


```

,--,'
^- |   his is how to navigate my guide. If you want to find any of the
, |   following sections in particular, please utilize the Ctrl + F method to
^-'   open a small search window, and type the five-digit quick link found in
the Table of Contents below to head straight to that section, without endless
scrolling. Including brackets is not necessary, yet might be more useful if
you're looking for the parent sections, just in case I might yell "ITEMS" or
"GUIDE", like I did just now.

```

```

\\..                                     ..//
= ~ ~ ' _____ 'Table of Contents' _____ ' ~ ~ =
( ~ ~ _____ ~ ~ )
.'----'                                     '----'.
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Y " " \-."
|~ v ~ \
| l l _/|
\_____ |Section A|
\_____ / [GUIDE]
-----< About The Guide >~~}
Harvest Moon: A Wonderful Life \./
```

,-_/
' | n this section of the guide, I will tell you about the History of this
.^ | guide, what this guide is about and inform you about some E-mail
`--' conditions. If you consider this kind of stuff boring, dull, tedious,
dreadful, dreary, drab and other synonyms, like that kind of stuff often is,
then feel free to skip it by utilizing the Ctrl + F method described in the
Table of Contents.

If the section separators, giant letters at the start of a section or any other
ASCII things look weird to you, it is possible that your font is not Courier
New. This guide is read best when the letters and numbers below are lined up:

```
AbcDEFghIjKlmNOPqRSTUvWxYza
1234567890#(@)%&@*!(%)#_@+*
```

```
,-_/
' | ----- _ .-----
.^ | ntroduction _-----| [A-001] |-----+
`--' ----- '-----'
```

.. / ..
\ | / | / elcome to my first guide here on Neoseeker. I hope the information
| / | / given in this guide will be useful for you when you're stuck, and
`' ` ' that you can find all information you seek. Feel free to E-mail me
with questions (look at the E-mailConditions below for the conditions), and
have fun playing the game.

Harvest Moon: A Wonderful Life is a fantastic game for the Nintendo Gamecube, in
which you have to maintain animals and crops, impress and marry a girl, raise a
son and participate in activities.

Since May 29, 2005, I've been writing and improving this guide. From a crappy
guide with bad information, poor grammar and terrible English, to something that
is... well, better. As you can see in the Version History below, this guide is
already at its third version, by which I mean its looks. More information on the
history of the guide can be found in the Version History.

```
.. / ..
\ | / ----- _ .-----
| / ersion History _-----| [A-002] |-----+
`' ----- '-----'
```

,--,' his is the history of the guide. What you're currently is Version 3.0. I
`- | started writing this guide at May 29, 2005. Back then, I frequently
, | updated it, but at October 23, 2005, I just didn't feel like it anymore,
`-' so I restrained it until July 9, 2006, which is almost a year after
that. I saw how extremely bad my grammar and English were, and how terrible the
information and section seperators looked. I changed everything, and it turned
out better. But only better, and not perfect.

What came out of the changes was Version 2.0, and I was happy and delighted that
I had actually updated my Guide again. At the time, I had already written two
more guides.

But then, I yet again stopped working on the guide, as I had a lot more things
to do, in my life and on the Web. For example, I was Portal Staff of a Neoseeker
Portal, the Harry Potter NeoPortal, and I had to put quite some energy into it.
And there was school, which Sucked, of course. Therefore I had no time for this
guide.

At September 30, 2006, after re-reading my guide again, I concluded that it was
still to be considered bad, so what I wanted to do was yet again give it an
extreme make-over. However, yet again I was bored out, and I went on with other
guides.

As I'm writing a guide for Paper Mario 2, I decided that, before any other guide
is written again, this guide must be finished. So, once I finish that guide, I
will continue this one. For now, I am the only one who is going to see this.

March 24 update: The Paper Mario 2 guide has been finished. Work on this guide
will be continued.

Version 1.0:

```
\\.. ..//  
= ~ ~ ' _____ 'Version 1.0: May 29, 2005 - October 23, 2005' _____ ' ~ ~ =  
( ~ ~ _____ ~ ~ )  
'----' '----'  
| The very first version of the guide. It had poor grammar, plain section |  
| separators, and many more dull things. I am glad I got rid of it, yet |  
| dislike the fact that it had over 10000 views when I updated, as there |  
| be a lot of people that had seen my crappy Guide. These are the updates I |  
| made when this version was still present. Remember that I was still a |  
| newbie, and these have been directly copied from version 1.0! Furthermore, |  
| may have said that sections were finished, yet changed everything. |  
|-----|  
| May 29, 2005: Started the guide and finished the characters and a |  
| part of the walkthrough. |  
|-----|  
| June 9, 2005: Finished controls, and submitted the guide to |  
| Neoseeker. |  
|-----|  
| June 12, 2005: Finished another part of the walkthrough. |  
|-----|  
| June 14, 2005: Added a "What's New?"-section to each chapter of the |  
| walkthrough. |  
|-----|  
| September 16, 2005: Finished Forget Valley Info. |  
|-----|  
| October 23, 2005: Finished another part of the walkthrough |  
, _____ ,  
/ ~ _____ Harvest Moon: A Wonderful Life _____ ~ \
```

'./' '-----' '\\.'

Version 2.0:

```

\\.. ..//
= ~ ~ 'Version 2.0: July 9, 2005 - September 20, 2006' ~ ~ =
( ~ ~ ~ ~ )
.'---'.
| This is the second version of the guide. I used to consider it a lot |
| but times have changed, and now I just hate it. It was better, of course, |
| better, but not perfect, nor great. These are the updates I made when this |
| version was still active: |
|-----|
| July 9, 2006: Started changing everything. |
|-----|
| July 23, 2006: Finished changing everything. |
|-----|
| September 18, 2006: After quite a long while of no updating, I decided to |
| finish the Tools section. |
|-----|
| September 20, 2006: Fixed all quick links as I accidentally wrote them all |
| wrong. Apologies for this. |
|-----|
/ ~ Harvest Moon: A Wonderful Life ~ \
'./' '-----' '\\.'

```

Version 3.0:

```

\\.. ..//
= ~ ~ 'Version 3.0: September 30, 2006 - April 7, 2007' ~ ~ =
( ~ ~ ~ ~ )
.'---'.
| The third version, which I just created. It has better section separators, |
| better giant letters, etc. No comments, just see it for yourself! |
|-----|
| September 30, 2006: Began Version 3.0. |
|-----|
| March 24, 2007: Continued Version 3.0. The Sections "Characters" and |
| "Visitable Spots" have been restyled and for a big |
| part rewritten, though I am still missing some |
| information on the characters. |
|-----|
| March 25, 2007: I started working on the "What to Do" section, and |
| have completed the list of sections which I will |
| write in this guide. |
|-----|
| March 26, 2007: The "What to Do" section has almost been finished, and |
| most of the missing information for the characters has |
| been added, though I'm still missing some information |
| on Muffy and Van, which will likely be added tomorrow. |
|-----|
| March 27, 2007: The "What to Do" section is now finished, and the |
| Walkthrough has been restyled. |
|-----|
| March 28, 2007: I've finished information on a couple of the animals, |
| but not all of them yet. The guide also reached 100 |
| KB, if you consider that to be an accomplishment. |
|-----|
| March 29, 2007: I didn't do much today, because I had to study for a |
| German test (I hate that language...). I've finished |

```

another small part of the animals section, and added a "Van Items" sections to each chapter of the walkthrough.

March 30, 2007: Finished the Animals section, and did a part of the Buildings & Fields section. Missing information on Van has finally been found, and with that the characters section is finished.

March 31, 2007: The Buildings & Fields section has been finished, and so has Section E, though I'm still missing information on the Harvest Festival. It may seem like much, but Section E only has two sub-sections. The Artifacts section has also been restyled, and so has the Tools Section, though there is still missing information. Section I, Ending Notes, has been copied and pasted from another guide I wrote.

April 1, 2007: The Crops, Dairy and Fishes sections have been completed, and work on the Hybrids section has been started. The missing information on the Tools section has also been added.

April 2, 2007: Continued work on the Hybrids section, this will probably take a while.

April 3, 2007: Continued work on the Hybrids section and added the missing information of the Events section.

April 4, 2007: Finished the Farming and Hybrids sections, and started working on the Seeds section.

April 5, 2007: Finished the Seeds section, and decided that I won't add recipes to the guide. My apologies, but there are so damned many different combinations that it's simply impossible for someone like me.

April 6, 2007: Finished the Others section, the Marriage Section and the Child section. All there is left is the last chapters of the walkthrough, so the guide will be visible on Neoseeker soon...

April 7, 2007: The Walkthrough has been finished, and with that, the guide. I will be uploading it to Neoseeker in a minute, which means that, after 15636 views of a rather crappy guide, people will now be able to view a more decent one.

/ ~ _____ Harvest Moon: A Wonderful Life _____ ~ \
'././' '-----' '\\.'

.-,--.
` \ _____ .-----
/ -Mail Conditions _-----| [A-003] |-----+
'--' '-----'

.-,--.
'|_/ erhaps you have a question, correction or suggestion about this guide? If
,| so, then feel free to contact me at my e-mail address:

,-_/

' | n this section of the guide, the basics of the game, which includes
 .^ | controls, characters, spots to visit, and what to do in Forget-Me-Not-
 `--' Valley, will be explained.

```

,--.
| `-' -----
|   haracters ----- | [B-001] |-----+-----+-----+
| `-' -----         |-----' |   Table of Contents: |
|                                     |-----|
| [B0101] Carter |
| [B0102] Celia |
| [B0103] Chris |
| [B0104] Cody |
| [B0105] Daryl |
| [B0106] Dr. Hardy |
| [B0107] Flora |
| [B0108] Galen |
| [B0109] Grant |
| [B0110] Griffin |
| [B0111] Gustafa |
| [B0112] Hugh |
| [B0113] Kasey |
| [B0114] Kate |
| [B0115] Lumina |
| [B0116] Marlin |
| [B0117] Muffey |
| [B0118] Mukumuku |
| [B0119] Murrey |
| [B0120] Nami |
| [B0121] Nina |
| [B0122] Patrick |
| [B0123] Rock |
| [B0124] Romana |
| [B0125] Ruby |
| [B0126] Samantha |
| [B0127] Sebastian |
| [B0128] Takatura |
| [B0129] Tartan |
| [B0130] Tim |
| [B0131] Van |
| [B0132] Vesta |
| [B0133] Wally |
|-----|

```

/.
 / | ll characters that can be found during a playthrough. Listed together
 /~-|- with them is information about what you can give to them as presents,
 ,' `-' what you should not give to them, the amount of presents they accept
 per day and when they accept these presents.

[B0101] Carter Carter is an archaeologist who works at the Dig Site, looking
 for artifacts. If you want to help him doing so, talk to him
 while he's there. Carter is only interested in tablets, and you can only find
 one tablet each chapter, so basically you dig for the artifacts Carter gives to
 you when you're done, which you can either sell to Van or give to someone else
 to increase friendship with that person.

Likes: Cheese, Cooked Meals
 Dislikes: Nothing

Presents accepted a day: 2.
Presents accepted when: Outside.
Home: The Dig Site.

[B0102] Celia Celia is a girl who works at Vest Farm, and is one of the girls you can marry. Her diary is located at her bed in the attic of Vesta's house, and buying seeds from her will be possible until you marry her. If you marry her, that is. If you don't, buying seeds from her will be possible anytime.

Likes: Coins, eggs, flowers, ores, vegetables.
Dislikes: Fossils.
Presents accepted a day: 1.
Presents accepted when: Awake.
Home: Vesta's Farm.

[B0103] Chris Chris is one of the "regular" villagers in Forget-Me-Not-Valley, though her son and husband aren't. Wally and Hugh always get up early, and work out a lot, unlike Chris.

Likes: Apples, flowers, milk.
Dislikes: Veggie cake.
Presents accepted a day: 1.
Presents accepted when: Awake.
Home: Series of Houses, left house.

[B0104] Cody Cody is an artist who lives in the caravan down at the beach, usually walking around Forget-Me-Not-Valley, looking for inspiration. Cody is one of the people your son might visit while looking for a hobby.

Likes: Crystals, flowers, fossils.
Dislikes: Curry.
Presents accepted a day: 1.
Presents accepted when: Walking.
Home: Cody's Caravan.

[B0105] Daryl Daryl is a scientist. And he's crazy. Or maybe fits in the sentence. His dream is to clone cows, which is why he regularly hangs around at your farm. Next to that, Daryl also tries to capture the Mukumuku at times, and spies on the person he's in love with, Flora. He also shows some paedophilistic symptoms, such as watching your son through a window and fleeing when you notice him.

Likes: Coins, eggs, fossils.
Dislikes: Everything else.
Presents accepted a day: 1.
Presents accepted when: Awake.
Home: Daryl's Laboratory.

[B0106] Dr. Hardy Dr. Hardy is Forget-Me-Not-Valley's doctor. After chapter 1, he moves into Nina's and Galen's ex-house to make life as the town's doctor easier. Talk to him to check up on your health.

Likes: Fish, flowers, fossils.
Dislikes: Curry.
Presents accepted a day: 2.
Presents accepted when: Walking.
Home: Series of Houses, right house (after chapter 1).

[C0107] Flora Flora is Carter's assistant in archaeology. She, too, will spend a big part of the day in the Dig Site, and will actually dig, unlike Carter. Together with Carter, she sleeps in a tent next to the Dig Site. Unfortunately for her, Daryl, the nutty professor, is in love with her. Luckily, she doesn't know he does.

Likes: Butter, cheese, curry, fish, milk.
Dislikes: B-rated fruit, vegetables.
Presents accepted a day: 1.
Presents accepted when: Outside.
Home: The Dig Site

[B0108] Galen Together with Nina, Romana and possibly Sebastian, Galen is one of the oldest villagers of Forget-Me-Not-Valley. After his wife, Nina, dies, which is after chapter 1, he moves into a small house down at Vesta's Farm, next to Nina's grave, to take care of it.

Likes: Apples, fish, fish stew, S-rated vegetables.
Dislikes: B-rated vegetables, G-rated vegetables.
Presents accepted a day: 1.
Presents accepted when: Awake.
Home: Series of Houses, right house (Chapter 1), Galen's House (after chapter 1).

[B0109] Grant Grant is Samantha's wife, and is mainly out of town for his work. If you talk to him while he's at the Blue Bar, he'll tell you he's afraid of Samantha.

Likes: Eggs, goat milk, milk.
Dislikes: Coins.
Presents accepted a day: 1.
Presents accepted when: In town.
Home: Series of Houses, middle house (after chapter 1)

[B0110] Griffin Griffin is the owner of the Blue Bar, which is located next to the Inner Inn. Griffin rarely plays his guitar, as he barely has the time for it. Yet, if you enter the Blue Bar at certain times, a cutscene will follow in which he'll play his guitar.

Likes: Coins, crystals, fish, flowers, golden eggs.
Dislikes: Butter.
Presents accepted a day: 1.
Presents accepted when: Not in the Blue Bar.
Home: The Blue Bar.

[B0111] Gustafa Gustafa is a musician who lives in his yurt down at the beach. Gustafa mainly plays his guitar in the shadows of a tree somewhere in the village. If you talk to him while he's playing, he'll ask you whether you like the song or not.

Likes: Flowers.
Dislikes: Nothing.
Presents accepted a day: 1.
Presents accepted when: Not playing his guitar.
Home: Gustafa's Yurt.

[B0112] Hugh Hugh is Wally's and Chris's son, and just like his dad, a sportsman. Hugh has a plaster on his cheek, which stays there during the entire playthrough.

Likes: Coins, crystals, milk.
Dislikes: Nothing.
Presents accepted a day: 1.
Presents accepted when: Not running.
Home: Series of Houses, left house.

[B0113] Kasse Kasse is the world's greatest pyrotechnician. Talk to him when he's in his house, which is located near Cody's house, to play a fun little mini-game.

Likes: Flowers.
Dislikes: Turnips.

Presents accepted a day: 1.
Presents accepted when: Not in his house.
Home: Pyrotechnicians' House.

[B0114] Kate Kate is a young girl who moves into Forget-Me-Not-Valley in chapter 2, together with her parents, Samantha and Grant. She may look cute and cuddly, but that thought will change when she grows up, believe me.

Likes: Curry, flowers.
Dislikes: Carrot cake, eggs, Veggie Cake.
Presents accepted a day: 1.
Presents accepted when: Awake.
Home: Series of Houses, middle house.

[B0115] Lumina Lumina is Romana's granddaughter. She moved into Romana's villa after her parents died. She likes walking around in Forget-Me-Not-Valley, and plays her piano daily. You can even hear the piano while next to her villa.

Likes: Flowers.
Dislikes: Nothing.
Presents accepted a day: 2.
Presents accepted when: Not playing her piano.
Home: The Villa.

[B0116] Marlin Marlin is Vesta's brother, thus he lives at her farm. He dislikes you, and if you marry Celia, his hate for you will increase, as he has feelings for her too. If you need seeds, it is also possible to buy them off Marlin.

Likes: Energy potions.
Dislikes: Everything else.
Presents accepted a day: 1.
Presents accepted when: Not at work.
Home: Vesta's Farm.

[B0117] Muffy Muffy is the barmaid at Griffin's Blue Bar, and is one of the three girls you can marry. Her diary is located at the colorful lamp in the Blue Bar.

Likes: Flowers, moon ores.
Dislikes: Fossils.
Presents accepted a day: 1.
Presents accepted when: Not in the Blue Bar.
Home: The Blue Bar.

[B0118] Mukumuku Mukumuku is a strange creature that visits the Spring in the Winter. Warning: It is NOT possible to get a Lizard by becoming friends with him!

Likes: Fish.
Dislikes: Everything else.
Presents accepted a day: 2.
Presents accepted when: Always.
Home: The Spring.

[B0119] Murrey Murrey is a little hobo who mainly wanders around in Forget-Me-Not-Valley, stealing people's food or just looking at the sky, dreaming about his home. He's homesick, but whenever he gets enough money to return home (you have to give it to him while he's begging for money), he spends it on a drink during his journey, and therefore is forced to return to Forget-Me-Not-Valley.

Likes: Fodder.
Dislikes: Nothing.

Presents accepted a day: 1.
Presents accepted when: Always.
Home: Outside.

[B0120] Nami Nami is a shy girl who lives at the Inner Inn, and is one of the three girls you can marry. Her diary is located on her desk in her room, which is located in the Inner Inn.

Likes: Fossils.
Dislikes: Flowers.
Presents accepted a day: 1.
Presents accepted when: Awake.
Home: The Inner Inn.

[B0121] Nina Together with Galen, Romana and possibly Sebastian, Nina is one of the oldest villagers in Forget-Me-Not-Valley. After she dies in chapter 2, Galen moves into a small house near Vesta Farm to take care of her grave.

Likes: Flowers, milk.
Dislikes: Nothing.
Presents accepted a day: 1.
Presents accepted when: Awake.
Home: Series of Houses, right house (Chapter 1).

[B0122] Patrick Patrick is the world's second greatest pyrotechnician. Talk to him when he's in his house, which is located near Cody's house, to play a mini-game.

Likes: Flowers.
Dislikes: Watermelons.
Presents accepted a day: 1.
Presents accepted when: Not in his house.
Home: Pyrotechnicians' House.

[B0123] Rock Rock is Ruby's and Tim's son, thus he lives at the Inner Inn. His sister, Nami, is one of the three girls you can marry, and he's possibly adopted by Ruby and Tim.

Likes: Coins, fodders, Human Statues, Mist Moons, Toy Flowers.
Dislikes: Amorouses, Gemsoils, Goddess Drops, Happy Lamps, Trick Blues, Upseeds.
Presents accepted a day: 1.
Presents accepted when: Awake.
Home: The Inner Inn.

[B0124] Romana Romana is one of the oldest villagers in Forget-Me-Not-Valley. When Lumina's parents died, Romana started raising the poor orphan child. Romana lives in the villa with two cats, her granddaughter Lumina and Sebastian, their butler.

Likes: Flowers, gold coins, milk.
Dislikes: Cheese, fish.
Presents accepted a day: 1.
Presents accepted when: Not in her room.
Home: The Villa.

[B0125] Ruby Ruby is Tim's husband, thus she also lives at the Inner Inn, where she makes meals for the customers. She is Rock and Nami's mother, and if you become friends with her, she will give you Ruby Spice, which can be used for money-making.

Likes: Flowers.
Dislikes: Nothing.
Presents accepted a day: 1.
Presents accepted when: Not in the Inner Inn.

Home: The Inner Inn.

[B0126] Samantha Samantha is Grant's wife and Kate's mother. She moves into Forget-Me-Not-Valley in Chapter 2. Grant, her husband, is usually out at work, and is afraid of her. Admit, she is pretty scary. Then again, take a look at Daryl...

Likes: Flowers, milk.

Dislikes: Nothing.

Presents accepted a day: 1.

Presents accepted when: Awake.

Home: Series of Houses, middle house.

[B0127] Sebastian Sebastian is Romana's butler. He's rather old, and likes strange objects such as Human Statues. He has his own little room at Romana's villa, which explains why he doesn't leave town. Must be his reason to live if he can't do anything else.

Likes: Butter, cheese, eggs, milk, statues.

Dislikes: Nothing.

Presents accepted a day: 1.

Presents accepted when: Awake.

Home: The Villa.

[B0128] Takakura When your father was still alive, Takakura was one of his best friends. If you ever need help regarding farming, you should either ask him or your desk.

Likes: Cooked meals.

Dislikes: Nothing.

Presents accepted a day: 2.

Presents accepted when: Awake.

Home: Takakura's house, your farm.

[B0129] Tartan Tartan is Takakura's plant. Tartan can be found during chapter 2, when you walk into Takakura's house after 9 PM. From that moment and on, Tartan can be used to make Hybrids.

Likes: N/A

Dislikes: N/A

Presents accepted a day: N/A

Presents accepted when: N/A

Home: Takakura's house, your farm.

[B0130] Tim Tim is the owner of the Inner Inn, which is located near the Blue Bar and the series of houses. He is married to Ruby, and is Rock and Nami's father.

Likes: Cheese, eggs, milk.

Dislikes: Curry.

Presents accepted a day: 1.

Presents accepted when: Not in the Inner Inn.

Home: The Inner Inn.

[B0131] Van Van's a salesman who often visits your town to sell his wares. He will put his stand up between the Inner Inn and the Blue Bar, and the game will notify you of his arrival by moving the camera to him as he is there.

Likes: Artifacts, curry, eggs.

Dislikes: Butter.

Presents accepted a day: 1.

Presents accepted when: Not at his shop.

Home: Not in Forget-Me-Not Valley.

[B0132] Vesta Vesta is a rather huge woman who owns Vesta Farm, a farm located

behind the bridge. Vesta has been looking after Celia for a long time, and also lives with her brother Marlin. If you need seeds, you can buy them by talking to Vesta.

Likes: Curry, flowers, milk, soup.
Dislikes: Nothing.
Presents accepted a day: 1.
Presents accepted when: Not at work.
Home: Vesta's Farm.

[B0133] Wally Wally is Chris's husband and Hugh's father. Together with his son, Wally trains his muscles every morning. Wally has a strange shine in his eyes that just won't go away. It's pretty scary.

Likes: Cheese, eggs, milk.
Dislikes: Nothing.
Presents accepted a day: 2.
Presents accepted when: Not running.
Home: Series of Houses, left house.

```
,--.  
|  \'-' _____ .-----.  
|  controls _-----| [B-002] |-----+  
|  \'-' _____ '-----'
```

,--,-'-
'- | These are the buttons that are pushed, pulled, and sometimes evens bashed
, | to play this game. There are more actions, of course, but the actions
'-' listed below are those that are often used.

```
\\.. ..//  
= ~ ~ ' _____ 'Controls' _____ ' ~ ~ =  
( ~ ~ _____ ~ ~ )  
'-----' | '-----'  
| Control Stick: | - Control your character. |  
| | - Move cursor in menu. |  
| | - Scroll through options. |  
|-----|-----|  
| Control Pad: | - Move cursor in menu. |  
|-----|-----|  
| C-Stick: | - Move camera. |  
|-----|-----|  
| A Button: | - Use an item. |  
| | - Talk. |  
| | - Confirm. |  
| | - Push animals. |  
| | - Show items to others. |  
| | - Grab something. |  
| | - Check information about an item. |  
| | - Open a door. |  
| | - Ride your horse. |  
|-----|-----|  
| B Button: | - Back. |  
|-----|-----|  
| Y Button: | - Help. |  
| | - Eat. |  
| | - Cuddle son/animal. |  
|-----|-----|  
| X Button: | - Open your bag. |  
| | - Cuddle son. |  
| | - Open map in menu or when riding your horse. |
```

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|-----|-----|
| Z Button: | - Move the camera into First Person View. |
|-----|-----|
| R Button: | - Press once to call your dog. |
|          | - Press twice to call your horse. |
|-----|-----|
| L Button: | - Move the camera behind you. |
|-----|-----|
/ ~ _____ Harvest Moon: A Wonderful Life _____ ~ \
'.// '-----' \\.'

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..  / .
`| / ----- .-----
| / isitable Spots ----- [B-003] |-----+-----
`' ----- '-----' | Table of Contents: |
|-----|-----|
| [B0301] Beach |
| [B0302] Blue Bar |
| [B0303] Cody's Caravan |
| [B0304] Daryl's Lab |
| [B0305] Dig Site |
| [B0306] Farm |
| [B0307] Galen's House |
| [B0308] Gustafa's Yurt |
| [B0309] Inner Inn |
| [B0310] Pyrotechnicians |
| [B0311] Series of Houses |
| [B0312] Spring |
| [B0313] Vesta's Farm |
| [B0314] Villa |
|-----|-----|

```

```

/
) listed below are the places you can visit in Harvest Moon: A Wonderful Life,
/ in alfabetic order.
`--'

```

[B0301] Beach: This spot is located behind the Inner Inn and the Blue House.
Many villagers visit the beach, where they stay for hours just walking or sitting. There are no special things to do at the beach, except for staring at the sea.
Amount of Rooms: None
Residents:
• None

[B0302] Blue Bar: This spot is located next to the Inner Inn, facing the Series of Houses. Griffin is the owner of the bar, and Muffy works there as a barmaid. While at the blue bar, you can talk to Griffin to buy drinks in order to revive. Besides that, there are no special things to do at the Blue Bar.
Amount of Rooms: 2.
Drinks:
• Red Punch: 100G
• Blue Punch: 100G
• Moon Trip: 120G
• Moomoo Milk: 150G
• Cherry Pink: 200G
• Stone Oil: 300G
Residents:

- Griffin
- Muffy

[B0303] Cody's Caravan: This spot is located near the beach, somewhere behind Daryl's Lab. It is a white Caravan owned by Cody, an artist who wanders around town to find inspiration.

Amount of Rooms: 1.

Residents:

- Cody

[B0304] Daryl's Lab: This spot is located behind the Blue Bar, and can be recognized by the electric waves above the house. Daryl, the scientist, lives here.

Amount of Rooms: 1.

Residents:

- Daryl

[B0305] Dig Site: This spot can be found by following the path leading left after crossing the bridge. Carter and Flora, the archaeologists, live in the tent at the far end of the path, and you can help them dig for artifacts by talking to Carter in the actual Dig Site, which can be entered by entering the staircase at the right of the end of the path.

Amount of Rooms: 2.

Residents:

- Carter
- Flora

[B0306] Farm: This is where you live. There are 5 buildings in total: your house, the Animal Barn, Takakura's House, the Chicken Coop, the Food Storage Building, the Tool Shed, and the Milking Room. There are also three fields, a pasture, and a Dog House. Your house will grow as you enter chapters, and will get more rooms. More information on the farm can be found in the section "The Farm".

Residents:

- You
- Your Wife
- Your Son
- Takakura
- Tartan

[B0307] Galen's House: Galen's House is located on a small hill near Vesta's Farm. Galen moves here after his wife's death, in chapter 2, where he takes care of her grave.

Amount of Rooms: 1.

Residents:

- Galen

[B0308] Gustafa's Yurt: The yurt is located near the beach, and behind the Inner Inn. Gustafa, the musician, lives here. There are no special things to do here.

Amount of Rooms: 1.

Residents:

- Gustafa

[B0309] Inner Inn: The Inner Inn is located next to the Blue Bar, facing the Series of Houses. Tim and his family live here, and both Tim and Ruby spend their time working at the inn. Nami and Rock, their children, won't spend a long time at the inn. They will spend their time outside.

Amount of Rooms: 6.

Residents:

- Tim
- Ruby
- Nami
- Rock

[B0310] Pyrotechnicians: The Pyrotechnicians live in a raised house behind the Blue Bar, near Cody's Caravan. You must climb the ladder in order to reach it, and you will be able to play a mini-game if you talk to Kassey or Patrick while they're there.

Amount of Rooms: 1.

Residents:

- Kassey
- Patrick

[B0311] Series of Houses: There are three houses in this series. During the whole game, Wally, Chris and Hugh live in the one at left. From chapter 2 and on, Samantha, Grant and Kate will live in the middle one. During the first chapter, Nina and Galen will be living in the house at right. However, from chapter 2 and on, this house belongs to Dr. Hardy.

Amount of Rooms:

- Left House: 2.
- Middle House: 2.
- Right House: 1.

Residents:

- Chris
- Dr. Hardy
- Galen
- Grant
- Hugh
- Kate
- Nina
- Samantha
- Wally

[B0312] Spring: The spring can be reached by following the path leading left before crossing the bridge. The tree is the home to the Harvest Sprites, Nic, Nak and Flak, and Mukumuku will be wandering around the spring during every Winter. Many villagers will also visit the spring, possibly just to relax.

Amount of Rooms: None

Residents:

- Flak
- Mukumuku
- Nak
- Nic

[B0313] Vesta's Farm: This farm is located right behind the bridge. Vesta, Marlin and Celia live here, and you can buy seeds by talking to either of them. There are two buildings in total.

Amount of Rooms: 3.

Seeds:

- Carrot: 30G
- Melon: 50G
- Potato: 40G
- Strawberry: 30G
- Sweet Potato: 40G
- Tomato: 30G
- Turnip: 20G
- Watermelon: 60G

Residents:

- Celia
- Marlin
- Vesta

[B0314] Villa: The Villa can be found by following the path heading up the hill in front of the Series of Houses. Romana, Lumina and Sebastian live here, together with a couple of cats.

Amount of Rooms: 6.

Residents:

- Lumina
- Romana
- Sebastian

```

.. / /
\ | / | / -----_
 | / | / hat to do -----| [B-004] |-----+-----+-----+
 \ ' \ ' -----'-----' | Table of Contents: |
                                     |-----|
                                     | [B0401] Collecting Items |
                                     | [B0402] Cooking |
                                     | [B0403] Fishing |
                                     | [B0404] Maintaining the Farm |
                                     | [B0405] Making Friends |
                                     | [B0406] Mining |
                                     | [B0407] Money |
                                     '-----'

```

o what exactly can you do in Harvest Moon: A Wonderful Life? Listed below are the possible activities in this game, such as Minin, Fishing, Farming, etc.

 [B0401] Collecting Items

There are tons of items to obtain in this game. Here is a checklist of all items:

Item Name	Type
-----	----
[_] Amorous	Flower
[_] Animal Medicine	Tool
[_] Appage	Hybrid
[_] Apple	Crop
[_] Arna	Fish
[_] Baked Tataro	Recipe
[_] Ball	Son Item
[_] Banana	Crop
[_] Bashber	Hybrid
[_] Bashota	Hybrid
[_] Battle Juice	Recipe
[_] Bean Bowl	Recipe
[_] Berryber	Hybrid
[_] Berryto (root)	Hybrid
[_] Berryto (vine)	Hybrid
[_] Berrytoma	Hybrid
[_] Big Arna	Fish
[_] Big Colombo	Fish

<input type="checkbox"/>	Big Huchep	Fish
<input type="checkbox"/>	Big Nyameme	Fish
<input type="checkbox"/>	Big Rainbob	Fish
<input type="checkbox"/>	Big Sharshark	Fish
<input type="checkbox"/>	Big Snelt	Fish
<input type="checkbox"/>	Big Yameme	Fish
<input type="checkbox"/>	Bird Feed	Tool
<input type="checkbox"/>	Black Fossil	Artifact
<input type="checkbox"/>	Blocks	Son Item
<input type="checkbox"/>	Bracken	Wild Plant
<input type="checkbox"/>	Bodigizer	Energy Drink
<input type="checkbox"/>	Bodihyper	Energy Drink
<input type="checkbox"/>	Brown Milk A	Dairy
<input type="checkbox"/>	Brown Milk B	Dairy
<input type="checkbox"/>	Brown Milk S	Dairy
<input type="checkbox"/>	Brush	Tool
<input type="checkbox"/>	Cabber	Hybrid
<input type="checkbox"/>	Caberry	Hybrid
<input type="checkbox"/>	Cady	Hybrid
<input type="checkbox"/>	Camelo	Hybrid
<input type="checkbox"/>	Carrot	Crop
<input type="checkbox"/>	Carrot Cake	Recipe
<input type="checkbox"/>	Cocktail	Recipe
<input type="checkbox"/>	Coin	Artifact
<input type="checkbox"/>	Colombo	Fish
<input type="checkbox"/>	Curry	Recipe
<input type="checkbox"/>	Dancing Dessert	Recipe
<input type="checkbox"/>	Dancing Tempura	Recipe
<input type="checkbox"/>	Dhibe	Hybrid
<input type="checkbox"/>	Dhibe Cake	Recipe
<input type="checkbox"/>	Dhibe Salad	Recipe
<input type="checkbox"/>	Dhilon	Hybrid
<input type="checkbox"/>	Earth Soup	Recipe
<input type="checkbox"/>	Egg	Dairy
<input type="checkbox"/>	Egg Salad	Recipe
<input type="checkbox"/>	Electronic Clippers	Tool
<input type="checkbox"/>	Failed	Recipe
<input type="checkbox"/>	Fertilized Egg	Dairy
<input type="checkbox"/>	Fertilizer	Tool
<input type="checkbox"/>	Fishing Rod	Tool
<input type="checkbox"/>	Fishing Rod G	Tool
<input type="checkbox"/>	Fish Set	Recipe
<input type="checkbox"/>	Fish Stew	Recipe
<input type="checkbox"/>	Fodder	Tool
<input type="checkbox"/>	Fossil	Artifact
<input type="checkbox"/>	Fried Mushrooms	Recipe
<input type="checkbox"/>	Fried Nuts	Recipe
<input type="checkbox"/>	Fried Veggie	Recipe
<input type="checkbox"/>	Fruit Punch	Recipe
<input type="checkbox"/>	Fruit Salad	Recipe
<input type="checkbox"/>	Gehju	Hybrid
<input type="checkbox"/>	Gemsoil	Flower
<input type="checkbox"/>	Goat Milker	Tool
<input type="checkbox"/>	Goddess Drop	Flower
<input type="checkbox"/>	Gold Coin	Artifact
<input type="checkbox"/>	Gold Medal	Son Item
<input type="checkbox"/>	Golden Egg	Dairy
<input type="checkbox"/>	Golden Wool	Dairy
<input type="checkbox"/>	Good4U Soup	Recipe
<input type="checkbox"/>	Good Butter	Dairy

<input type="checkbox"/>	Good Cheese	Dairy
<input type="checkbox"/>	Good Fodder	Tool
<input type="checkbox"/>	Good Juice 1	Recipe
<input type="checkbox"/>	Good Juice 2	Recipe
<input type="checkbox"/>	Good Pickles	Recipe
<input type="checkbox"/>	Good Soup	Recipe
<input type="checkbox"/>	Grape	Crop
<input type="checkbox"/>	Grape Pie	Recipe
<input type="checkbox"/>	Gratin	Recipe
<input type="checkbox"/>	Gretoma	Hybrid
<input type="checkbox"/>	Grilled Yam	Recipe
<input type="checkbox"/>	Hackberry	Wild Plant
<input type="checkbox"/>	Happy Lamp	Flower
<input type="checkbox"/>	Heavy Hoe	Tool
<input type="checkbox"/>	Heavy Sickle	Tool
<input type="checkbox"/>	Hip Fossil	Artifact
<input type="checkbox"/>	Hoe	Tool
<input type="checkbox"/>	Hop Ore	Artifact
<input type="checkbox"/>	Horse Statue	Artifact
<input type="checkbox"/>	Hot Curry	Recipe
<input type="checkbox"/>	Huchep	Fish
<input type="checkbox"/>	Human Statue	Artifact
<input type="checkbox"/>	Ice Cream	Recipe
<input type="checkbox"/>	Jade Ball	Artifact
<input type="checkbox"/>	Juice DX	Recipe
<input type="checkbox"/>	Jurum	Hybrid
<input type="checkbox"/>	Kandy	Hybrid
<input type="checkbox"/>	Kanro	Hybrid
<input type="checkbox"/>	Kashry	Hybrid
<input type="checkbox"/>	Kashry Ice Cream	Recipe
<input type="checkbox"/>	Lanmunge	Hybrid
<input type="checkbox"/>	Light Hoe	Tool
<input type="checkbox"/>	Light Pickles	Recipe
<input type="checkbox"/>	Light Sickle	Recipe
<input type="checkbox"/>	Love Cocktail	Recipe
<input type="checkbox"/>	Magenge	Hybrid
<input type="checkbox"/>	Magenge Jam	Recipe
<input type="checkbox"/>	Magerum	Hybrid
<input type="checkbox"/>	Marble Milk A	Dairy
<input type="checkbox"/>	Marble Milk B	Dairy
<input type="checkbox"/>	Marble Milk S	Dairy
<input type="checkbox"/>	Marinade	Recipe
<input type="checkbox"/>	Matsutake	Wild Plant
<input type="checkbox"/>	Mellow Salad	Recipe
<input type="checkbox"/>	Melatoma	Hybrid
<input type="checkbox"/>	Melober	Hybrid
<input type="checkbox"/>	Melon	Crop
<input type="checkbox"/>	Melon Pie	Recipe
<input type="checkbox"/>	Melon Salad	Recipe
<input type="checkbox"/>	Meuniere Set	Recipe
<input type="checkbox"/>	Milker	Tool
<input type="checkbox"/>	Mist Moon	Flower
<input type="checkbox"/>	Mixed Fry	Recipe
<input type="checkbox"/>	Mixed Veggies	Recipe
<input type="checkbox"/>	Moon Ore	Artifact
<input type="checkbox"/>	Mountain Bowl	Recipe
<input type="checkbox"/>	Mugwort	Wild Plant
<input type="checkbox"/>	Mushroom Curry	Recipe
<input type="checkbox"/>	Mushroom Gratin	Recipe
<input type="checkbox"/>	Mushroom Pasta	Recipe

<input type="checkbox"/>	Music Sheet	Son Item
<input type="checkbox"/>	Mysterious Tablet	Artifact
<input type="checkbox"/>	Necklace	Son Item
<input type="checkbox"/>	Normal Milk A	Dairy
<input type="checkbox"/>	Normal Milk B	Dairy
<input type="checkbox"/>	Normal Milk S	Dairy
<input type="checkbox"/>	Nyameme	Fish
<input type="checkbox"/>	Omelette	Recipe
<input type="checkbox"/>	Orahge	Hybrid
<input type="checkbox"/>	Orange	Crop
<input type="checkbox"/>	Oraphu	Hybrid
<input type="checkbox"/>	Paberryta	Hybrid
<input type="checkbox"/>	Peach	Crop
<input type="checkbox"/>	Peach Tart	Recipe
<input type="checkbox"/>	Phuju	Hybrid
<input type="checkbox"/>	Phurum	Hybrid
<input type="checkbox"/>	Phurum Jam	Recipe
<input type="checkbox"/>	Pickles	Recipe
<input type="checkbox"/>	Potato	Crop
<input type="checkbox"/>	Potamelo	Hybrid
<input type="checkbox"/>	Potamelo Salad	Recipe
<input type="checkbox"/>	Pound Cake	Recipe
<input type="checkbox"/>	Prosper Ore	Artifact
<input type="checkbox"/>	Pulp Tart	Recipe
<input type="checkbox"/>	Radita	Hybrid
<input type="checkbox"/>	Rainbob	Fish
<input type="checkbox"/>	Rare Stew	Recipe
<input type="checkbox"/>	Rare Salad	Recipe
<input type="checkbox"/>	Raury	Recipe
<input type="checkbox"/>	Red Hot Pie	Recipe
<input type="checkbox"/>	Red Salad	Recipe
<input type="checkbox"/>	Red Veggie	Recipe
<input type="checkbox"/>	Regular Butter	Dairy
<input type="checkbox"/>	Regular Cheese	Dairy
<input type="checkbox"/>	Rich Juice	Recipe
<input type="checkbox"/>	Royal Fern	Recipe
<input type="checkbox"/>	Rootbaisse	Recipe
<input type="checkbox"/>	Sashimi	Recipe
<input type="checkbox"/>	Sashimi S	Recipe
<input type="checkbox"/>	Scratch Pad	Son Item
<input type="checkbox"/>	Sharshark	Fish
<input type="checkbox"/>	Shiny Salad	Recipe
<input type="checkbox"/>	Shiny Stir-Fry	Recipe
<input type="checkbox"/>	Shiny Tempura	Recipe
<input type="checkbox"/>	Sholo	Hybrid
<input type="checkbox"/>	Short Tart	Recipe
<input type="checkbox"/>	Sickle	Tool
<input type="checkbox"/>	Silver Coin	Artifact
<input type="checkbox"/>	Skull Fossil	Artifact
<input type="checkbox"/>	Smooth Veggies	Recipe
<input type="checkbox"/>	Snelt	Fish
<input type="checkbox"/>	Sorrel	Wild Plant
<input type="checkbox"/>	Sour Cocktail	Recipe
<input type="checkbox"/>	Star Milk A	Dairy
<input type="checkbox"/>	Star Milk B	Dairy
<input type="checkbox"/>	Star Milk S	Dairy
<input type="checkbox"/>	Stew	Recipe
<input type="checkbox"/>	Stone Disc	Artifact
<input type="checkbox"/>	Strange Fossil	Artifact
<input type="checkbox"/>	Strange Hoe	Tool

[_]	Strange Item	Artifact
[_]	Strange Sickle	Tool
[_]	Strawberry	Crop
[_]	Strawberry Cake	Recipe
[_]	Strawberry Pie	Recipe
[_]	Sugar Ore	Artifact
[_]	Super Soup	Recipe
[_]	Super Yam	Recipe
[_]	Sweet Cocktail	Recipe
[_]	Sweet Potato	Crop
[_]	Sweet Potato	Recipe
[_]	Tablet C	Artifact
[_]	Tablet D	Artifact
[_]	Tablet E	Artifact
[_]	Tablet F	Artifact
[_]	Tablet G	Artifact
[_]	Tataro	Hybrid
[_]	Temple Ore	Artifact
[_]	Tempura	Recipe
[_]	Tobatama	Hybrid
[_]	Tomaca	Hybrid
[_]	Tomacarro Salad	Recipe
[_]	Tomamelo	Hybrid
[_]	Tomamelo Salad	Recipe
[_]	Tomato	Crop
[_]	Toy Car	Son Item
[_]	Trady	Hybrid
[_]	Trick Blue	Flower
[_]	Tomcarro	Hybrid
[_]	Tomatoma Soup	Recipe
[_]	Toy Flower	Flower
[_]	Tropical Punch	Recipe
[_]	Trumpet	Wild Plant
[_]	Turbojolt	Energy Drink
[_]	Turnip	Crop
[_]	Upseed	Flower
[_]	Vacation Juice	Recipe
[_]	Veggie Cake	Recipe
[_]	Veggie Juice	Recipe
[_]	Watering Can L	Tool
[_]	Watering Can M	Tool
[_]	Watering Can S	Tool
[_]	Watering Can W	Tool
[_]	Watermelon	Crop
[_]	Weird Hoe	Tool
[_]	Weird Sickle	Tool
[_]	White Wool	Dairy
[_]	Wool	Dairy
[_]	Wool Clippers	Tool
[_]	Wool Shears	Tool
[_]	Yamato	Hybrid
[_]	Yameme	Fish
[_]	Yam Soup	Recipe

[B0402] Cooking

Press A in front of the sink in your house to cook your own meals. At the beginning of the game, there will only be two options: Soups and Salads. In

order to unlock the other 3 options (Hors d'oeuvres, Desserts and Entrees), you must cook about 30 meals. The easiest way to do this is by cooking Ruby's Spice 30 times (it will multiply), or planting crops such as Sweet Potatoes and cooking those. I recommend the first option, but it is your pick. This guide does not contain the possible combinations, my apologies, so check another guide for that.

[B0403] Fishing

After equipping the Fishing Rod or Galen's Fishing Rod G, head up to a Fishing Spot (the river, the spring, or the swamp), and press A when the button at the top-right corner of the screen says "Fish". Wait for the screen to go up and down a bit, which indicates that a fish is biting. Wait for the bobber to sink and press and hold A as it does. Keep holding the A Button until the fish is caught.

[B0404] Maintaining the Farm

This is one of the main aspects in the game. In order to maintain your farm, you must plant, water, and harvest seeds, take care of your animals by letting them outside on sunny days and refreshing their fodder daily, and feed chickens and ducks in the chicken coop. More on this subject can be found in the section "Farming" ([FARMI]).

[B0405] Making Friends

You can also use the obtained items to make your neighbours like you, and eventually become your friends. Equip an item and press A when the button says "Show" to give it to him/her. If the neighbour likes it, he/she will ask you if you'll give it to him/her. If you don't know what to give to the neighbours, then check the "Likes/Dislikes"-part of the Character section. By Making Friends with your neighbours, some of them will eventually give you something in return, such as a Sickle or a Hoe.

[B0406] Mining

Head to the Dig Site and enter it between 8 AM en 6 PM. Carter and Flora will then be working in it. Talk to Carter, and he will ask you if you'd like to help him out. Just press A while standing near one of the digging spots, and your character will dig for fossils. Keep doing this until you actually find something. Carter is only interested in Tablets, and these can be found once a chapter. At 6 PM, Carter will tell you it's time to stop and take you outside. You will go outside, and Carter will look at what you found. This is usually nothing of his interest, so he gives most of it to you - unless you found a Tablet. The items you receive can be used for selling or for making friends.

[B0407] Money-making

Another thing that could be fun to do is making money. Selling stuff such as artifacts, crops, milk, eggs, wool, and fruit will earn you some money, but I'd

like to suggest the Ruby's Spice method. Receive Ruby's Spice (see E-003 Friends Making for information on getting it), and go to your house. Start Cooking by pressing A in front of the sink, select any option, and cook Ruby's Spice. It may seem like nothing happened, but if you check your inventory, you'll notice that you'll have two Ruby's Spices. It has multiplied. Keep doing this until you have 99 of them, and sell them to Van. This will earn you loads of cash. Of course, you could use the "fair way" and sell S-rated Milk.

Instead of selling stuff to Van, you can also take his place between the Blue Bar and the Inner Inn when he's not in town, by pressing the A Button while at his spot. Villagers will start stopping by. Talk to one of them and he/she will ask you what a certain item costs. Pick a price, and the villager might just buy it.

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\_____ / [WALKT]
-----< Walkthrough >~~}
Harvest Moon: A Wonderful Life \./

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A walkthrough is a thorough explanation of each step in a procedure or process. This kind of information is not given in this walkthrough, as every day is pretty much the same, but I will tell you what new things you can do each chapter, and what has changed.

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| \-' ----- _ .-----
| Chapter 1: The Beginning _-----| [C-001] |-----+-----+
\--' ----- '-----' | Table of Contents: |
|-----|
| [C0101] New Things |
| [C0102] Dig Site |
| [C0103] Van Items |
|-----|

```

[C0101] New Things

I can't give any information here. Simply everything is new, as it is the first chapter of the game. Before starting the game, Takakura will give you a look around your farm and introduce you to your neighbours. You'll be able to name yourself, your farm, and a cow.

This chapter takes 1 year to finish.

[C0102] Dig Site

The Dig Site will grow in size as you advance in chapters. At the start of the game, which is in this chapter, it will look like this:

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|_|_|_|_|
|_|_|_|_|

Legend:

|_| = Dig Spot

|x| = Empty Spot

[C0103] Van Items

A merchant named Van will also drop by in your town at certain days to sell a couple of items. Here's a list of items that he'll sell from the start of the game:

Item	Price
-----	-----
Bodigizer	750G
Bodihyper	1000G
Brush	500G
Fishing Pole	500G
Turbojolt	750G

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| `-' -----_ .-----.  
| chapter 2: Happy Birthday _-----| [C-002] |-----+-----+-----+  
`--' -----'-----' | Table of Contents: |  
|-----|  
| [C0201] New Things |  
| [C0202] Dig Site |  
| [C0203] Van Items |  
'-----'
```

[C0201] New Things

During the first chapter, you had to impress either Celia, Nami or Muffy, and have the option to give one of them a Blue Feather and propose. If you didn't, you will marry the girl with the most hearts in her diary. You'll be able to name your son, and tell your wife what you want her to call you. For an example, "Honey", or "Darling". You'll have to influence your son into choosing his career. For more information about your son, see the section "Child".

Your house has grown. There are now two rooms instead of one. Your bed now belongs to your son, and there's a bigger bed for you and your wife to sleep in. The kitchen from chapter one is now in the second room, and it is bigger. There are also two doors, which both lead to a toilet.

Nina had died. Therefore, Galen, her husband, has moved into a smaller house near Vesta Farm, which wasn't there in chapter 1, to take care of Nina's grave, which will be in front of it. Dr. Hardy now lives in their old house, and a new house has been built between his and Wally's house, which belongs to Samantha, Grant, and Kate, three new villagers. Hugh, Wally's son, has grown.

This chapter takes 2 years to finish.

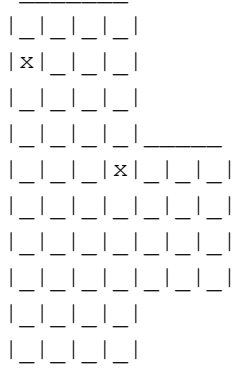
[C0202] Dig Site

Hugh has grown, and Lumina is clothed different, and plays a different song on her piano.

Chapter 3 takes 3 years to finish.

[C0302] Dig Site

The Dig Site has also grown, and looks like this:



Legend:
|_| = Dig Spot
|x| = Empty Spot

[C0303] Van Items

This time there's only one new item. Here's a list of all of them:

Item	Price
Ball	300G
Blocks	300G
Bodigizer	750G
Bodihyper	1000G
Brush	500G
Fishing Pole	500G
Goat	4000G
Teddy Bear	3000G
Toy Car	300G
Turbojolt	750G

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| \-'-----|-----|-----+-----+
| Chapter 4: Happy Farm Life | [C-004] |-----+-----+
\-'-----|-----|-----+-----+
| Table of Contents: |
|-----|
| [C0401] New Things |
| [C0402] Dig Site |
| [C0403] Van Items |
|-----|

```

[C0401] New Things

Legend:

|_| = Dig Spot

|x| = Empty Spot

[C0603] Van Items

For the second time, Van doesn't have any new items at his store.

Item	Price
Ball	300G
Blocks	300G
Bodigizer	750G
Bodihyper	1000G
Brush	500G
Fishing Pole	500G
Goat	4000G
Teddy Bear	3000G
Toy Car	300G
Turbojolt	750G
Vase	2000G

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\_____ / [FARMI]
-----< Farming >~~}
Harvest Moon: A Wonderful Life \'. /
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\|__ arming is one of the main aspects in the game. During your playthrough, you can buy and feed animals, make cows give birth to more cows, buy, plant and harvest seeds, and using the collected items to either sell for money or give to villagers for friendship. This section will cover information about farming, and any other facts about your house.

```

/  |
/~~|- . nimals & Pets - [D-001] |-----+-----+
, '  \- '-----' | Table of Contents: |
|-----|
| [D0101] Cat |
| [D0102] Cows & Bulls |
| [D0103] Chickens |
| [D0104] Dog |
| [D0105] Ducks |
| [D0106] Goats |
| [D0107] Horse |
| [D0108] Sheeps |
| [D0109] Valley Animals |
|-----|
```

[D0101] Cat

The Cat is one of the only pets you can get. It will walk around your house, doing pretty much nothing. It can be obtained by becoming friends with Romana (she will only accept gifts when she's not in her room), and waking up during fall during or after chapter 2. She'll give it to you in a cutscene.

[D0102] Cows & Bulls

The cow is the first animal you can get in the game, as it will be the only animal ready for use when you start it. It's a normal cow that will give normal milk for 1 year. After that, it will stop giving milk. Time to sell? No. The cow will be able to give milk, it just has to give birth.. Note that any cows you buy must have given birth before they give milk.

So what you must do is make the cow do - ahem - certain things with a bull, which will make her pregnant. You can do this by going to the Food Storage Room, and pressing A in front of the left table. Move the cursor to Takakura's head and press A. Select "Order animals and M.M.", and pick "Miracle Potion". If you have a bull, don't waste your money on an "Other Bull", as it will cost the following, and you won't be able to keep it:

Cow	Price
---	-----
Brown Cow	3500G
Marble Cow	3500G
Normal Cow	2500G
Star Cow	5500G

The Farm's Bull won't cost anything, so unless you want to make a Normal Cow give birth, which will cost 2500G for an Other Bull, buy a Normal Bull, which costs 3000G, and use it for the Miracle Potion. Once Takakura reads the order, you'll see a cutscene in which he asks you to go outside. Indeed, you won't see any of the action in there. You actually considered doing that? It's animals doing things, you know. The cow will become pregnant and you'll have to wait a while before it gives birth. A couple of days before it does, it will be isolated with an isolation fence in the Animal Barn. It won't be able to go outside, so give it the love it needs. Or not. It doesn't really matter. Once the cow gives birth, the baby will be put into a Calf Hutch outside the Animal Barn, where it will raise for a while. Give it Mother's Milk while it does. Note that calfs somehow seem to get sick easily, so make sure you have some Animal Medicines, which cost 200G at the Food Storage Room. After the cow has grown up, it will go on with its life in the Animal Barn. It won't be fertile for a while, so check the Miracle Potion at the Order & Sell-list often if you want it to give birth too.

Here's a list of what cows cost:

Cow	Price
---	-----
Brown Cow Female	5000G
Brown Cow Male	5000G
Marble Cow Female	5000G
Marble Cow Male	4000G
Normal Cow Female	4000G
Normal Cow Male	3000G
Star Cow Female	7000G
Star Cow Male	6000G

Also note that, once you buy a Milking Room for 60000G, you won't have to milk your cows yourself anymore. Although, you do have to teach the cows to enter it on their own, which may take a few days, or seasons. Milk sells for the following prices:

Milk	Sell Price
Brown Milk A	175G
Brown Milk B	115G
Brown Milk S	225G
Marble Milk A	175G
Marble Milk B	115G
Marble Milk S	225G
Normal Milk A	115G
Normal Milk B	75G
Normal Milk S	150G
Star Milk A	405G
Star Milk B	270G
Star Milk S	540G

You can also make Cheese and Butter by buying a Food Processing Room for 30000G, and using milk on either of the machines. Cheese and Butter sell for the following prices:

Cheese/Butter	Sell Price
Good Butter	300G
Good Cheese	300G
Regular Butter	225G
Regular Cheese	225G

[D0103] Chickens

Chickens can be bought at the Food Storage room, by pressing A in front of the left table. Move the cursor to Takakura's head, and press A. Select "Order animals and M.M.", and pick "Chicken". You should have 1 rooster in total, just to make Fertilized Eggs, so buy one of those, and fill the rest out with hens. They can be bought for the following prices:

Chicken	Price
Female	900G
Male	900G

Instead of buying the chickens, you can also make your current chickens reproduce, and create Fertilized Eggs. These eggs can be used on the chair-like thing in the northwestern part of the Chicken Coop, at which they will stay for a couple of days. After that, when you wake up some time, Nic, Nak and Flak will tell you to go to the Chicken Coop, because the egg hatched into a chicken. Don't sell it yet, if you're planning to, but wait for it to grow up. It will then sell for more G than when it was still a chick.

Chickens lay three types of eggs: Eggs, Fertilized Eggs, and Golden Eggs. Golden Eggs, of course, sell for the most money, so sell them if you want to, or give them to one of your neighbours. Eggs, Fertilized Eggs and Golden Eggs sell for the following prices:

Egg	Sell Price
---	-----
Egg	40G
Fertilized Egg	50G
Golden Egg	300G

[D0104] Dog

Your Dog is the first pet Takakura introduces you to. Actually, it finds you at the beginning of the game. You will have to choose between a pointy-eared dog and a long-eared dog. Pick whichever you like, and you can use your dog for pretty much nothing. Feed it by putting food in the white thing next to the Dog House, and hold it by pressing Y while next to it. You can't take it out of the farm, so it's pretty useless.

[D0105] Ducks

Ducks are also animals you can't buy. They can be obtained by buying a Pond for 2500G, and waiting for a certain day at which you wake up after your wife. She'll notice that ducks are swimming in the pond, and you can have the ducks. There's a male and a female, so there are, indeed, Fertilized Eggs, which will hatch into new ducks. Duck Eggs sell for the same price as Chicken Eggs.

[D0106] Goats

Goats suck. They won't do much besides producing milk - which sells for much less than S- and A-rated cow milk - and overall being annoying. It can be bought for 4000G from Van in Spring, or 2000G if you don't accept that offer. You'll get a Goat Milker included, and the Goat will be put into the Animal Barn. The worst thing, though, is that you can't sell them. That's right, if you want to get rid of these things, you're going to have to kill it. How do you kill them, you ask? It is quite easy, actually. Hit them with hoes and sickles, let them outside on rainy days, keep them inside on sunny days, don't feed them at all, and wake it up while it's sleeping. Don't cure it when it's sick, as that's a good sign. Eventually it'll die.

Goat Milk, Cheese and Butter sell for the following prices:

Item	Sell Price
----	-----
Butter	150G
Cheese	155G
Milk	115G

[D0107] Horse

This is one of the best animals in the game, as it speeds things up for you if you want to go somewhere. It can be obtained in the first chapter, probably somewhere in fall. Takakura will give it to you as you wake up, and it will be put into the Animal Barn. It has to be treated the same way you should treat other animals, but I'm not sure if it will die or not. If you know, please e-mail me with the correct information. Like I said, though, you want this

animal, and you will get it, unless your barn is already full. So make sure your barn has one or more open spaces, and you will receive it. Press the R Button twice to call it, for easier use.

[D0108] Sheeps

Sheeps aren't the greatest animals, but they're also not the worst (that spot definitely goes to the Goat). They'll give wool once a season, and when you can shear them, they'll have more wool than before. Take out a Wool Shears, a Wool Clippers or Electric Clippers and press A while next to a sheep. Here's a list of Wool and the prices they sell for.

Item	Sell Price
Wool	75G
White Wool	115G
Golden Wool	600G

Sheeps can be bought at the Ordering Bin for 1500G.

[D0109] Valley Animals

- Lizard
- Owl
- Raccoon
- Turtle

Besides the obtainable animals, there are also several other animals spread throughout Forget-Me-Not-Valley, which cannot, I repeat, CANNOT be obtained in any possible way. It is also impossible to interact with them.

Lizard: The lizard can be found at the Spring. People believed it could be obtained through Mukumuku, the creature that visits the spring in Winter, but this is not true. Mukumuku has no special purpose besides a couple of cutscenes, and he won't give you anything if you become friends with it.

Owl: There is an owl located on top of the Harvest Sprites' tree, which people believed to be obtainable through Lumina. It is not, so don't e-mail me about it.

Raccoon: The raccoon usually hangs out near Vesta Farm. I don't exactly know how people thought it was obtainable, but again, you cannot. It'll just sit there doing nothing.

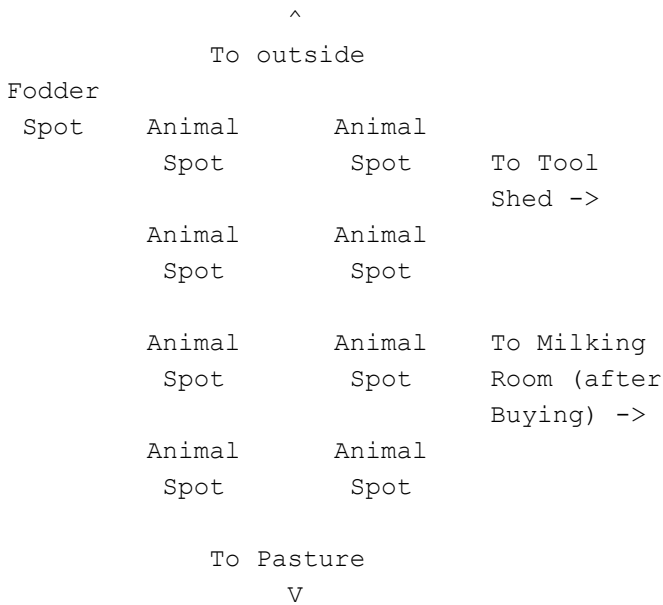
Turtle: The turtle will visit the Turtle Swamp (near Cody's caravan) at some times in the game. People also thought this animal could be obtained through certain means, but, yet again, it's impossible.

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,| \ uildings & Fields _-----| [D-002] |---+-----+
'^-----' -----'-----' | Table of Contents: |
|-----|
| [D0201] Animal Barn |
| [D0202] Chicken Coop |
| [D0203] Fields |

- | [D0204] Food Processing |
 - | [D0205] Food Storage |
 - | [D0206] House |
 - | [D0207] Milking Room |
 - | [D0208] Pasture |
 - | [D0209] Pond |
 - | [D0210] Takakura's House |
 - | [D0211] Tool Shed |
-

[D0201] Animal Barn

The Animal Barn is where all your animals, except pets, chickens, and ducks, will stay throughout the game. There are eight spots, and these are placed in the following way:



The Fodder Spot can be used to get Fodder after cutting the grass in the pasture with a sickle. Use the Fodder on the Animal Spots to feed the animal. The first door at right leads to the Tool Shed, and the second to the Milking Room, which can be bought for 60000G at the Ordering Bin.

[D0202] Chicken Coop

The Chicken Coop is located between two of the three fields on your farm. It's the white building, and a total of eight chickens and ducks can be kept. Use Bird Feed, which can be bought for 150G at the Ordering Bin, on the square in the center to feed the animals. Chickens and Ducks both lay eggs, though Chickens are the only ones sitting on them. Use Fertilized Eggs on the chair-like thing at the northwestern part of the building to make them hatch after a while.

[D0203] Fields

The fields are used for planting, watering, and harvesting seeds. There are three of them, one between the Chicken Coop and your house, one between the empty shed and the Chicken Coop, and one on the other side of the empty shed. Here are three maps of each field, respectively:

Sheep Male	1500G
Star Cow Female	7000G
Star Cow Male	6000G

Items	Price
-----	-----
Animal Medicine	200G
Bird Feed	150G
Electronic Clippers	1300G
Good Fodder	200G
Hoe	800G
Light Hoe	1000G
Light Sickle	750G
Sickle	600G
Watering Can L	750G
Watering Can M	600G
Wool Shears	400G

Buildings	Price
-----	-----
Food Processing Room	30000G
Milking Room	60000G
Pond	2500G
Seed Maker	6000G

Also note that the Seed Maker can also be obtained through Daryl, see E-003 Friends Making for more information.

 [D0206] House

This is your house, which you should be able to find as you start the game here. It will grow as you advance in chapters, and will have 4 rooms in chapter 4, which is the max. For more detailed changes, see the walkthrough.

 [D0207] Milking Room

The Milking Room can be bought for 60000G at the Ordering Bin, and will be placed linking the Animal Barn and the Pasture on a different way. After first getting the Milking Room, your cows won't use it automatically. You'll have to teach them to by pushing them into it for a couple of days. The Milking Room can save a lot of time milking, so you'll have more time for other things listed in the "What to do"-section. Press A in front of the machine at right to get the milk.

 [D0208] Pasture

The Pasture is the field in front of the Animal Barn. The grass growing there must be cut in order to obtain Fodder, which will then be placed in the "Fodder Spot" on the map above. The animals in the Animal Barn will go here when you use the bell to get them outside.

 [D0209] Pond

The Pond can be bought for 2500G at the Ordering Bin, and will be placed in front of the tree in the Pasture. The Pond will allow you to obtain Ducks, see the section "Animals" for more information.

[D0210] Takakura's House

Takakura's House is located next to the Food Storage room, and is where Takakura lives. Tartan, the Hybrid plant, also lives here, but can't be found until you enter Takakura's House when he's there in or after chapter 2. See the section "Hybrids" for more information.

[D0211] Tool Shed

The Tool Shed is located next to the Animal Barn, and is linked up with the Animal Barn. Your Tools will be placed at the spot at left, and the closet at right can be used to store items. It is also where Takakura puts your items after you ordered one.

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  \ seed Maintaining _-----| [D-003] |-----+
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`- | his is what most farmers in the world do. Perhaps not the way it happens
, | in this game, but definitely with seeds. In this game, seeds can be
`-' bought by talking to Vesta, Marlin or Celia when either of them is at
their farm, Vesta Farm, which can be reached by crossing the bridge. Use a Hoe
to create a patch in one of the three fields at your farm, and press A while
holding the seed and while standing next to the patch to plant the seed. Water
it daily, except if it's raining, and make sure it doesn't die. Each seed takes
a different amount of time to grow, which can be discovered by pressing Y while
moving the cursor over the seed in the pause screen. Each seed also has a
different season in which it grows, and once the seed has been harvested, you'll
have to use your hoe again to remove what it left, such as leaves or a hole.

Once the seed is ready for harvest, which can be found out by pressing A as the
A Button says "Look" while next to the seed you wish to find information about,
you must pick it, also by pressing A. The crop can be sold, but it's better to
use a Seed Maker (see the Tools section for location) to create more seeds,
which sell for a lot more money than crops.

Trees, however, won't disappear unless you hit it with a hoe or a sickle. They
will take a longer time to grow, and the fruit will grow in only one season. The
fruit can be obtained by pressing A while the A Button says "Move" while next to
a tree, or by waiting for the fruit to fall off. After the tree has grown, no
more watering is required.

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'|___/ esides farming, there are also tons of things to do in Forget-Me-Not
,| \ Valley. This section won't list them all, but will cover information on
'-^----' events in the game (not the cutscenes, just things listed on the
calendar), and what happens when you become friends with certain people.

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' / vents _-----| [E-001] |---+-----+
' `-' _____ '-----' | Table of Contents: |
|-----|
| [E0101] Harvest Festival |
| [E0102] New Years Party |
| [E0103] Van's Business Day |
'-----'

[E0101] Harvest Festival

Go to the Blue Bar at the 5th of Fall after 0 PM and you will trigger a cutscene in which Griffin explains about the bar being reserved. A question mark will appear above your head, and Griffin attempts to tell you the name of today's event, but then someone knocks the door. It's Vesta, Marlin, Celia and Ruby. Vesta explains about today being the Harvest Festival, and asks you to help them out. Your character nods. The screen turns black and suddenly there will be food on the bar. Vesta tells you to start eating, but Marlin wants you to pay for the food after you're done. Vesta's head turns red and she gets mad at Marlin. Ruby and Celia tell them not to fight, after all today's the Harvest Festival. Everybody starts eating, and the screen turns black again.

[E0102] New Years Party

Go to Romana's Villa on the first day of the year to celebrate the New Year. A lot of the villagers will be there too, in a small cutscene.

[E0103] Van's Business Day

At every third and eight of the season, Van will set up his shop between the Blue Bar and the Inner Inn. For some reason he seems to be popping up on other days to, but expect him on these.

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' , | | | _____ .-----.
' | ; | . aking Friends _-----| [E-002] |---+-----+
' `-' _____ '-----' | Table of Contents: |
|-----|
| [E0201] Carter |
| [E0202] Cody |
| [E0203] Daryl |
| [E0204] Dr. Hardy |

[E0205]	Flora
[E0206]	Galen
[E0207]	Grant
[E0208]	Gustafa
[E0209]	Lumina
[E0210]	Romana
[E0211]	Ruby
[E0212]	Tartan
[E0213]	Tim
[E0214]	Vesta
[E0215]	Wally

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'|___/ elow is listed what you can get if you become friends with certain
,| \ people in Forget-Me-Not-Valley. Rumours about the Lizard, Owl, Raccoon,
'-^---' Turtle and any other pet besides the Chihuahua, the Dog and the Cat are
not true!

[E0201] Carter

Apparantly you can get a Chihuahua in chapter 6 if you find all 6 tablets, but I
haven't been able to get it yet. Carter is also one of the people important for
your son's future career.

[E0202] Cody

Cody will give you a statue if you become friednds with him. You'll be able to
choose where you'd like to put it, in your bedroom or your Living Room. Cody is
also one of the people important for your son's future career.

[E0203] Daryl

Daryl will give you the Seed Maker, which is bought for 6000G at the Ordering
Bin, for free if you become friends with him. Simply enter his house for this.
The Seed Maker will be placed in the Tool Shed. Daryl is also one of the people
important for your son's future career.

[E0204] Dr. Hardy

Become friends with Dr. Hardy and he will give you a Weird Sickle if you enter
his house after becoming friends with him.

[E0205] Flora

Become friends with Flora and she will give you a Necklace which you can give to
your son to increase his interest in Scholarship.

[E0206] Galen

Become friends with Galen and enter his house to receive the Fishing Rod G.

[E0207] Grant

I'm not exactly sure about how I got it, but I remember Grant giving me an Alarm Clock after I became friends with him. It's either by entering his house while he's there or when he returns home. Please e-mail me if you know what is correct.

[E0208] Gustafa

Become friends with Gustafa and enter his house to receive either drums or a Strange Sickle. Gustafa is also one of the people important for your son's future career.

[E0209] Lumina

Become friends with Lumina and enter her room in or after chapter 3 to receive a Sheet Music which you can give to your son to increase his interest in Music.

[E0210] Romana

Become friends with Romana and enter her room to receive a Watering Can W, but you can also receive a cat during a morning after chapter 2.

[E0211] Ruby

Become friends with Ruby and enter the kitchen in the Inner Inn when she's there to receive Ruby's Spice, an object that is great for money-making, as cooking it will cause it to multiply.

[E0212] Tartan

Tartan can be obtained by entering Takakura's house in or after chapter 2 when he's there in the evening. Takakura will introduce you to Tartan, a two-headed, talking plant. Talk to Tartan a lot and eventually he'll allow you to make hybrids.

[E0213] Tim

Become friends with Tim and enter his room while he's there to receive a Strange Hoe.

[E0214] Vesta

Become friends with Vesta and enter one of her houses while she's in there alone to receive a Weird Hoe.

[E0215] Wally

Become friends with Wally and enter his house while he's in there to receive either Wool Shears or a Gold Medal which you can give to your son to increase his interest in athletics. Wally is also one of the people important for your son's future career.

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'| \ using the first year of Harvest Moon: A Wonderful Life, you must make
, | / sure to make one of three girls - Celia, Muffy or Nami - fall in love
`-^--' with you, so you can marry her at the end of the chapter. This can be
done by giving the girl you'd like to marry presents daily, and make sure she
won't hate you. By the end of the year, Nic, Nak and Flak will give you a Blue
Feather, which you must give to one of the girls to make her your fiancée. This
section will describe the girls, what she likes and dislikes, and the cutscenes
you may encounter as you progress in the game.

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|   utscenes ----- | [F-001] |-----+-----+
| \- ' -----      |-----' |   Table of Contents:   |
|                                     |-----|
|                                     | [F0101] Celia      |
|                                     | [F0102] Muffy     |
|                                     | [F0103] Nami     |
|                                     |-----|

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`- | o increase the love one of the three girls feel for you, you can also
, | trigger cutscenes with the girls. I won't give descriptions for them,
`-' but this section will explain how to encounter each scene. For diary
locations, in which you can view the amount of hearts each girl has, see the
section below.

```

[F0101] Celia

Scene 1: After obtaining 1 red heart, exit Vesta's house while Celia is outside.
Scene 2: After obtaining 2 red hearts, exit your house in the morning.
Scene 3: After obtaining 2 or 3 red hearts, attempt to enter Vesta's house in

the morning.

Scene 4: After obtaining 3 red hearts, attempt to enter Vesta's house.

Scene 5: After obtaining 4 red hearts, enter Vesta's house while Vesta, Marlin and Celia are all there.

Scene 6: After obtaining 4 red hearts, exit your house in the morning. If you tell Celia you love her at the end of the scene, she will marry you at the end of the year.

[F0102] Muffy

Scene 1: After obtaining 1 red heart, exit your house in the afternoon.

Scene 2: After obtaining 2 red hearts, attempt to enter the Blue Bar at around 6 PM.

Scene 3: After obtaining 3 red hearts, exit your house in the afternoon.

Scene 4: After obtaining 4 red hearts, attempt to go asleep early in the evening.

Scene 5: After obtaining 4 red hearts, enter the Blue Bar early in the afternoon.

[F0103] Nami

Scene 1: After obtaining 1 red heart, exit your house in the morning.

Scene 2: After obtaining 2 red hearts and having more than 1000G with you, enter the Blue Bar while Griffin, Muffy, and Nami are there.

Scene 3: After obtaining 3 red hearts, enter your house early in the morning.

Scene 4: After obtaining 4 red hearts, enter the Inner Inn late in the afternoon while Nami and Tim are there.

Scene 5: After obtaining 4 red hearts, enter the Inner Inn late in the evening (before the new day starts). If you say "Work with me" at the end of the scene, you will marry Nami at the end of the year.

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' | / | / ----- _ .-----  
 | / | / ife Summaries _-----| [F-002] |---+-----+  
' ' ----- '-----' | Table of Contents: |  
 |-----|  
 | [F0201] Celia |  
 | [F0202] Muffy |  
 | [F0203] Nami |  
 '-----'
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[F0201] Celia

Likes: Coins, eggs, flowers, ores, vegetables.

Dislikes: Fossils.

Home: Vesta Farm

Diary: At her bed in Vesta Farm's attic.

Celia lives at Vesta's Farm with Marlin and Vesta. Her diary is located at her bed in the attic. She has long, brown hair, has a orange bandana with white spots here and there, and wears a green dress. She dislikes fossils, and likes vegetables, coins, eggs, ores, and, of course, flowers.

[F0202] Muffy

Likes: Flowers, moon ores.

Dislikes: Fossils.

Home: Blue Bar

Diary: At the plant in the Blue Bar.

Muffy is the barmaid at the Blue Bar, and accessing her room is impossible, as it's "For Girls Only", as the game tells you when you attempt to enter it. Her diary is hidden at the plant in the first room of the Blue Bar. Muffy has blonde hair, a red dress and a blue jacket underneath. Because she works at the Blue Bar, it might be hard for you to give her presents. You can wait for her to go outside, or enter the Blue Bar early in the morning, when Griffin and Muffy are still in the room at right.

[F0203] Nami

Likes: Fossils.

Dislikes: Flowers.

Home: Inner Inn

Diary: At the desk in her room in the Inner Inn.

Nami is a shy girl who lives at the Inner Inn. She has red, short hair, wears a yellow shirt and a orange jacket and places her diary on the desk in her room at the Inner Inn. It might be hard to view it, as she won't stay in her room for long, but keep waiting in the morning while she's still sleeping and keep knocking the door until you get in. Nami likes fossils, but, strange enough, hates flowers.

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After marrying at the end of Chapter 1, you will skip a couple of years, and go to Chapter 2. In this chapter, you will have a young son which you can hold, hug, and play with. You can show it to other villagers just to look cool, being a daddy and all, or to influence his future career. His career will be more clear once you advance in chapters, and you can help him pick by giving him items and by letting him play with certain toys in chapter 1. He will grow up, though, and in chapter 6 he will have chosen his career. He will also be in love with either Lumina or Kate. This section will describe all necessary information for raising your son to his future career and girlfriend.

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| careers ----- | [G-001] |-----+-----+
\-- ' ----- |-----' | Table of Contents: |
|-----|
| [G0101] Artist |
| [G0102] Athlete |
| [G0103] Farmer |

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| [G0104] Musician |
| [G0105] Rancher  |
| [G0106] Scholar   |
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`- | his section contains information on the possible careers that your son
, | may choose in chapter 6. Information includes interest-increasing items
`-' and characters necessary for the career.

[G0101] Artist

People:

- Cody
- Kassey
- Patrick

Items:

- Scratch Pad

In order to make your son become an artist, introduce him to Cody, Kassey and Patrick in chapter 2, when you can hold him. Make him play with the Scratch Pad.

[G0102] Athlete

People:

- Hugh
- Wally

Items:

- Ball
- Gold Medal

Hugh and Wally are the only athletes in the game, so if you want your son to be the third, introduce him to them and make him play with the Ball in chapter 2. In chapter 3 or after, give him the Gold Medal, which can be obtained by becoming friends with Wally, to increase his interest in Athletics.

[G0103] Farmer

People:

- Celia
- Marlin
- Vesta

Items:

- Crops
- Seeds
- Wild Plants

Introduce your son to Marlin, Vesta and Celia (unless you married her), and show him any farm items, such as seeds and crops, and wild plants, items that can be found outside. The difference between Farmer and Rancher is that a Farming child is interested in plants, whilst a Ranching child goes for animals.

[G0104] Musician

People:

- Gustafa

Table of Contents:

[G0301] Chapter 2
[G0302] Chapter 3
[G0303] Chapter 4
[G0304] Chapter 5
[G0305] Chapter 6

[G0301] Chapter 2

Your son is at his youngest phase now, and will allow you to pick him up and play with him. Influencing his future career can be done by taking your son to villagers given in the section "Careers" (see above), and showing him the objects given in the same section. He'll play with toys, which also influence his career. All these options, except for object-showing, will be removed in the upcoming chapters, so make sure you do it right.

[G0302] Chapter 3

Your son will actually be able to talk in normal English sentences now. He won't allow you to pick him up, and the first signs of his future career will be visible. He won't be playing with his toys anymore, but you can still give him items for his future career. He will also have his own room, and a diary.

[G0303] Chapter 4

Your son is at his hardest stage now, a teenager. He'll get annoyed quickly, so don't bother him by pressing the "Y" Button, as he won't allow you to pick him up. More signs of his career will be showing off, so keep influencing him with items. He will also start to like either Kate or Lumina.

[G0304] Chapter 5

Your son is an adult now, and shows even more signs of his future career. He will focus on girls more. Keep influencing him with items, as it is the last chapter for you to do so.

[G0305] Chapter 6

Your son's career is settled now. You won't be able to influence his career anymore, nor the girl he will love. This is the last chapter, and your son won't get annoyed by you anymore. At the end of the chapter, the game will tell you what career your son picked.


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| 1 1 _/|
\_____ / [ITEMS]
-----"-----<----->-----' \
Items >~~}
Harvest Moon: A Wonderful Life
\_____ /

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/ | Master Item List of all items obtainable in Harvest Moon: A Wonderful
/~~|-. Life.
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/ | -----_ .-----
/~~|-. rtifacts _-----| [H-001] |-----+
,' \-' ----- '-----'

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/ | rtifacts found while digging at the Dig Site. There are no
/~~|-. Sub-sub-sections for these artifacts, as there is not much information
,' \-' to be given. Therefore, I will only list them:

```

Name	Sell Price	Chapter(s)
----	-----	-----
Black Fossil	400G	5 to 6
Coin	10G	1 to 6
Gold Coin	30G	3 to 6
Fossil	40G	2 to 6
Hip Fossil	60G	3 to 6
Hop Ore	80G	3 to 6
Horse Statue	70G	2 to 6
Human Statue	40G	1 to 6
Jade Ball	150G	3 to 6
Moon Ore	40G	1 to 6
Mysterious Tablet	N/A	6
Prosper Ore	300G	5 to 6
Silver Coin	40G	2 to 6
Skull Fossil	50G	1 to 6
Stone Disc	500G	5 to 6
Strange Fossil	80G	4 to 6
Strange Item	300G	4 to 6
Sugar Ore	50G	2 to 6
Tablet C	N/A	5
Tablet D	N/A	4
Tablet E	N/A	3
Tablet F	N/A	2
Tablet G	N/A	1
Temple Ore	150G	4 to 6

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| \-' ----_ .-----
| crops _-----| [H-002] |-----+
| \-' ----_ '-----'

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/ | nother list-only section. Note that only crops, such as Tomatoes,
/~~|-. Potatoes and Apples, are listed here. For information about Hybrids and
,' \-' Seeds, please check both of these sections below.

```

Crops are the things that seeds grow into. Seeds can be planted by creating a

patch in one of your fields with a Hoe, and then using the seeds on the patch. Next, you must keep watering the seed until it has fully grown into a crop. Seeds can also grow into trees, which will stay forever, unless you chop it down. Crops only grow in certain seasons, and have a quality which determines the price, which can be raised by using Fertilizers on the planted seeds, or by mixing the crop with Upseeds using Tartan. Mix Happy Lamps with crops to make it grow in all seasons, and mix the crop with a Gemsoil to make it grow in any soil.

Crop	Sell Price	Season
Apple B	25G	Fall
Apple A	35G	Fall
Apple S	45G	Fall
Banana B	35G	Summer
Banana A	45G	Summer
Banana S	55G	Summer
Carrot B	45G	Fall, Winter
Carrot A	55G	Fall, Winter
Carrot S	65G	Fall, Winter
Grapes B	35G	Fall
Grapes A	45G	Fall
Grapes S	55G	Fall
Melon B	70G	Summer, Fall
Melon A	80G	Summer, Fall
Melon S	90G	Summer, Fall
Orange B	30G	Summer
Orange A	40G	Summer
Orange S	50G	Summer
Peach B	40G	Summer
Peach A	50G	Summer
Peach S	60G	Summer
Potato B	60G	Winter, Spring
Potato A	70G	Winter, Spring
Potato S	80G	Winter, Spring
Strawberry B	35G	Fall, Winter, Spring
Strawberry A	45G	Fall, Winter, Spring
Strawberry S	55G	Fall, Winter, Spring
Sweet Potato B	60G	Fall
Sweet Potato A	70G	Fall
Sweet Potato S	80G	Fall
Tomato B	35G	Spring, Summer, Fall
Tomato A	45G	Spring, Summer, Fall
Tomato S	55G	Spring, Summer, Fall
Turnip B	25G	Summer, Fall, Winter
Turnip A	35G	Summer, Fall, Winter
Turnip S	45G	Summer, Fall, Winter
Watermelon B	75G	Spring, Summer
Watermelon A	85G	Spring, Summer
Watermelon S	95G	Spring, Summer

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'|  \  -----
,|  /  airy -----| [H-003] |-----+-----+
\^--' -----'-----| Table of Contents: |
|-----|
| [H0301] Cheese & Butter |
| [H0302] Eggs |
| [H0303] Milk |

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 ' | items listed under the category "Dairy" in the pause screen. Wool, though
 .^ | not listed there, will also be included in this section.
 `--'

Item	Sell Price	Origin
----	-----	-----
Brown Milk B	115G	Brown Cow
Brown Milk A	175G	Brown Cow
Brown Milk S	225G	Brown Cow
Egg	40G	Chicken/Duck
Fertilized Egg	50G	Chicken/Duck
Golden Egg	300G	Chicken/Duck
Golden Wool	600G	Sheep
Good Butter	300G	Milk
Good Cheese	300G	Milk
Marble Milk B	115G	Marble Cow
Marble Milk A	175G	Marble Cow
Marble Milk S	225G	Marble Cow
Mother's Milk	75G	Any Cow
Normal Milk B	75G	Normal Cow
Normal Milk A	115G	Normal Cow
Normal Milk S	150G	Normal Cow
Regular Butter	225G	Milk
Regular Cheese	225G	Milk
Star Milk B	270G	Star Cow
Star Milk A	405G	Star Cow
Star Milk S	540G	Star Cow
White Wool	115G	Sheep
Wool	75G	Sheep

 [H0301] Cheese & Butter

Cheese and Butter are produced by using milk on either of the machines in the Food Processing Room, which can be bought for 30000G at the Ordering Bin. Here's a list of what milk produces what kind of Cheese or Butter:

Milk	Good	Regular
----	----	-----
Brown B		X
Brown A	X	
Brown S	X	
Marble B		X
Marble A		X
Marble S	X	
Normal B		X
Normal A		X
Normal S	X	
Star B	X	
Star A	X	
Star S	X	

 [H0302] Eggs

him daily, he'll eventually allow you to mix two items. Mix two crops, and he'll create seeds. The crops that grow out of these seeds are hybrids. Note that the "Sell Price" part of this section only features the crop prices, for the seed sell prices, please see the "Seeds" section.

Hybrid -----	Ingredient 1 -----	Ingredient 2 -----	Season -----	Sell Price -----
Appage	Apple	Banana	Fall	B: 40G A: 50G S: 60G
Bashber	Potato	Watermelon	Spring, Summer	B: 95G A: 105G S: 115G
Bashota	Potato	Sweet Potato	Winter, Spring, Summer	B: 85G A: 95G S: 105G
Berryber	Strawberry	Watermelon	Spring, Summer	B: 75G A: 85G S: 95G
Berryto	Potato	Sweet Potato	Fall, Winter, Spring	B: 65G A: 75G S: 85G
Berryto	Melon	Strawberry	Fall, Winter, Spring	B: 75G A: 85G S: 95G
Berrytoma	Strawberry	Tomato	Spring, Summer, Fall	B: 50G A: 60G S: 70G
Cabber	Carrot	Watermelon	Spring, Summer	B: 80G A: 90G S: 100G
Caberry	Carrot	Strawberry	Fall, Winter, Spring	B: 50G A: 60G S: 70G
Cady	Carrot	Turnip	Winter, Spring, Summer	B: 50G A: 60G S: 70G
Camelo	Carrot	Melon	Summer, Fall	B: 80G A: 90G S: 100G
Dhibe	Strawberry	Turnip	Fall, Winter, Spring	B: 40G A: 50G S: 60G
Dhilon	Melon	Turnip	Summer, Fall	B: 65G A: 75G S: 85G
Gehju	Banana	Grape	Fall	B: 50G A: 60G S: 70G
Gretoma	Tomato	Watermelon	Spring, Summer, Fall	B: 75G A: 85G S: 95G
Jurum	Grape	Peach	Fall	B: 50G A: 60G S: 70G
Kandy	Sweet Potato	Turnip	Winter, Spring, Summer	B: 60G A: 70G S: 80G
Kanro	Carrot	Sweet Potato	Summer, Fall	B: 70G A: 80G

Kashry	Sweet Potato	Watermelon	Spring, Summer	S: 90G B: 95G A: 105G S: 115G
Lanmuge	Orange	Peach	Fall	B: 50G A: 60G S: 70G
Magenge	Banana	Orange	Winter	B: 45G A: 55G S: 65G
Magerum	Banana	Peach	Winter	B: 50G A: 60G S: 70G
Melatoma	Melon	Tomato	Spring, Summer, Fall	B: 70G A: 80G S: 90G
Melober	Melon	Watermelon	Spring, Summer	B: 100G A: 110G S: 120G
Orahge	Grape	Orange	Summer	B: 45G A: 55G S: 65G
Oraphu	Apple	Orange	Spring	B: 55G A: 65G S: 75G
Paberryta	Potato	Strawberry	Fall, Winter, Spring	B: 65G A: 75G S: 85G
Phuju	Apple	Grape	Summer	B: 40G A: 50G S: 60G
Phurum	Apple	Peach	Fall	B: 45G A: 55G S: 65G
Potamelo	Melon	Potato	Summer, Fall	B: 90G A: 100G S: 110G
Radita	Potato	Turnip	Winter, Spring, Summer	B: 60G A: 70G S: 80G
Raury	Turnip	Watermelon	Spring, Summer	B: 70G A: 80G S: 90G
Sholo	Melon	Sweet Potato	Summer, Fall	B: 90G A: 100G S: 110G
Tataro	Carrot	Potato	Winter, Spring, Summer	B: 70G A: 80G S: 90G
Tobatama	Potato	Tomato	Spring, Summer, Fall	B: 65G A: 75G S: 85G
Tomaca	Carrot	Tomato	Spring, Summer, Fall	B: 55G A: 65G S: 75G
Trady	Tomato	Turnip	Spring, Summer, Fall	B: 40G A: 50G S: 60G
Yamato	Sweet Potato	Tomato	Spring, Summer, Fall	B: 65G A: 75G

Besides these named hybrids, there are also 33 "rare" crops and trees, which you can name yourself. They are:

Crop/Tree	Ingredient 1	Ingredient 2	Season
-----	-----	-----	-----
Crop 01	Bashber	Bashota	Fall
	Bashber	Paberryta	
	Bashber	Potamelo	
	Bashber	Tataro	
	Bashber	Tobatama	
	Bashota	Paberryta	
	Bashota	Potamelo	
	Bashota	Tataro	
	Bashota	Tobatama	
	Paberryta	Potamelo	
	Paberryta	Tataro	
	Paberryta	Tobatama	
	Potamelo	Tataro	
	Potamelo	Tobatama	
	Tataro	Tobatama	
Crop 02	Bashber	Gretoma	Summer
	Bashber	Kashry	
	Gretoma	Kashry	
	Gretoma	Melober	
	Gretoma	Potamelo	
	Gretoma	Tobatama	
	Kashry	Melober	
	Kashry	Melotoma	
	Melober	Potamelo	
	Melober	Tobatama	
	Melotoma	Potamelo	
Crop 03	Bashota	Cady	Summer
	Kandy	Tataro	
	Kanro	Radita	
Crop 04	Bashota	Kandy	Summer
	Kandy	Kanro	
Crop 05	Berryber	Cabber	Spring
	Berryber	Melober	
	Berryber	Raury	
	Melober	Raury	
Crop 06	Berryber	Melotoma	Spring
	Berryto	Gretoma	
	Berrytoma	Gretoma	
	Berrytoma	Melober	
Crop 07	Berryber	Camelo	Summer
	Berryber	Dhilon	
	Berryto	Cabber	
	Berryto	Raury	
	Cabbery	Melober	
Crop 08	Berryto	Cabbery	Fall
	Berryto	Dhibe	
Crop 09	Berryto	Cady	Fall
	Cabbery	Dhilon	
	Camelo	Dhibe	
Crop 10	Berryto	Camelo	Winter
	Berryto	Dhilon	

Crop 11	Berryto	Dhibe	Spring
Crop 12	Berryto	Kashry	Fall
	Berryto	Sholo	
	Berryto	Yamato	
	Kashry	Sholo	
	Kashry	Yamato	
	Sholo	Yamato	
Crop 13	Berryto	Trady	Spring
	Berrytoma	Camelo	
	Berrytoma	Dhilon	
	Cabbery	Melotoma	
	Dhibe	Melotoma	
Crop 14	Berrytoma	Melotoma	Summer
	Berrytoma	Trady	
	Gretoma	Melotoma	
	Gretoma	Trady	
	Melotoma	Trady	
Crop 15	Cabber	Cabbery	Winter
	Cabber	Camelo	
	Cabbery	Camelo	
Crop 16	Cabber	Kanro	Fall
	Cabbery	Kanro	
	Camelo	Kanro	
Crop 17	Cabber	Cady	Spring
	Cabber	Tataro	
	Cabbery	Cady	
	Cabbery	Tataro	
	Cady	Camelo	
	Cady	Kanro	
	Camelo	Tataro	
	Kanro	Tataro	
Crop 18	Cady	Kandy	Winter
Crop 19	Cady	Radita	Spring
	Kandy	Radita	
Crop 19	Cady	Tataro	Spring
	Potamelo	Sholo	
Crop 20	Camelo	Dhilon	Fall
Crop 21	Dhibe	Dhilon	Summer
Crop 22	Dhilon	Kashry	Summer
	Dhilon	Yamato	
Crop 23	Kandy	Melatoma	Summer
	Kandy	Melober	
	Raury	Sholo	
	Sholo	Trady	
Tree 01	Appage	Jurum	Summer
	Gehju	Phurum	
	Magerum	Phuju	
Tree 02	Appage	Lanmuge	Fall
	Magenge	Phurum	
	Magerum	Oraphu	
Tree 03	Appage	Orahge	Fall
	Gehju	Oraphu	
	Magenge	Phuju	
Tree 04	Appage	Magenge	Winter
	Appage	Oraphu	
	Magenge	Oraphu	
Tree 05	Gehju	Jurum	Fall
	Gehju	Orahge	
	Jurum	Orahge	
Tree 06	Gehju	Lanmuge	Summer

	Jurum	Magenge	
	Magerum	Orahge	
Tree 07	Jurum	Oraphu	Spring
	Lanmuge	Phuju	
	Orahge	Phurum	
Tree 08	Jurum	Phuju	Winter
	Jurum	Phurum	
	Phuju	Phurum	
Tree 09	Lanmuge	Magenge	Summer
	Lanmuge	Magerum	
	Magenge	Magerum	

I have not included the sell prices, because that takes way too much time and I don't want to get bored of writing. This is also the reason that I didn't do the recipes section. My sincerest apologies, but I just can't do it.

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|   | thers _-----| [H-006] |-----+
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' | tems under the category "etc." in the pause menu. These items do not
.^ | include tools such as fodder and fertilizers, artifacts, and wool, but wild
`--' plants, flowers, and items that do not belong to any other category.

Wild Plants	Season	Sell Price
-----	-----	-----
Amorous	Winter	10G
Bracken	Fall	15G
Gemsoil	Fall	15G
Goddess Drop	Spring	15G
Hackberry	Fall	20G
Happy Lamp	Summer	15G
Matsutake	Fall	100G
Mist Moon	Summer	10G
Mugwort	Spring	15G
Royal Fern	Summer	15G
Sorrel	Winter	20G
Toy Flower	Spring	10G
Trick Blue	Fall	10G
Upseed	Winter	25G

Others	Sell Price
-----	-----
Drums	Unknown
Gold Medal	Unknown
Music Sheet	20G
Necklace	40G
Ruby Spice	100G

Two items are left blank, so please e-mail me the correct information if you know it. Also, I have not included any Record information, because those require a link to Friends of Mineral Town, and I don't own that game.

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\___ _-----_ .-----
  \ eeds _-----| [H-007] |-----+

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his section contains information about the sell prices of all seeds,
 such as regular seeds, fruit, and hybrids. Seasons are not included in
 this section, check the Hybrids section or the Crops section for that.

Seed	Sell Price
----	-----
Appage	540G
Apple	410G
Banana	750G
Bashber	85G
Bashota	20G
Berryber	65G
Berryto	65G
Berryto	65G
Berrytoma	45G
Cabber	70G
Cabbery	40G
Cady	40G
Camelo	70G
Carrot	15G
Dhibe	30G
Dhilon	55G
Gehju	470G
Grape	450G
Gretoma	65G
Jurum	470G
Lanmuge	540G
Kandy	50G
Kanro	60G
Kashry	95G
Magenge	540G
Magerum	610G
Melatoma	60G
Melober	90G
Melon	25G
Orahge	420G
Orange	410G
Oraphu	420G
Paberryta	55G
Peach	560G
Phuju	420G
Phurum	455G
Potamelo	80G
Potato	20G
Radita	50G
Raury	60G
Sholo	80G
Strawberry	15G
Sweet Potato	20G
Tataro	60G
Tobatama	55G
Tomaca	45G
Tomato	15G
Trady	30G
Turnip	10G
Watermelon	30G
Yamato	55G

Watering Can M	600G	300G	Ordering Bin
Watering Can S	Not Bought	50G	Starting Item
Watering Can W	Not Bought	375G	Romana
Weird Hoe	Not Bought	500G	Vesta
Weird Sickle	Not Bought	375G	Dr. Hardy
Wool Clippers	Not Bought	150G	Wally
Wool Shears	400G	200G	Ordering Bin

[H0901] Animal Medicine

Buy Price: 200G
Sell Price: 100G
Location: Ordering Bin

Animal Medicine is used to cure a sick animal. Press A while standing next to one to heal it. You can find out whether animals are sick or not by talking to them.

[H0902] Bird Feed

Buy Price: 150G
Sell Price: 75G
Location: Ordering Bin

Bird Feed is food for the chickens and ducks in your Chicken Coop. Press A while standing next to the square in the center of the Chicken Coop while holding Bird Feed to put it in the square.

[H0903] Brush

Buy Price: 500G
Sell Price: 250G
Location: Van

The Brush can be used on a barn animal with the A Button, which will make it happier, or use it on an animal with the Y Button while next to the watering spot at the Pasture to truly clean it, which means remove the dust on its skin.

[H0904] Electronic Clippers

Buy Price: 1300G
Sell Price: 650G
Location: Ordering Bin

Electronic Clippers are used to shear a sheep with full wool. Press A while next to a sheep to use it.

[H0905] Fertilizer

Buy Price: 120G
Sell Price: 60G
Location: Vesta Farm

Fertilizers can be bought from any of the residents of Vesta Farm. They are used to raise the quality of your crops, and must be used by pressing A while next to

a square with a seed in it on your field.

[H0906] Fishing Rod

Buy Price: 500G
Sell Price: 250G
Location: Van

The Fishing Rod is used to fish. Press A while near the river, the swamp or the pond at the spring to start fishing. Wait a while for the fish to bite. Once the bobber goes underwater, press and hold A until the fish is caught.

[H0907] Fishing Rod G

Buy Price: Not Bought
Sell Price: 1000G
Location: Galen

The Fishing Rod G is an upgraded version of the Fishing Rod, and is obtained by becoming friends with Galen after chapter 2, and going to his house between the time he wakes up and the time he goes outside.

[H0908] Fodder

Buy Price: Not Bought
Sell Price: 10G
Location: Cut Grass in Pasture

Fodder is used to feed the animals in the Animal Barn. Press A while next to one of the feedboxes to put it in, ready for eating. Fodder can be obtained by cutting the grass in the Pasture (the field outside the Animal Barn) with a sickle. The Fodder will then be placed at the window at the left wall of the Animal Barn, inside.

[H0909] Goat Milker

Buy Price: 4000G (Goat Price)
Sell Price: 75G
Location: Van (Buy the Goat)

This Milker is used to milk Goats, which is bought for 4000G from Van. The Goat Milker will be included. Press A while standing next to a goat to use it.

[H0910] Good Fodder

Buy Price: 200G
Sell Price: 100G
Location: Ordering Bin

Functions the same way as Fodder, yet when cows eat it, their milk will immediately get an S-rank. Can only be bought at the Ordering Bin.

[H0911] Heavy Hoe

Buy Price: Not Bought
Sell Price: 35G
Location: Tool Shed, Starting Item

Functions like any other Hoe, though your character will get tired more easily when using it. This is an item you start the game with, and is located at the Tool Shed, ready for use.

[H0912] Heavy Sickle

Buy Price: Not Bought
Sell Price: 35G
Location: Tool Shed, Starting Item

Functions like any other Sickle, though your character will get tired more easily when using it. This is an item you start the game with, and is located at the Tool Shed, ready for use.

[H0913] Hoe

Buy Price: 800G
Sell Price: 400G
Location: Ordering Bin

Hoes can be used to create patches in one of the three fields on your farm. You can plant seeds in these patches afterwards. You can also destroy dead plants with it.

[H0914] Light Hoe

Buy Price: 1000G
Sell Price: 500G
Location: Ordering Bin

Functions like any other Hoe, though your character will get tired less easily when using it.

[H0915] Light Sickle

Buy Price: 750G
Sell Price: 435G
Location: Ordering Bin

Functions like any other Sickle, though your character will get tired less easily when using it.

[H0916] Milker

Buy Price: Not Bought
Sell Price: 150G
Location: Tool Shed, Starting Item

The Milker can be used to milk your cows. It may just be easier to do it with your hands (or buy a Milking Room, 100% easier), but it's your choice. Press A while next to a cow to use the Milker.

[H0917] Seed Maker

Buy Price: 6000G/Not Bought
Sell Price: Can't be Sold
Location: Ordering Bin/Daryl

The Seed Maker can be bought for 6000G at the Ordering Bin, but it can also be obtained by becoming friends with Daryl and entering his house as soon as he's your friend. It's not exactly a tool, but is placed at the right side of the Tool Shed. Use crops on it to make two seeds of the crop out of it, after a few days.

[H0918] Sickle

Buy Price: 600G
Sell Price: 300G
Location: Ordering Bin

The Sickle is used to cut the grass in the Pasture, which will give you Fodder. The Fodder will be placed at the window located at the western wall of the Animal Barn, inside. Press A while next to a piece of grass to use the Sickle.

[H0919] Strange Hoe

Buy Price: Not Bought
Sell Price: 500G
Location: Tim

Functions like any other hoe, though your character will get tired more easily when using it. The Strange Hoe can be obtained by becoming friends with Tim and going to his room at the Inner Inn.

[H0920] Strange Sickle

Buy Price: Not Bought
Sell Price: 375G
Location: Gustafa

Functions like any other sickle, though your character will get tired more easily when using it. The Strange Sickle can be obtained by becoming friends with Gustafa and going to his yurt when he's there.

[H0921] Watering Can L

Buy Price: 750G
Sell Price: 375G
Location: Ordering Bin

Watering Cans are used to water seeds that are growing on one of your fields. Make sure it's filled (Maximum squares is 140), and use A to water the seed's square.

[H0922] Watering Can M

Buy Price: 600G
Sell Price: 300G
Location: Ordering Bin

Watering Cans are used to water seeds that are growing on one of your fields. Make sure it's filled (Maximum squares is 70), and use A to water the seed's square.

[H0923] Watering Can S

Buy Price: Not Bought
Sell Price: 50G
Location: Tool Shed, Starting Item

Watering Cans are used to water seeds that are growing on one of your fields. Make sure it's filled (Maximum squares is 35), and use A to water the seed's square.

[H0924] Watering Can W

Buy Price: Not Bought
Sell Price: 375G
Location: Romana

Watering Cans are used to water seeds that are growing on one of your fields. Make sure it's filled (Maximum squares is 1), and use A to water the seed's square. Only use this one on trees, because it increases the speed of growing. This Watering Can is obtained by becoming friends with Romana and entering her room when she's there.

[H0925] Weird Hoe

Buy Price: Not Bought
Sell Price: 500G
Location: Vesta

Functions like any other Hoe, though your character will get tired more easily when using it. It can be obtained by becoming friends with Vesta and entering one of her houses while she's alone.

[H0926] Weird Sickle

Buy Price: Not Bought
Sell Price: 375G
Location: Dr. Hardy

Functions like any other Sickle, though your character will get tired more easily when using it. It can be obtained by becoming friends with Dr. Hardy and entering his house in or after chapter 2 while he's in there.

[H0927] Wool Clippers

Buy Price: Not Bought
Sell Price: 150G

Location: Wally

Wool Clippers are used to shear a sheep with full wool. Press A while next to a sheep to use it. Wool Clippers are obtained by becoming friends with Wally and entering his house while he's there.

[H0928] Wool Shears

Buy Price: 400G
Sell Price: 200G
Location: Ordering Bin

Wool Shears are used to shear a sheep with full wool. Press A while next to a sheep to use it.

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 \_____/ [BUHBY]          |Section I|  
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Harvest Moon: A Wonderful Life \._____/`./
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 \ pecial Thanks _-----| [I-001] |-----+  
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- <http://www.network-science.de/ascii/>
 - For their awesome ASCII letters which I used for the co-section separators and the start of each section.

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 | ; | . y Guides _-----| [I-002] |-----+  
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, ' \-' list of all guides I created:
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- Harry Potter and the Chamber of Secrets [GBC]
 - Chamber of Secrets Maze Map:
<https://www.neoseeker.com/resourcelink.html?rid=129559>
 - Forbidden Forest Maze Map:
<https://www.neoseeker.com/resourcelink.html?rid=135058>
 - Greenhouse II Maze Map:
<https://www.neoseeker.com/resourcelink.html?rid=134892>
 - Gringotts Maze Map:
<https://www.neoseeker.com/resourcelink.html?rid=129972>
 - Hagrid's Garden Maze Map:
<https://www.neoseeker.com/resourcelink.html?rid=134925>
 - Walkthrough:

<https://www.neoseeker.com/resourcelink.html?rid=121298>

- Harvest Moon: A Wonderful Life [GCN]
 - FAQ/Walkthrough:
<https://www.neoseeker.com/resourcelink.html?rid=95152>
- Mario Kart DS [NDS]
 - Delfino Square Map:
<https://www.neoseeker.com/resourcelink.html?rid=127802>
 - Item Guide:
<https://www.neoseeker.com/resourcelink.html?rid=108684>
- Paper Mario: The Thousand-Year Door [GCN]
 - FAQ/Walkthrough:
<https://www.neoseeker.com/resourcelink.html?rid=134560>

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 |   inal Words _-----| [I-003] |-----+
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`- |   he guide was finished on April 7, 2007, nearly 2 years after starting it.
 , |   Now I can finally continue writing other guides without having a guilty
`-'   feeling about this guide not containing any good information. I am quite
proud of it, and I hope you like it. If you do, feel free to send an appreciaton
e-mail, and if you don't, feel free to send hatemail. Or not, perhaps I don't
want that in my inbox. Suggestions and questions are welcome, though.
```

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