

Harvest Moon: A Wonderful Life Walkthrough

by ChangeOfHeart

Updated to v1.0 on Jul 28, 2004

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By ChangeOfHeart

Harvest Moon:A Wonderful Life for Nintendo Gamecube

Version 1.0.0

Made by ChangeOfHeart

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ChangeOfHeart's FAQ/Walkthrough For HM:AWL

Hi This is ChangeOfHeart AKA Rodder, this is a walkthrough for Harvest moon A Wonderful Life

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If you would like to add or EDIT anything for this FAQ/ Walkthrough then please contact my E-mail Above.

please do not spam me on questions already asked because i shall ignore them completly.Please

read the Questions Section before you send me an email to see if the question you have asked

has already been asked by another person.

Version info:

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Loads of other helpful things are their too!

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1a,Configure:

Controle Stick - Move Character in all directions

D-Pad - Scrol through Menus

A Button - function button,Pick,Look,Cut,Use Etc.

B Button - Cancel,Put away Etc.

C Stick - Move camera 360' Around Character

L Button - Move camera Behind Character, Move page in menus

R Button - Whistle Dog/Horse move in menus

Z Button - 1st person(Cannot move)

X Button - Backpack

Y Button - Eat,Train dog Etc.

Start Button - Status Screen(Whats in BP and Amount of Money) shows charaters Mood EG.
Tired,Hungry Etc.

1b,Why Buy It:

HM:AWL is a great game, but needs alot of effort to make your farm work.

It also links to HM:FoMT Which is for the GBA.(See Chapter 15 For Linking)

It gives you the oppertunity to see how a real farm works but at the same time making it a game.

you get to grow crops, feed animals, milk cows, Sheer sheep, Have a Kid a wife a dog a cat theres just so

much choice for it. you may think OMG! (oh my god!) it's so sad! but it's not it is really addictive

and trust me i know im 15 lol(laughing out loud) i got my sister (17) and my MUM! (not telling age lol)

playing HM:AWL (Harvest Moon: A Wonderful Life) And before that they were saying I! was sad playing it.

just goes to show that all games can be fun!

2,The Farm:

You start off with 3,000g (g = GOLD) a COW, 2 tomato seeds(B) a Watering can,Heavy Hoe, Heavy Sickle and a Milker.

2a,Farm Map:

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Shed          *
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For Crops          *
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Watering can here *
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For Crops          *
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- *KEY*B=Best
- *****?=Unkown
- *G=Good Place
- *W=Fill
- *C=Chicken Coop
- *P=Poor Place
- *T=Tree
- *H=House

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|          #####=          =          |          *-=Fence
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|  HHHHHHHHHH  #TOOL#=====          |          *==Barn
*
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House          *
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|          DH    ^^^^^^  "^^^^^^^^^^"  |          |          |          |          |          *"=Takakuras
house          *
|          ^SHIP^  " TAK-  "          |          |          |          |          |
*****
|          ^MENT^  " House  "          |          |          |          |          |
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-----To Town-----

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VVVVVVVVVV

That Your Farm Beleave it or not lmao, well thats whatit is like when you start as game years pass you get different things like a bigger house and a milking room also a food processing room and a pond.

3.Characters:

3a,The town:

Your not the only one in this town you know!, there are other people aswel beleive it or not. heres a list of people you meet in the town:

**listings are alphabetical

Likes are not items the character will merely take but things they love and will tell you are their favorites.

Dislikes are not items the character merely will not take but things they hate and tell you are disgusting or to get away from them.

All Characters:
Dislike: Bodihyper, Bodigyzer.

Carter:
An archaeologist who lives in a tent by the waterfall. Your son may become an archaeologist if you become his friend.
Likes: Cooked Food (his favorite is Sashimi), Cheese
Dislikes: ?

Chris:
Wally's wife. She can be found at home or commuting around town.
Likes: Milk, Flowers, Apples
Dislikes: ?

Cody:

A quiet and reflective artist. Your son may become an artist if you become his friend.
He will not accept gifts when he has his arms folded. You can find Cody in his house,
outside his house, and by the swamp.

Likes: Light Pickles, Flowers, Coins, Statues

Dislikes: ?

Daryl:

A shifty scientist who sometimes spies on you. Your son may become a scientist if you
become his friend.

He won't take gifts while he is tapping his toe or working on an experiment.

Likes: Sashimi, Fish (especially snelt), Fossils, Old Coins, Silver Coins, most cooked
food(?)

Dislikes: Milk, Flowers

Dr. Hardy:

A strange doctor who lives in Galen's old house during the second year.

Likes: Mugwort, Apples, Fossils, Fish, Produce (show him twice)

Dislikes: ?

Flora:

Carter's assistant. Won't accept gifts while she is kneeling in the ruins.

Likes: Apples, Fish, Cheese

Dislikes: ?

Galen:

A sweet elderly man. He lives across from the Blue Bar during the first year but moves
into a

small hut in the second year.

(may stop accepting gifts for a period of time after year 1)

Likes: Fish, Sashimi, Wild Herbs, Apples

Dislikes: ?

Grant:

Moves in second year. Grant is the father of Kate and the husband of Samantha, who he is
afraid of.

He works in the city during the day. Grant tells you that he's afraid of Sam when he's in
the bar.

He won't accept gifts after he says that while he's still in the bar. He will accept gifts
once he leaves.

Likes: Eggs, Apples, Milk, Butter, Records (?)

Dislikes: ?

Griffin:

Owner of the Blue Bar and Muffy's father. He will not accept gifts while serving drinks.

Likes: Fish, Sashimi, Moon Ore, Trick Blue Flowers

Dislikes: ?

Gustafa:

A nature-loving musician. Your son may become a musician if you become his friend. He will
not accept

gifts while playing his guitar.

Likes: Fish, Flowers

Dislikes: Marinade

Harvest Sprites:

Consist of Nic, Nac, and Flak. All three might help you if you become friends with them.

The live in a tree

near the spring. They do not appear to accept gifts.

Hugh:

Wally's son. He jogs around the valley with his father but stops and rests by the spring.
Won't take gifts
while he is running or crying.
Likes: Old Coins, Milk(won't take in chapter 2), Fishing Pole
Dislikes: ?

Kassey:

Loves a good battle of the wits as much as creating fireworks. Lives on the east side of the valley.
Won't accept gifts while making fireworks.
Likes: Ores
Dislikes: Light Pickles

Kate:

Moves in second year. Little girl who moves in second year. She's somewhat wild, and her mother (Samantha) constantly complains about this. Potential girlfriend for your son.
Likes: Flowers, Cheese, Moon Ore, Horse Statues
Dislikes: Toys

Lumina:

Romana's grand-daughter. She will not accept gifts while playing the piano or when she has her hands behind her back and turns her head to look at you while talking.
Likes: Flowers
Dislikes: ?

Marlin:

Vesta's brother.
Likes: Produce, Records
Dislikes: ?

Mukumuku:

He's the little yeti that Daryl's always trying to catch. You can talk to him in Winter, by the Harvest Sprites house.
Likes: Flowers, Fish, Fodder
Dislikes: ?

Murrey:

A man who got lost in Forget-Me-Not Valley and wants money to get back home to Po-po Valley.
Likes: Fodder, Bird Feed, Weird Sickle
Dislikes: Flowers, Toys

Nina:

Galen's wife. She dies at the end of the first year.
Likes: Flowers, Yam Soup, Light Pickles, Produce
Dislikes: ?

Patrick:

Kassey's brother. Won't accept gifts while making fireworks.
Likes: Ores
Dislikes: ?

Rock:

Tim's son. Won't accept gifts while eating.
Likes: Sugar Ore
Dislikes: Fossils, Moon Ore

Romana:

An old woman who shares her large estate with her butler, Sebastian, and her granddaughter, Lumina.

She sometimes will not accept gifts even though they are things she likes. She will not accept gifts

while in her rocking chair or while swinging her umbrella.

Likes: Milk, Flowers, Cooked Food (show her three times), Apples, Sweet Potatoes, Ore

Dislikes: ?

Ruby:

Tim's wife who has the Curry recipe. Ruby can be found by the hill, the inn and the spring.

Likes: Milk (the higher the quality the better), Flowers (you may have to show her twice), Fish Stew,

Cooked Food (show her twice), Apples

Dislikes: ?

Samantha:

Moves in second year. Samantha is Grant's wife, and the mother of Kate. She frequently hangs out at

Romana's during the day. Sam can be found on either floor of her house, Romana's house and courtyard,

Galen's house and the inn.

Likes: Flowers, Apples, Milk, Ore, Wild Plants

Dislikes: ?

Sebastian:

Romana's butler. He likes painting which is important if you want your son to be an artist.

Likes: Apples, Statues, Old Coins

Dislikes: ?

Takakura:

Your late father's partner who lives on your farm. He can give you advice on raising animals and crops.

He will not accept gifts when his arms are crossed. Likes: Yam Soup, Milk

Dislikes: ?

Tim:

Owner of the Inner Inn.

Likes: Yam Soup, Apples, Goat Milk

Dislikes: ?

Van:

A traveling salesman who sets up his shop by the Inner Inn on the 3rd and 8th days of each season.

Doesn't accept gifts while running his shop. Van can be found in the inn, the bar, Romana's house

and courtyard and in his shop. Likes: Items from dig site, eggs

Dislikes: ?

Vesta:

Owner of the farm across the river from your's.

Likes: Flowers, Milk

Dislikes: ?

Wally:

A man who jogs around Forget-Me-Not Valley. If you become good friends with him your son may become an athlete.

Won't take gifts while he is running.

Likes: Sashimi, Milk, Old Coins, Fishing Rods

Dislikes: ?

Thats basically all the charectors EXcluding the girls which is our next chaprter.

3b, The Girls:

There are some potential Girls that are to be married to you in your second year and also to have your son.

These girls are easier then the other harvest moons the easiest to marry is Muffy then 2nd is Celia and the hardest by miles is Nami. Here is their description and their heart events also where you can find them!:

Celia:

Lives with Vesta and Marlin at the farm across the river. Her diary is in her room on the bed.

Climb the stairs to the loft to reach her room. Her son is sweet effectionate and down to earth

with dark hair and eyes.

Likes: Flowers, Produce, Eggs, Human Statues, home cooked meals, Strawberry Cake

Dislikes: Fossils except human statues

After Marriage: Will accept Pretty Ores

Found At:

In house, in her room, outside on farm, going to mansion, rare occasions in the fall she can be found coming back from the harvest sprite area.

For a certain important cutscene, you'll find Celia, Vesta and Marlin all in the downstairs level in their home around 7-7:30 PM

After marriage you can find her in the house. I've never seen her go outside yet. She's either in the kitchen or the front room reading.

Celia's First Heart Event

You knock on the door of the house and she says eek you surprised me. Then she comes outside with you and asks you if you're glad it didn't rain. You can say me too or come with me. If you say me too she asks you how is work and gives you the choice of fine or not so well. If you say fine she tells you that's good and then says see you later. The house is then locked and you'll have to come back later if you wanted seeds.

The better choice is "Come with me". Then Celia asks Why. Celia says she has to go shopping.

Your next choices are "Shall I go?" or "We'll talk later". if you choose shall I go, she says

"You came here just for the women, didn't you?". Then Vesta comes outside and asks what's going on.

You can either say "It's Marlin's fault" or "I'm sorry". If you choose I'm sorry, Celia will say it's

not your fault. Then she leaves to go shopping, and you go with her. Along the way she says she'll talk later with you, and the Heart Event ends.

Celia's Second Heart Event

She asks if everybody is happy on the farm today and then walks toward the spring. You follow her.

She says you scared me and then says why don't you take a break too. Then she says be very quiet

so you don't scare the animals. You have the option of move or don't move. If you pick don't move

she will say she feels so at home here all she has to do is close her eyes and drift away.

Then she asks do you feel it too. If you say I do (as opposed to not at all) she says you must be tired

try not to work so hard, bye now.

Celia's marriage proposal event:

When you give Celia the blue feather, you end up near the Harvest Sprites house and Celia tells you that

she's always dreamed of getting a blue feather--they're very rare, but her mother got one when she was engaged.

Muffy:

She is the waitress at the blue bar. Her diary is near the flower bush in the blue bar.

Don't bother her

when she is working. She likes to go for walks along the river in the morning and go to the room at the

back of the blue bar after her shift. Her son is bubbly and cheerful with blonde hair and green eyes.

Likes: Flowers, Ore, Coins, Home Cooked Meals especially Sweet Foods, Big Huchep

Dislikes: Fossils, All fish except Big Huchep

If you don't marry Muffy, she won't take any flower but amorous.

Found at:

Back room of the bar, Sometimes near bridge to Vesta's Farm, wandering around town

Muffy's First Heart Event

Takakura will be trying to talk to you and Muffy will scream because the dog is barking at you. She then

says thank goodness you're here and doesn't understand what you tell her about the dog and its territory.

She then apologizes for interrupting and mentions Takakura seems angry. You can tell her to don't worry or

that he's always like that. Your character can then ask are you hurt or what do you want. She stammers

she just wanted something and then says cya later.

Nami:

Her diary is in her room at the inner inn. You will have to follow her at night (late around 11:30-12:30) or

stand by the door at around 9am to get in [very hard to get in this way]. Her son is shy and quiet with red

hair and blue eyes. If you are giving her homecooked foods make sure you tell her to try it, do not tell her

that "it's very good" or she'll tell you to go home and eat it yourself.

Likes: Fossils, Produce, Homecooked Foods (especially curry), Trick Blue flowers, Gemsoil flowers, the spare

record you start with, human statue

Dislikes: Flowers (except gemsoil and trick blue), Ores

Other Items: She will tell you coins you found are interesting or must be worth a lot but won't take them.

She praises you if you show her a fish you caught but she won't take them. Most edible herbs she makes the

comment that she's sure they must be good for cooking.

If you give her produce she asks if you grew it. If you say you can have it (instead of you can buy it) she

tells you you're swell. Then she tells you when you ask next that she gave the produce to Ruby.

You can give her either a Trick Blue flower or a fossil, not both. But you can give her produce AND a

homecooked meal as well. (Three gifts she likes per day because they are all in different categories)

Found at:

Path to Romana's Village, Sometimes on bridge to Vesta's Farm, Vesta's Farm, Mansion, Bar, Roaming the village

Sometimes leaves her room as early as 6am depending on when she went to bed. She is often out until 1-1:30 am

but sometimes comes in earlier at 11:30-12:30.

Nami's First Heart Event

Nami will visit your farm and say she only came because she was on a walk. You then respond and she hesitates

then says she should leave.

Choose the SECOND option to see the whole event. If you go through that event and don't leave her alone when

it says to, her affection for you may go down. When you choose the second option, she'll proceed to look

around, and it ends up being a full blown heart event.

Nami's Second Heart Event

You walk into the bar and you see Nami there. You can ask "Can I sit here" or you can ask her to have a

drink with you. If you ask her to have a drink with you she says having a drink with her wouldn't be very

fun though and walks out of the bar. (Muffy has to be in the bar as well for this to work)

If you choose "Can I sit here?". She says why not, and you sit down. Then another set of options appear:

"Why did you come here?" and "Do you want to know why I'm here?". If you choose "Do you want to know why

I'm here?", she'll say something the effect "Sure, if it's interesting". Your screen then turns white as

if your character went through his life story in a couple seconds. Then nami asks "Do you make good money

at your farm?". the choices are something like "Yes", "Not really", and "I don't keep track". If you say yes,

she'll say she has to go home and leaves. Then Muffy will say something like "Oh! Nami didn't pay her bill".

Your options to respond are "I'll pay" or "Ha! Ha! Ha!". If you choose to pay, she will charge you for about

550g. Then the Heart Event ends.

Nami's Proposal Event

You show here the blue feather and she asks what it is. You can say it's nothing or please marry me.

If you say please marry me the screen goes dark and she says Marriage!!! and then she's says she'll have to accept that and acts excited. Then she says she guesses you care about paperwork.

4,How to Begin:

Ok how to begin your wonderful life.....

When You start your game run to the other farm and buy a bannana tree and an apple tree then run back to your farm, plant them and water them, then run to the outside of the barn(the closest door to the fenced off area and ring the bell for you cow to come out if it is not raining. talk to your cow twice then hug it once then talk once hug once then milk you should get atleast 2 lots of milk, you have one in your hand and the other is next to where you were milking it. press B then pick the other one up and press b again so now the milk is in your backpack. Go to the shipment house and press A on the white and blue box that says Shipment on it. then put your 2 milk into the shipment box. Ledger and then order, then go to order animal and order a female chicken(THE ARROW POINTING DOWN) and run back outside then into the tool shed. get out everything in the shelf to the left and the tomato seeds that are in the cupboard above the door leading to the barn. Run upto where you planted the trees and plant the tomato seeds then water them. Run back to the shipment house and order around 3-5 bird foods. then run to the feild where all the grass is and start chopping away using A when the option CUT appears. Cut as many as you can until you get tired. Don't get too tired or you will regret it. Run into the barn to the fodder box and fill your cows box up with 2 fodder then get the rest of the fodder into your backpack (You can only carry 99) then after that go to find some wild nature things, 1 next to your house. and eat 1! then go find some flowers, some next to the other farm near the windmills and some next to the waterfall near the spring, some next to the spring and then run home and go to sleep for 6 hours (Automatic). run outside talk to your cow water your plants cut some more grass if you can then go back to sleep. You should be near day 2 hope igave you a head start.

5,Girls and marriage:

Blue Feather :

In the first summer the harvest sprites will call you and ask you to come see something.

They are fighting over who gets to keep the blue feather they found. In the end they give it to you and it goes on the shelf in your tool shed. Takakura then tells you that you give it to a girl you want to marry.

Wooring:

You should give your potential wife gifts of things she likes every day and check her diary to find out how much she likes you. Once you have her with at least four hearts you're ready for the next step.

Proposing:

After you have your girl at four hearts it's time to show her the blue feather and ask her to marry you.

If she says yes you will get married at the end of the year. If she says no she will lose a bit of affection towards you.

Namis' Proposal Event

You show her the blue feather and she asks what it is. You can say it's nothing or please marry me. If you say please marry me the screen goes dark and she says Marriage!!! and then she says she'll have to accept that and acts excited. Then she says she guesses you care about paperwork.

Celia's marriage proposal event:

When you give Celia the blue feather, you end up near the Harvest Sprites house and Celia tells you that she's always dreamed of getting a blue feather--they're very rare, but her mother got one when she was engaged.

Alternate Method:

At the end of the year if you haven't proposed yet the girl who likes you most will come to you and propose to you, you will then get married like you would have if you had proposed.

Children:

Your child's looks and personality will take after his mother. Who are your friends with will influence the career your child chooses, however.

Careers: Archaeologist (Carter), Artist (Cody), Scientist (Daryl), Musician (Gustafa), Athlete (Wally), Farmer (???), Rancher (???)

Your child goes through several stages of development: Toddler (chapter 2), Boyhood (chapter 3), Teenage (chapter 4), Adult (chapter 5 & 6) His likes and dislikes will change depending on what stage of development he is in.

During chapter 3 your child will get his own room and the things he chooses to keep in it will let you know who he is friends with and what kinds of things he is interested in.

Room items include:

- instruments (music)
- plants (plants)
- sandbag/weights (exercise)
- fossils/skeleton (archaeology)
- bookshelves, empty flask (science)
- painting (art)

Metal sheets come from being friends with Cody, Statuettes from Tim and Ruby, Fireworks from Kasey and Patrick, second painting can come from Gustafa

Other items seem to indicate a mischievous child (wooden boxes, dead branches, empty bottles) or obedience (chest), but these are not absolute.

Toddlers

You start off with a scratch pad (drawing/colouring book) for your child but you can buy a block, ball, or toy car (300G) from Van.

You can toss, snuggle, pat on the back, or talk to. You can also give him a bath some days if you show up in the kitchen at the right time. Take your child around people you want him to like and things you want him to have an interest in.

Celia's Child:

Celia's child likes flowers. He also is a great fan of the ball which you can buy at Van's. He likes the pretty ore, Strawberry Cake, milk, etc. He only reacts to these items--he never takes him. So feel free to expose him to a variety of these things. He's afraid of the farm animals at first, but seems to warm up to them by Summer if you take him to see them enough. The only things he reacts to from the digsite are the sugar and moon ores. He says they're shiny and that he likes them.

Nami's Child:

Nami's child really likes the Ball and Sketch Pad, occasionally he'll play with the Car or Blocks.. He is a bit shy and loves to be snuggled with. He is very rarely ever outside and doesn't like to be picked up from behind. The bath time event appears not to happen as often as with other children.

6 and 7, Animals:

General Tips:

Waking any animal while it is sleeping is a bad idea. Make sure you talk to or pick up your animals everyday and brush the ones that you can. Also ensure that you wash your cows and sheep when they start to turn a gray color and act unhappy.

Chickens:

Sell eggs by placing them in the dairy shipping bin in the food storage building. Occasionally you will get

a golden egg. If you refuse Van's first offer for the golden egg he will make you a higher offer but only for the first three you sell to him. Purchase both a hen and a rooster to get fertilized eggs. You can only buy one animal per day. Also buy bird feed, you do not need to refill the food tray each day, only when it's empty. A full tray will have yellowish material in it. A chick will hatch after five days in an incubator and grow into an adult in five more days. Only the females lay eggs, and you only need one male in total, none if you don't want fertilized eggs. Extra male roosters can be sold for 450G. You can also let chickens outside on nice days, keep them in in bad weather and at night. If a chicken is outside you do not have to feed it. If a chicken gets sick you will have to give it medicine each day it may take up to three days to get better. You can name your chickens.

Regular Egg - 40G

Fertilized Egg - 50G

Golden Egg - 300-360G (bargain with van)

Chicks sell for 150 gold

Hens and Roosters sell for 450G

Ducks:

Build the pond for 2500G and have no more than six chickens at that time** and a pair of ducks will appear.

You can sell ducks for 500G but if you sell your last male and female you won't get any more ducks. Female ducks also lay eggs you can sell. You can keep up to 8 birds (ducks and chickens) at a time.

**This does not happen until the second year around Summer but you must have the pond built already and you must have fewer than six chickens when the event occurs.

Ducklings sell for 300 gold

There's no such thing as a Duck egg. Chicken eggs just hatch as duck eggs. Curiously enough, you need a male rooster in order to get duck eggs. A male duck isn't sufficient.

Dog:

You get a dog at the beginning of the game from Takakura. He will give you the choice of pointy ears or droopy ears and you will get to name your dog. You do not have to feed him but you can put something in his bowl and whistle to get him to come and eat it. You cannot take him inside. He has been known to scare off trespassers. You cannot sell the dog.

Cat:

After the second year Romana will bring a cat to your farm if you are friends. The cat does not need to be taken care of. You cannot sell the cat.

Horse:

Takakura orders him for you during the first summer and lets you name it. Make sure you talk to him and brush him a little. He will live in the barn, be sure to give him fodder (one bale). You cannot

sell the horse.

Sheep:

Produce wool every 10 days. Use the wool shears to cut it. To get white wool wash your sheep before sheering.

Occasionally you can get golden wool. You can name your sheep.

Regular Wool - 75G

White Wool - 115G

Golden Wool - 600-720G (Say no to Van's first offer)

Goat:

In the second year you can buy a goat from van. It will produce milk once a day for a season. You cannot sell the goat ever! It will not produce milk again and becomes just like a pet, except this one takes up barn space.

Milk - 115G

Cheese - 155G

Butter 150G

If your goat is happy enough, you can get better milk from it, which sells for 300 G.

Cows:

At the beginning of the game you will start with one normal cow. Press A to milk the cow with the milker you were given. Milk her once in the morning and once in the evening. Place the milk bottles in the shipping bin.

The quantity and quality of the milk depends on how happy your cow is. Let your cow outside to graze on nice days, do not leave them out in bad weather or at night. You do not have to feed the cow when it is out in the pasture. Make sure you fill the food slots each day. You can cut grass with the scythe to get more fodder.

Cows need to be bathed at water trough to keep them happy, they will turn a dull gray color if you do not bathe them. Don't try to overmilk your cows. If you give a cow good fodder it will produce higher quality milk. You can name your cows.

You can buy a bull or purchase a miracle potion to get you cow pregnant. It will take 30 days for the calf to be born. Cows have a 40 day standard milk production cycle. When the cow is going to give birth you will need to enclose her in a pen, the harvest sprites will come and show you how. The new calf will need to be isolated for 10 days and brought milk and fodder. The sprites will show you how to do this. If you have your own bull you can get a miracle potion from you bull instead of another farm's bull. You can also let nature take it's course and your bull and cow may mate on their own. (similar to how you get fertilized eggs somewhat randomly if you have a rooster and a hen) It is also possible to have more than one cow pregnant. You have to wait a few days before you can impregnate a second cow for some reason, but it can be done.

The types of cows are normal, brown, marble and star. They look different, vary in price, and produce different kinds of milk. You can buy an automatic milking room for 60,000G. Push the cows

in the door.

Eventually they can learn to go in themselves.

Milk - Selling Price B, A, S

Normal 75, 115, 150

Marble 115, 175, 225

Brown 115, 175, 225

Star 270, 405, 540

Cheese/Butter

Good - 300 (any grade of Star milk; S grade of Normal, Brown, Marble)

Regular - 225 (A/B grade Normal, Brown, Marble)

Normal Calves sell for 1500 gold.

Miracle Potion Prices:

Normal Cow- 2,500g

Star Cow - 5,500g

Star A milk is the same as Normal S milk. Star A, Star S, as well as normal S all make good cheese.

If you can spare the Mother's Milk, you can make Mother's Butter and/or Mother's Cheese both of these can not be sold, but I think they can be used in recipes.

8,Crops:

**Some of these take several tries to perfect I would suggest you save before you try them as a precaution.

Crops

First Generation Crop Hybrids:

Bashber = Watermelon + Potato

Bashota = Sweet Potato + Potato

Berryber = Watermelon + Strawberry

Berryto (root) = Melon + Strawberry

Berryto (vine) = Sweet Potato + Strawberry

Berrytoma = Tomato + Strawberry (6 days)

Cabber = Watermelon + Carrot (11 days)

Cabery = Carrot + Strawberry (11 days)

Cady = Turnip + Carrot

Camelo = Melon + Carrot

Dhibe = Turnip + Strawberry (fall to spring; 8 days)

Dhilon = Melon + Turnip

Gretoma = Tomato + Watermelon

Kandy = Sweet Potato + Turnip

Kanro = Sweet Potato + Carrot

Kashry = Sweet Potato + Watermelon (11 days)

Melatoma = Melon + Tomato

Melober = Watermelon + Melon (4 days)

Paberryta = Strawberry + Potato

Potamela = Melon + Potato

Radita = Potato + Turnip

Raury = Watermelon + Turnip

Sholo = Sweet potato + melon (Summer to Fall)

Tataro = Carrot + Potato

Tobatama = Tomato + Potato

Tomaca = Tomato + Carrot (9-10 days)
Trady = Tomato + Turnip
Yamato = Sweet Potato + Tomato (9 days)

Special Ingredients (these only work on crops, not trees):

Happy Lamp - Allows hybrid that grows in all seasons
Gemsoil - Allows hybrid that grows in all soil types
Upseed - Seeds are of higher quality

2st Generation Crop Hybrids:

You get to pick the name (4 letters)

To make it easier to designate which hybrids are being combined for later hybrids, we will just designate these with numbers in the order they are discovered.

Kanro + Radika = hybrid #1
Gretoma + Melober = hybrid #2
Berrytoma + Trady = hybrid #3 (Summer only)
Tomaca + Kanro = hybrid #4 (Fall only)

Trees

First Generation Tree Hybrids

Peach + Orange = Lanmuge -Fall
Peach + Grape = Jurum -Fall
Peach + Banana = Magerum -Winter
Peach + Apple = Phurum -Fall
Orange + Grape = Orahge -Summer
Orange + Banana = Mangenge -Winter
Orange + Apple = Oraphu -Spring
Grape + Banana = Gehju -Summer
Grape + Apple = Phuju -Summer
Apple + Banana = Appage -Fall

Second Generation Tree Hybrids

You get to pick the name (4 letters).

To make it easier to designate which hybrids are being combined for later hybrids, we designated these with letters in the order they were discovered.

1. It takes 2 years for the 2nd generation trees to produce fruit.
2. Fruit or seed quality can make a difference. If you repeatedly get the "I can't do anything with this" message from Tartan then you may have to upgrade your trees before trying to hybrid.
3. You can upgrade using feritilizer (60 to 80 bags) to get to S quality. Or you can take a fruit and hybrid it with an S quality crop. The resulting seed will be an S quality seed.
4. Order does matter when doing these hybrids.
5. Even though at the beginning you get multiple messages from Tartan saying, "I can't do anything with this" eventually all combinations will work.
6. There are 9 different hybrids and 6 different combinations for each one.

Lanmuge + Jurum = Lanmuge -Fall
Lanmuge + Magerum = (F) -Summer
Lanmuge + Phurum = Lanmuge -Fall
Lanmuge + Orahge = Lanmuge -Fall
Lanmuge + Mangenge = (F) -Summer

Lanmuge + Oraphu = Lanmuge -Fall
Lanmuge + Gehju = (H) -Summer
Lanmuge + Phuju = (B) -Spring
Lanmuge + Appage = (G) -Fall

Jurum + Magerum = Jurum -Fall
Jurum + Phurum = (A) -Winter
Jurum + Orahge = (D) -Fall
Jurum + Mangenge = (H) -Summer
Jurum + Oraphu = (B) -Spring
Jurum + Gehju = (D) -Fall
Jurum + Phuju = (A) -Winter
Jurum + Appage = (C) -Summer
Jurum + Lanmuge = Lanmuge -Fall

Magerum + Phurum = Magerum -Winter
Magerum + Orahge = (H) -Summer
Magerum + Mangenge = (F) -Summer
Magerum + Oraphu = (G) -Fall
Magerum + Gehju = Magerum -Winter
Magerum + Phuju = (C) -Summer
Magerum + Appage = Magerum -Winter
Magerum + Lanmuge = (F) -Summer
Magerum + Jurum = Jurum -Fall

Phurum + Orahge = (B) -Spring
Phurum + Mangenge = (G) -Fall
Phurum + Oraphu = Phurum -Fall
Phurum + Gehju = (C) -Summer
Phurum + Phuju = (A) -Winter
Phurum + Appage = Phurum -Fall
Phurum + Lanmuge = Lanmuge -Fall
Phurum + Jurum = (A) -Winter
Phurum + Magerum = Magerum -Winter

Orahge + Mangenge = Orahge -Summer
Orahge + Oraphu = Orahge -Summer
Orahge + Gehju = (D) -Fall
Orahge + Phuju = Orahge -Summer
Orahge + Appage = (E) -Fall
Orahge + Lanmuge = Lanmuge -Fall
Orahge + Jurum = (D) -Fall
Orahge + Magerum = (H) -Summer
Orahge + Phurum = (B) -Spring

Mangenge + Oraphu = (I) -Winter
Mangenge + Gehju = Mangenge -Winter
Mangenge + Phuju = (E) -Fall
Mangenge + Appage = (I) -Winter
Mangenge + Lanmuge = (F) -Summer
Mangenge + Jurum = (H) -Summer
Mangenge + Magerum = (F) -Summer
Mangenge + Phurum = (G) -Fall
Mangenge + Orahge = Orahge -Summer

Oraphu + Gehju = (E) -Fall
Oraphu + Phuju = Oraphu -Spring
Oraphu + Appage = (I) -Winter
Oraphu + Lanmuge = Lanmuge -Fall
Oraphu + Jurum = (B) -Spring

Oraphu + Magerum = (G) -Fall
Oraphu + Phurum = Phurum -Fall
Oraphu + Orahge = Orahge -Summer
Oraphu + Mangenge = (I) -Winter

Gehju + Phuju = Gehju -Summer
Gehju + Appage = Gehju -Summer
Gehju + Lanmuge = (H) -Summer
Gehju + Jurum = (D) -Fall
Gehju + Magerum = Magerum -Winter
Gehju + Phurum = (C) -Summer
Gehju + Orahge = (D) -Fall
Gehju + Mangenge = Mangenge -Winter
Gehju + Oraphu = (E) -Fall

Phuju + Appage = Phuju -Summer
Phuju + Lanmuge = (B) -Spring
Phuju + Jurum = (A) -Winter
Phuju + Magerum = (C) -Summer
Phuju + Phurum = (A) -Winter
Phuju + Orahge = Orahge -Summer
Phuju + Mangenge = (E) -Fall
Phuju + Oraphu = Oraphu -Spring
Phuju + Gehju = Gehju -Summer

Appage + Jurum = (C) -Summer
Appage + Magerum = Magerum -Winter
Appage + Phurum = Phurum -Fall
Appage + Orahge = (E) -Fall
Appage + Mangenge = (I) -Winter
Appage + Oraphu = (I) -Winter
Appage + Gehju = Gehju -Summer
Appage + Phuju = Phuju -Summer
Appage + Lanmuge = (G) -Fall

Getting Tartan - SPOILERS

You get the Tartan event when you make friends with Takakura. To do this, talk to him and give him food (he likes homemade dishes and milk). Follow him into his house at night. He'll show you a strange looking plant. It reminds me of Audrey II from Little Shop of Horrors.

Takakura's house will be open all the time except when he is sleeping. Keep going back and talking to Tartan and eventually he will give you the option to make hybrids.

At first, he will just ask you for something to eat. Give him any seed or crop and he will analyze it for you. He will tell you the quality and when to plant it. You can give Tartan anything and he will swallow it and regurgitate it back to you. He doesn't recognize anything other than crops or seeds.

Tartan can get temperamental and will sometimes not give you the option to hybrid even after he has been doing it for a while. Just keep talking to him and he will eventually let you do it again. I have found that if you talk to him every day, he is more apt to let you hybrid than if you ignore him a few days and then

try.

There is a glitch in the game when Tartan asks if you are finished hybriding. If you answer no he thinks that means yes and says goodbye. If you answer yes, you can continue to hybrid. The game just mixed up yes and no for that question.

9, Natuaral Resources:

Spring:

Goddess Drop 15G waterfall, vesta's farm

-locations: under wind generators on vesta's farm

-these are an easy selling favorite with the locals if you set up a stall

Mugwort (herb) 15G your farm, around town

-locations: between mystery building and fertile field on your farm, behind wind generators right of the

trees and left of the gba slow on vesta's farm, in weeds on left side of path on the way to the dig site,

outside the pyrotechnicians', behind cody's studio, behind the infertile field on your farm, romana's mansion

on the left inside the gate

Toy flower 10G, sprites' spring, nina's grave

-locations: on the way to the harvest sprites' spring under the large blue stocks, underneath the trees in

front of the buildings on vesta's farm

Summer:

Happy Lamp 15G Gustafa's Yurt

-Locations: by Gustafa's Yurt, Behind Cody's studio, near river mouth

Mist Moon 10G Sprites' spring, nina's grave

-Locations: by pond at sprite spring

Royal Fern 15G your farm, around town

-Locations: outside pyrotechnicians', behind cody's studio, between mystery building and fertile field,

behind wind generators on vesta's farm, beside very fertile field, outside romana's, sprite spring near pond

Fall: (Mushrooms)

Hackberry 20G your farm, around town

-Locations: back of your farm, between fertile field and chicken coop, to the right of grassy field at back

of farm, sprite spring, romana's

Bracken 15G your farm, around town

-Locations: back of your farm, between mystery building and very fertile field, behind pyrotechnicians',

behind wind generators on vesta's farm, sprite spring, romana's

Matsutake 100G vesta's farm

-Locations: right side of vesta's farm, corner of vesta's farm/dig site path

Trumpet 25G Sprites' spring

-Locations: behind pyrotechnicians's house, sprite spring

Gemsoil 20G around excavation site

-Locations: dig site

Trick Blue 10G around turtle swamp

-Locations: by turtle swamp/cody's trailer

Winter:

Sorrel 20G around town

-Locations: between mystery building and fertile field, beside very fertile field, romana's mansion, pyrotechnicians', cody's, behind wind generators on vesta's farm, corner of vesta's farm and dig site path

Amorous 10G around turtle swamp

-Locations: cody's, turtle swamp

Upseed 25G near the river

-Locations: cody's, dig site path

Fishing:

Buy the first fishing pole from van for 500G.

Colombo, sells for 20G, pond or river

Big Colombo, sells for 40g, pond or river, doesn't taste good

Huchep, sells for 90g, upper river or waterfall

Big Huchep, sells for 170g, upper river or waterfall

Nyamame, sells for 60g, upper stream/waterfall, tastes bitter

Big Nyamame, sells for 130g, upper stream/waterfall

Rainbob, sells for 80g, downstream or spring

Big Rainbob, sells for 150g, downstream or spring

Snelt, sells for 30g, downstream or spring

Big Snelt, sells for 60g, downstream or spring

Sharshark, sells for 600G, near river mouth, rare

Big Sharshark, sells for 1200G, near river mouth, very rare

Yamame, sells for 500G, turtle pond, sprite spring, waterfall

Big Yamame, sells for 1000g, Waterfall

Arna, sells for 400G, turtle pond, sprite spring

Big Arna, sells for 800G, turtle pond, sprite spring

Garbage - sells for 0G

Digging:

Dig for treasure at the excavation site between 9am and 5pm. Research items will be collected back from you

but you can keep coins, ore and fossils. The site will expand over the years and you can find more stuff.

You can re-dig spots that have been dug up to find more items.

Back fossil - 300G

Coin - 10G

Fossil - 40G

Gold Coin - 30G

Hip Fossil - 60G

Hop Ore - 80G

Horse Statue - 70G

Human Statue - 40G

Jade Ball - 150G

Moon Ore - 40G
Mysterious Tablet - artifact
Prosper Ore - 300G
Silver Coin - 40G
Skull Fossil - 50G
Stone Disc - 500G
Strange Fossil - 80G
Strange Item - 300G
Sugar Ore - 50G
Tablet C - artifact
Tablet D - artifact
Tablet E - artifact
Tablet F - artifact
Tablet G - artifact
Temple Ore - 150G

9, Linking:

To link to the GBA take your character in AWL to the mountain side near the other farm and Follow the instruction Nic Nak And Flak give you, in FoMT get you character to throw something in the waterfall near the spring (cucumbers are best) and the HG asks you if you want to link.

10, Questions And Answers:

Send your questions to Darkfusion121@hotmail.com

not many question have been asked! ask more!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Q1, "when i link with FoMT on AWL it says link Terminated but on FoMT it says link Successfull what am i doing wrong?"

A1, you arn't doing anything wrong! on AWL it uses the phrase link terminated to say it's finished.

Q2, "Is there any other tools because on my tool shed there are many spaces for things and i've bought EVERYTHING!"

A2, You get more tools from friends when you befriend some people i'll make a list for tools now...

11, Tools:

NON TOOLS:

Alarm Clock: Receive from Grant (visit his house at 5am)

Blue Feather: Receive from Harvest Sprites during first summer; used to propose

Curry Spice: Receive from Ruby and talk to her when she is alone in the kitchen; used to make some recipes

Necklace: Befriend Flora, and visit her one day in her tent at 9:00 am. Talk to her a few times and she will give you a necklace.

Music Sheet: Become friends with Lumina and eventually she will give you a complex sheet of guitar music.

Tumtum Drum: Befriend Gustafa and he will give it to you in chapter 3. It will play automatically if you talk to someone while holding it.

TOOLS:

Wool Shears: Buy from ledger for 400G; used to shear sheep

Wool Clippers: Receive from Wally; used to shear sheep

Electric Clippers: Buy from ledger for 1300G; used to shear sheep; takes less effort to use than regular clippers

Heavy Sickle: You start with this; used to cut grass

Sickle: Buy from ledger for 600G; used to cut grass; less work to use than heavy sickle but you build up less stamina

Light Sickle; Buy from ledger for 750G; used to cut grass; less work to use than heavy sickle or sickle

Strange Sickle: Receive from Gustafa; used to cut grass

Weird Sickle: Receive from Dr. Hardy; used to cut grass

Heavy Hoe: You start the game with this; used to till soil

Hoe: Buy from the ledger for 800G; used to till soil, less work to use than heavy hoe but you build up less stamina

Light Hoe: Buy from ledger for 1000G; used to till soil, less work to use than heavy hoe or hoe but you build up less stamina

Weird Hoe: Receive from Vesta; used to till fields

Strange hoe: Get it from Tim. Go into his bedroom when he's in there and you should get a cut scene where he gives it to you. Ruby may need to be in the room as well.

Fishing Rod: Buy from Van for 500G; used to fish

Fishing Rod 'g': Receive from Galen; used to fish; bigger than the other fishing rod

Watering Can S: You start the game with this; used to water crops

Watering Can: Buy from ledger for 600G; used to water crops and has more water capacity than the

Watering Can S

Watering Can L: Buy from ledger for 750G; used to water crops and has more water capacity than the

Watering Can

Watering Can W: Receive from Romana; used to water crops but can only water one square at a time and then must be refilled.

Brush: Buy from Van for 500G; used to brush/wash animals

Chicken Feed: Buy from ledger for 150G; used to feed chicken

Good Fodder: Buy from ledger for 200G; used to feed animals, it makes them happier than regular fodder and they are more likely to produce high quality stuff

Animal Medicine: Buy from ledger for 200G; used to cure sick animals.

10, Q & A's Carry on:

Q3, " my mates horse makes a happy sound when he hug's it but mine just puffs. is it unhappy?"

A3, yes your horse is unhappy, it will take time to get your horse to love you just make sure you brush him and hug/talk to him everyday + wash him atleast once every 3 days.

thats all the questions that have been sent in go on send in yours!!!!!!

12, Thanks!:

to errr well me lol oo yeh and Wraith10, Zimswhims and Hyper tails!

Thanks for choosing my FAQ/Walkthrough and i'll see you again with my next one HM:FoMT!

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