tools section in your rucksack is full(carrying 9 tools), the Gem will not appear! So take note! Keep at least one empty space in your Tool section!
  - 4) POWER BERRY: Located on B19 of the Winter Mine, this berry is similar to the one on B100 of the Spring Mine, just that this berry needs less work:) The berry might also need a bit more digging on the level to find.
  - 5) CURSED TOOLS: See section (d) THE CURSED TOOLS below.

d) THE CURSED TOOLS

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(!IMPORTANT!) The Cursed tools will only appear after you have upgraded ALL your tools to MYSTRILE LEVEL!! But there is no need

to carry the Mystrile tools into the mine. You only need to UPGRADE them.

The cursed tools are black-coloured tools that are found by digging on specific levels in the Winter Mine. These tools, once equipped (as in, held in hand as current tool), cannot be removed unless you make a trip to the Church to remove it. Also, the tools, although powerful, use a large amount of Stamina. And i mean LARGE!! Just three to four uses a day can use up all your stamina! So beware! As for the times when you can remove your cursed tools at the church, the days are:

MONDAY:           1-4 PM  
WEDNESDAY:       1-4 PM  
RAINY DAY:        1-4 PM

Enter the door on the left in the church. The first option will be "REMOVE CURSED TOOL". You will have to pay 1000G to have Carter remove it. So be careful not to equip it by accident!

The locations of the cursed tools are as below:

Cursed Fishing Rod	B29
Cursed Hoe	B39
Cursed Ax	B49
Cursed Hammer	B59
Cursed Watering Can	B69
Cursed Sickle	B79

(!IMPORTANT!) The Cursed Tools have a random chance of appearing, just like the Goddess/Kappa gems or the rare diamonds like Alexandrite. So you might not be able to find the tool even if you dig on the correct level. If you cannot find the tool, just reload the level and try again. If you are lucky, you can even find it on the first try! But if you are not, it could take many tries (even more than 10!) to find the tool...

Also, being a tool, if your Tool section in your rucksack is full when you dig for it, you will not be able to get the cursed tool as there is no space for it! So don't bring too many tools into the mine if you are planning to dig for cursed tools.

[UNCURSING THE TOOLS]

Alright, now here comes the fun part! The 6 cursed tools have different ways of uncursing them. Here are the ways:

TOOL:	UNCURSE BY:
-----	-----
Cursed Fishing Rod	Using the tool 255 times
Cursed Hoe	Go to Carter and uncurse 10 times
Cursed Ax	Using the tool 255 times
Cursed Hammer	Equip the tool in hand for 10 straight days
Cursed Watering Can	Go to Carter and uncurse 10 times
Cursed Sickle	Equip the tool in hand for 10 straight days

Some of the ways to uncurse the tools seem impossible. But they can all be done. Here are tips on uncursing them the fast way:

Cursed Rod/Ax: Using these tools 255 times seems impossible, but all you have to do is bring them to a festival!



At a festival, time stops and stamina cannot increase or decrease. So just keep on tapping the A button to use the tool and you can uncurse both tools in one day! Note that you do not need to charge the tools.

Cursed Hoe/Can: These tools are the easiest to uncurse if you have the money. Just go to the Church on a day when the left door is open and remove it ten times. Have Carter remove, re-equip, have him remove, re-equip and so on. It comes to a total of 10,000G to uncurse these tools.

Cursed Hammer/

Sickle : These two tools are possibly the hardest to uncurse. There is no shorter method of uncursing them. You have to have them equipped on your hand for 10 days. After the 10 days, the tools will uncurse itself on the morning of the 11th day. It is important to note that you must not remove the tool at anytime within the 10 days! If you do, the time counter is reset and you have to wait ten days all over again! In other words you will not be able to use another tool for the ten days.

The best time to uncurse them will be winter, when there isn't that much to do. Just get the harvest sprites to tend to your animals as you won't be able to milk or brush them.

Once a cursed tool is uncursed, it will become a Blessed tool. A Blessed tool has the same or even greater effects that a cursed tool. A Blessed tool also uses normal stamina and can be unequipped like a normal tool! Just charge it up and watch the dust fly! 0.0

When you have uncursed all the cursed tools, the Mythic Stones in the Spring Mine will be unlocked, allowing you to get the highest tool level in the game! (See Spring Mine for more details)

#### e) THE KAPPA GEM

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The Kappa Gem appears when you have collected all the 9 Kappa Jewels in the specific levels of the Winter Mine. The levels are B0, B40, B60, B80, B120, B140, B160, B180, B255. Make sure you have a empty tool slot when you get the last jewel. If not, the Gem will not appear as it is a tool.

When equipped, the Gem will restore your Fatigue as time passes.

NOTE: B0 is the level that you enter the mine at. It seems that the jewel on this level rarely appears. So you might have to spend quite a bit of time looking for it.

#### ===== (4) SAVE/RELOAD TRICK

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This section describes the Save/reload trick that can be used to reach the lower levels of the mine. Some of you might be wondering how it is possible to get down as low as B100 and below. This is the only method of doing it, besides using cheats.

The method is as such:

- (1) When you first enter the level, save your game in the first slot.

- (2) Dig until you find the stairs. Remember where it is.
- (3) Load the saved game earlier. Go to the stairs immediately and dig for it.  
By doing this, only one Stamina point is used to go to the next level.
- (4) Before going down the stairs, save your game in slot 2. This is to avoid entering a "dead-end floor" where there are no stairs going down.
- (5) On the next floor, repeat steps (1) to (4) again.  
If at step (2), you cannot find a stair going down, load the savegame in slot 2. Go down the stairs and try the level again. Repeat until you can find a stairs going down.
- (6) Repeat all steps all the way through to B255!

=====  
 (5) MINE MECHANICS  
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This section is devoted to how the mines work and tips to mining effectively and quickly. It will be easier understood if you have spent sufficient time in the mines. It is still under construction and there is still much to be found. If you notice any trend or pattern while mining and you think it is important and useful, e-mail me to tell me about it. Do not provide me with spam! I will give credit to useful information but spammers will be ignored. But any helpful people will be gladly welcome! ^\_^

a) EXIT/STAIRS GOING DOWN  
 -----

The exit of a mine is always the stairs that is leading up. You enter a level with the exit just beside you. So there is no worry of not being able to leave the mine. The problem is advancing in a mine. For now, there seems to be no certain way of calculating where the stairs going down can be found. It seems to be entirely random. But there are patterns that it's location follows. Below are some points to note:

PATTERN 1: The stairs is NEVER found in the 8 squares around the exit.  
 See the diagram below:

```

  XXX
  XOx
  XXX
  
```

The O in the center represents the exit stairs. The x's are the squares surrounding it. The stairs going down will never appear in the x's.

PATTERN 2: The stairs is NEVER found along the border of the level.  
 See the diagram below:

```

  xxxxxxxxxxxxxxx
  x           Sx
  x  SS  O    x
  x  S      S x
  x     S     x
  xxxxxxxxxxxxxxx
  
```

The O inside represents the exit stairs. "S" represents stones. The x's represent the border of the level. The stairs going down will never appear in the x's.

PATTERN 3: This is possibly the most important point of all. It allows us to dig the deepest levels of the mine by using the SAVE/RELOAD TRICK which i have explained in it's section above.

The stairs leading down on a level can ALWAYS be found on the same square if the setup of that level is the same. You can see this by following the steps below:

- 1) When you first enter a level, save the game on one of the two slots.
- 2) Dig around to find the stairs leading down. DO NOT enter!
- 3) Remember the position of it.
- 4) Load the saved game earlier.
- 5) Go directly to the position you remembered earlier.
- 6) Dig and the stairs will appear again!

This shows that the position of the stairs will stay the same on the same level even as you are smashing rocks or digging the ground. This point is very important in chapter 4, SAVE/RELOAD TRICK.

PATTERN 4: This is not exactly a pattern, but it's still a point to take note. There can be multiple stairs on a level. When you find a stair, try reloading the start of the same level again and digging elsewhere. You might find that the stairs can be found on other squares too. But only one stair can appear at any one time. So you can't get multiple stairs to appear on the same level. You can only know that there are several positions to find the stairs on one level.

As you progress deeper into the mine, the number of positions you can find stairs will decrease. This explains why it is harder to find stairs as you go deeper. At times there might not even be a stair going down!

Above are all the patterns I have noticed so far. Although they cannot show the exact position for sure, they will reduce the squares that you need to dig to find the stairs, especially on large levels.

#### b) LEVEL LAYOUT

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This section is about how the basic level layout of a mine level is determined. So far, i don't see much practical use for it. It is optional information but if you want to know more about the mine layout, please read on.

What i have found is that the size of specific mine levels is not random as it may seem to some. This is the rules of the size of levels in mines. Using these rules, you can know the size of any level within the mines without going down to it.

#### MINE LEVEL RULES

+++++

RULE 1: ANY LEVEL WHICH IS A MULTIPLE OF 3 (ex. 6,33,66,144)

HAS A 13x14 (HORIZONTAL x VERTICAL) GRID LAYOUT.

XXXXXXXXXXXXXXXX

```

X           X
X           X
X           X
X           X
X           X
X           X
X           X
X           X
X           X
X           X
X           X
X           X
X           X
X           X
X           X

```

XXXXXXXXXXXXXXXX

RULE 2: ANY LEVEL WHICH IS A MULTIPLE OF 5 (ex. 5,15,20,50,100)  
 HAS A 28x28 GRID LAYOUT. THIS OVERRULES RULE 1.  
 I will explain later on.

Too big too draw,wastes space...:P

RULE 3: ANY OTHER LEVEL WILL HAVE A 13x6 GRID LAYOUT.

+++++

Here is an example of how the rules work. I will list the size of levels 1 to 20 of the Winter Mine.

LEVEL:	SIZE:	LEVEL:	SIZE:
B1	13x6	B11	13x6
B2	13x6	B12	13x14
B3	13x14	B13	13x6
B4	13x6	B14	13x6
B5	28x28	B15	28x28
B6	13x14	B16	13x6
B7	13x6	B17	13x6
B8	13x6	B18	13x14
B9	13x14	B19	13x6
B10	28x28	B20	28x28

The rules hold true throughout the levels. As you can see, on B15, the size of the level is 28x28, even though 15 is a multiple of 3. This is what i meant by RULE 2 overrules RULE 1. RULE 2 will always be considered first before RULE 1.

It is not only the size of a level that has a pattern. Each specific size also has it's specific number of stones. I have reloaded same levels again and again and have found it to be true so far(except for 28x28).

SIZE:	NUMBER OF ROCKS:	ROCK DENSITY:
13x6	30	38%
13x14	100	55%
28x28	300	38%

As from above, the 13x14 map has a much higher rock density than the other maps. As such, you always seem to be surrounded by rocks in 13x14 maps.

So far, I have not put these information to use yet. It is just

for your knowledge (that's why this is a mining FAQ =>). Perhaps the only use so far is that you can predict which levels it will be harder to find the Goddess/Kappa Jewels on. On larger levels the number of rocks you have to search will also be more, making it very tedious to find gems that are on B60, for example.

#### c) SPECIAL NOTES

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These is a section for some points that do not seem to fit anywhere in the FAQ. As time goes, i will add more points. If you have found something about the mines that deserves mention, please e-mail me about it. If it can be verified, i will add it and give credit to you. But note that i will NOT accept glitches or in-game errors of any sort.

- 1) Time DOES pass in the mines unlike what some think, although it is hardly noticeable. It will take about 3 to 4 hours game time if you go all the way to B255.
- 2) I have found that it is possible to get 2 Goddess jewels on one level. I have been able to duplicate it a few times on the same level. Here's what happened:
  - a) I went through the Spring Mine up to B123, collecting the 2 Jewels on B60 and B102 on the way.
  - b) On B123, i couldn't seem to find the jewel, so i decided to move on.
  - c) At B152, again i skipped the jewel as i couldn't seem to get it.
  - d) At B155, I smashed all the rocks and found 2 Goddess Jewels!
  - e) I reloaded the level again. I managed to get both jewels several times but most of the time i only found one.

What i thought is that the second jewel was the one i missed before, in B152. So i left the mine and entered again. When i reached B123, i found the jewel on that level. I continued on but i never managed to get the jewel on B152. So it seems like the second jewel WAS from B152. Some others have also reported getting multiple jewels on the lower levels.

- 3) Black Grasses become rare at levels below B100. Also, at B255, there are many Black Grasses in the ground, about 2 in 3 squares. If you are almost going to faint at B255 and still need to find something, dig!
- 4) There is no need to have all 8 jewels (Goddess/Kappa) when you are about to find the last jewel. When you get the last jewel, where you have the other jewels does not matter (i.e they can be in your shelf) The Goddess/Kappa will appear and give you the Gem as long as you have an EMPTY tool slot in your RUCKSACK!

#### =====

#### (6) STAMINA/FATIGUE MECHANICS

#### =====

I have not experimented much on this topic so far. Perhaps there will be another FAQ that focuses on this topic. But what i have found so far, i will list below. Take note that any stats here are only for working on a sunny day. I have not figured out how rainy days or

working at night affect stamina/fatigue usage.

#### LEGEND

sp = Stamina Points,      1sp = Stamina used by tool at Level 1  
fp = Fatigue Points,      1fp = Fatigue used by tool when sp = 0

#### a) STAMINA/FATIGUE MODIFIERS:

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These are your original starting Stamina/Fatigue in the game. As you get Power Berries or the Kappa Berry, your maximum values for them will increase. So far, only these two berries can change your maximum Stamina/Fatigue values:

#### ORIGINAL STATS:

Starting Stamina      75 sp  
Starting Fatigue      50 fp

#### STAT CHANGERS:

Power Berry      +5 Max Stamina per berry  
Kappa Berry      +50 Max Fatigue

#### MAX POSSIBLE STATS:

Max Possible Stamina      125 sp  
Max Possible Fatigue      100 fp

#### b) STAMINA/FATIGUE USAGE:

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Every time a tool is used, your sp will decrease. When your sp is drained, every use of a tool will start to drain your fp.

(!IMPORTANT!) For some reason, the plough seems to use less sp than the rest of the tools! So the calculation for it's stamina use is different. Also, using the Fishing Rod only uses 1 sp, regardless of level charged or if fishing is successful or not.

#### TOOL STAMINA USAGE (HAMMER/WATERING CAN/SICKLE/AXE) :

Charge level 1 (Wood)	-1	sp	
Charge level 2 (Bronze)	-2	sp	
Charge level 3 (Silver)	-2.5	sp	
Charge level 4 (Gold)	-4	sp	
Charge level 5 (Mystrile)	-5	sp	
Charge level 6 (Cursed)	???		
Charge level 6 (Blessed)	-10	sp	*
Charge level 7 (Mythic)	-20	sp	**

Use Milker	-2	sp
Use Scissors	-2	sp
Use Bell	-2	sp
Use Miracle Potion (Cow/Sheep)	-2	sp
Use Seeds (Any)	-1	sp
Use Teleportation Stone	-1	sp

#### TOOL STAMINA USAGE (PLOUGH) :

Charge level 1 (Wood)	-1	sp
Charge level 2 (Bronze)	-1.5	sp
Charge level 3 (Silver)	-2	sp
Charge level 4 (Gold)	-2.5	sp
Charge level 5 (Mystrile)	-3.5	sp
Charge level 6 (Cursed)	???	

Charge level 6(Blessed)       -5    sp  
Charge level 7(Mythic)       -20   sp

TOOL FATIGUE USAGE(ALL):

Charge Level All               -1fp!!!

\* The Hammer uses 7.5 sp at Blessed level.

\*\* Only proven for Watering Can. Other Tools use different sp, i think.

Surprisingly, what i have found is that when you are using your fp, no matter what level you charge your tool, it only uses 1 fp whereas when you had Stamina, a full charge can use up to 20 sp! This shows that it is actually much more practical to use Stamina consuming tools (ex. Mythic Watering Can at max charge) when your Stamina is drained! Although it IS stupid just to use up your Stamina for that purpose:p A Turbojolt is actually more cost-saving than a Bodigizer in this sense!

c) STAMINA/FATIGUE RECOVERY

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SPA RECOVERY:

2 mins           +1sp, +2fp  
10 mins          +5sp, +10fp  
30 mins          +15sp, +30fp  
1 hour           +30sp, +60fp

Rate of Stamina recovery: 1sp/2 mins

Rate of Fatigue recovery: 1fp/1 min

BATH RECOVERY:

30 mins          +10sp, +20fp

MEDICINE/HERBS EFFECTS:

Bodigizer        +25 sp  
Bodigizer XL     +50 sp  
Turbojolt        +25 fp  
Turbojolt XL     +50 fp

Blue Grass       +5 sp  
Indigo Grass     +10 sp  
Green Grass      +2 fp  
Yellow Grass     -2 sp, +5 fp  
Purple Grass     +3 sp, +2 fp  
Orange Grass     NO EFFECT  
Black Grass      +3 sp, +5 fp  
White Grass      +5 sp, +10 fp

FOOD THAT CAN BE BOUGHT:

SUPERMARKET:

Bread            +1 sp  
Rice Cake        +1 sp  
Curry Powder    +1 sp  
Flour            +1 sp  
Oil               +1 sp  
Chocolate        +1 sp  
Muffin Mix       +1 sp

I have noticed that there are slight differences between the basic

ingredients. For example, i think that Flour only increase your Stamina by 1/4 sp while Rice Cake increases it by 1/2 sp, but it is difficult to work out fractions of a Stamina, if it exists. So I have rounded them up for convenience sake:p

#### AJA WINERY:

Wine +1 sp, +5 fp  
Grape JUice +3 sp, +5 fp

#### DOUG'S INN(DAY):

		COST:
Water	+1 sp (?) To be confirmed	1G
Lunch Box	+50 sp, +20 fp	500G
Salad	+10 sp, +30 fp	300G
Apple Pie	+25 sp, +3 fp	300G
Cheese Cake	+20 sp, +3 fp	250G
Cookies	+10 sp, +3 fp	200G

#### DOUG'S INN(NIGHT):

Grape Wine	+1 sp, +40 fp	500G
P. Juice	+2 sp, +30 fp	300G
Milk	+2 sp, +20 fp	200G

#### GODDESS GEM RECOVERY:

30 mins +15 sp  
1 hour +30 sp

#### d) STAMINA/FATIGUE INDICATORS

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When all your sp is used up, every use of a tool will start depleting your fp. When all your fp is used, you will faint and be sent to the hospital:( Indicators of your Stamina/Fatigue are not according to how much you have left, but how much percentage of your Maximum Stamina/Fatigue you have left. Below are the indications of your stamina and fatigue levels:

#### PHYSICAL INDICATORS:

% of sp left:	Action:
50%	Wipe Sweat
20%	Breathe deeply
4%	Sit on floor
0%	Face turns blue for a while

% of fp left:	Action:
50%	Shake head
20%	Turn blue
0%	Faint! XoX

Another way of seeing your Stamina/Fatigue left is by going for the check-up at the Hospital. This is the chart of what the doctor says at your corresponding level of Stamina/Fatigue.

#### DOCTOR'S INDICATORS:

What is said:	Level of Stamina/Fatigue:
Your Stamina is fine...	70-100% Stamina left
Your Stamina is a little low...	50-70% Stamina left
Your Stamina is significantly decreased	20-50% Stamina left



Your Stamina is very low...	4-20% Stamina left
Your Stamina is practically nonexistent	0-4% Stamina left
...Some Fatigue	20-50% Fatigue left
...High Fatigue	0-20% Fatigue left
...Fatigue very high, could collapse...	?
(Fatigue Indicators not confirmed yet)	

#### IN RELATION TO MINING...

As you can see, at maximum stamina and fatigue, you can use a tool 225 times (125 sp + 100 fp) before you faint. Assuming that on every level of the mine, only 1 sp/fp is used (digging for the stairs down), only one Bodigizer XL is needed to go all the way to B255 without fainting.

Another point to note is that Black Grass is better saved until you start using up your Fatigue. If your Fatigue level is still full, the Black Grass +5 fp effect will not work. It will only have it's +3 sp effect.

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#### (6) MINING TIPS

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This section is for general mining tips that i have found useful. If you have any other tips, please feel free to share them. I will update this section as often as i can.

- 1) Save Black Grasses if you can. They have more effect when you are using up Fatigue.
- 2) Try to find and eat as many Black Grasses as possible in the earlier levels. This will help conserve your stamina for the later levels. Black Grasses are like the stairs leading down, they have fixed positions on the same level. So just dig out some Grasses, memorise their positions and reload the start of the level again!
- 3) Getting more Power Berries helps in lasting through the mines. Likewise for the Kappa Berry.

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#### (7) COPYRIGHT/CREDITS

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Any criticism or comments on the guide are welcome. But please be constructive in your comments. I gladly accept any comments that are meaningful and will help me improve my FAQ.

And a cheer for all HM fans and gamers alike around the world! It is because of you guys that HM has persevered from it's SNES years to now!

CREDITS:

Churubae, webmaster of FOGU, who allowed me to use the mining information on her site [www.fogu.com/hm4](http://www.fogu.com/hm4).

Thanx a lot! Your site has helped me very much!

CJayC, for making the world's best gaming site a possibility!

Natsume, for making Harvest Moon one of my best-loved game series!

Long live HM!

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